

Staff of Wisdom

In-Game Description

*Staff of the lost land of Olaphis.
Sorcery-dedicated catalyst.
Cannot be used to cast hexes.*

*The crystal at the tip of the staff
greatly augments spell strength.*

*Already a finely-crafted staff,
made even more effective by its crystal,
the brilliance of which has been polished
over time with powerful magic.*

Availability

- Dragon Shrine treasure. In the area just up the stairs from the Dragon Aerie bonfire there is an alcove behind the first Drakekeeper.
Use a Pharros Lockstone on the ground to reveal an illusory wall with a metal chest behind it containing the staff and the Judgment Set. **(Dark Souls II only)**
- Mimic (Brightstone Cove Tseldora) drop - guaranteed. Located in the abandoned house, accessed by jumping down the well. **(Scholar of the First Sin only, except on the PS3)**

General Information

| Image | Dama ge | Aux Effect s | Count er Stren gth | Poise Dama ge | Castin g Speed | Stats Neede d Stat Bonus es | Dama ge Reduc tion | Aux Effect s Reduc tion | Stabili ty | Durab ility | Weigh t |
|-------|---|--------------------|-----------------------------|---------------------|----------------------|--|-----------------------------|-------------------------------------|---------------|----------------|------------|
| | 0/180/ 0/0/0 (Spell/ Strike) | 0/0 | 110 | 15 | 110 | -/-/50/- -/-/S/-/- /- | 25/30/ 20/20/ 20 | 5/5/5/5 | 20 | 50 | 3.0 |

Notes

- Is the best staff for casting sorceries.
- Infusing it with Dark with give it dark damage and dark scaling but, as detailed in the weapon's description, will still not be able to cast any Hexes.

Upgrades

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| FoldUnfold Upgrades Basic Magic Dark |
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Basic

Special upgrade path.
Requires:

- Twinkling Titanite

| Name | Damage | Stat Bonuses | Materials Cost | Souls |
|--------------------|-------------|--------------|-----------------------|-------|
| Staff of Wisdom +0 | 0/180/0/0/0 | -/-/S/-/-/- | - | - |
| Staff of Wisdom +1 | 0/198/0/0/0 | -/-/S/-/-/- | 1x Twinkling Titanite | 1,420 |
| Staff of Wisdom +2 | 0/216/0/0/0 | -/-/S/-/-/- | 2x Twinkling Titanite | 1,770 |
| Staff of Wisdom +3 | 0/234/0/0/0 | -/-/S/-/-/- | 3x Twinkling Titanite | 2,120 |
| Staff of Wisdom +4 | 0/252/0/0/0 | -/-/S/-/-/- | 4x Twinkling Titanite | 2,830 |
| Staff of Wisdom +5 | 0/270/0/0/0 | -/-/S/-/-/- | 5x Twinkling Titanite | 3,180 |

Infusions

Magic

Reduces: Damage and aux effects reduction.
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.
Requires:

- Faintstone
- 2,000 souls

| Name | Damage | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|--------------------------|-------------|--------------|--------------------------|-----------------------|
| Magic Staff of Wisdom +0 | 0/198/0/0/0 | -/-/S/-/-/- | 24.5/33.3/19.5/19.5/19.5 | 4.5/4.5/4.5/4.5 |
| Magic Staff of Wisdom +1 | 0/217/0/0/0 | -/-/S/-/-/- | | |
| Magic Staff of Wisdom +2 | 0/237/0/0/0 | -/-/S/-/-/- | | |
| Magic Staff of Wisdom +3 | 0/257/0/0/0 | -/-/S/-/-/- | | |
| Magic Staff of Wisdom +4 | 0/277/0/0/0 | -/-/S/-/-/- | | |
| Magic Staff of Wisdom +5 | 0/297/0/0/0 | -/-/S/-/-/- | | |

Dark

Reduces: Base damage, damage and aux effects reduction.
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.
Requires:

- Darknight Stone
- 2,000 souls

| Name | Damage | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|-------------------------|--------------|--------------|--------------------------|-----------------------|
| Dark Staff of Wisdom +0 | 0/162/0/0/17 | -/-/S/-/-/C | 24.5/29.5/19.5/19.5/23.3 | 4.5/4.5/4.5/4.5 |

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|----------------------------|--------------|-------------|
| Dark Staff of Wisdom +1 | 0/178/0/0/19 | -/-/S/-/-/C |
| Dark Staff of Wisdom +2 | 0/194/0/0/21 | -/-/S/-/-/C |
| Dark Staff of Wisdom +3 | 0/210/0/0/23 | -/-/S/-/-/C |
| Dark Staff of Wisdom +4 | 0/226/0/0/25 | -/-/S/-/-/C |
| Dark Staff of Wisdom +5 | 0/243/0/0/26 | -/-/S/-/-/C |

Key

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| Damage: | <p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p> |
| Casting Speed: | The speed at which this catalyst will cast a spell. |
| Counter Strength: | Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage. |
| Poise Damage: | The ability of the weapon to break the poise of an enemy. |
| Durability: | The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith. |
| Weight: | <p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going</p> <p>over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p> |

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| <p>Stats Needed:</p> | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p> |
| <p>Stat Bonuses:</p> | <p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> |
| <p>Aux Effect:</p> | <p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect |
| <p>Aux Effect Reduction:</p> | <p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect |
| <p>Damage Reduction:</p> | <p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage |

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| Stability: | Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks. |
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