Staves

Icon	Name	Damage	Casting Speed	Durability	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Archdrake Staff	0/95/0/0/70 (Spell/Strike)	125	40	3.5	-/-/18/15 -/-/B/-/-/B	Sold by Felkin the Outcast.	Titanite	-
	Azal's Staff	0/133/0/0/133 (Spell/Strike)	30	4	4.0	-/-/35/18 -/-/S/-/-/S	Frozen Eleum Loyce treasure.	Twinkling Titanite	Low durability. DLC item.
	Bat Staff	0/102/0/0/102 Poison 107 (Spell/Strike)	125	30	2.0	-/-/25/- -/-/C/-/-/B	Hollow Mage drop.	Titanite	Melee attacks with the staff inflict poison damage.
	Black Witch's Staff	0/110/110/110/110 (Spell/Strike)	120	30	2.5	-/-/20/20 -/-/A/C/C/A	Leydia Witch drop.	Titanite	Usable with sorceries, miracles, and hexes.
	Blue Flame	86/120/0/0/0 (Slash/Spell)	100	60	3.0	13/15/12/- E/D/C/-/-/-	Leydia Pyromancer drop.	Twinkling Titanite	A sword that can cast sorceries.
	Bone Staff	0/95/0/0/95 (Spell/Strike)	100	50	4.5	-/-/20/- -/-/D/-/-/A	The Lost Bastille treasure.	Titanite	-
	Lizard Staff	0/110/0/0/40 (Spell/Strike)	120	30	2.0	-/-/18/- -/-/A/-/-/C	Necromancer drop.	Titanite	-
	Olenford's Staff	0/140/0/0/140 (Spell/Strike)	120	30	2.0	-/-/40/- -/-/B/-/-/A	Undead Crypt treasure.	Twinkling Titanite	-
	Pilgrim's Spontoon	0/120/0/0/120 (Thrust/Spell)	100	40	3.5	11/12/30/30 -/-/C/-/-/C	Brume Tower treasure.	Titanite	A spear that can cast sorceries and hexes. DLC item.
	Retainer Staff	0/230/0/0/230 (Spell/Strike)	80	50	2.5	-/-/18/- -/-/-/-/-/-	Retainer drop.	Titanite	DLC item.

Name	Damage			Weight	Requirements	Location	Material	Notes
Sanctum Shield	0/120/0/80/120 (Strike/Spell)	100	30	2.0	6/7/18/18 -/-/C/-/C/C	Dragon's Sanctum treasure.	Titanite	A shield that can cast sorceries, miracles, and hexes. DLC item.
Sorcerer's Staff	0/112/0/0/112 (Spell/Strike)	135	30	2.0	-/-/10/- -/-/C/-/-/C	Starting item for the Sorcerer class. Forest of Fallen Giants treasure. Sold by Carhillion of the Fold.	Titanite	-
Sorcerer's Twinblade	0/67/0/0/67 (Slash/Spell)	100	100	10.0	11/20/20/6 E/E/C/-/-/-	Frozen Eleum Loyce treasure.	Titanite	A twinblade that can cast sorceries. DLC item.
Staff of Amana	0/115/0/0/115 (Spell/Strike)	100	45	3.0	-/-/35/- -/-/S/-/-/C	Amana Shrine Maiden drop.	Titanite	Damage modifier while human.
Staff of Wisdom	0/180/0/0/0 (Spell/Strike)	110	50	3.0	-/-/50/- -/-/S/-/-/-	Dragon Shrine treasure.	Twinkling Titanite	Cannot cast hexes.
Sunset Staff	0/106/0/0/60 (Spell/Strike)	105	30	2.0	-/-/22/18 -/-/A/-/-/S	Felkin the Outcast drop/gift. Aldia's Keep treasure.	Twinkling Titanite	-
Transgressor's Staff	0/80/0/0/40 (Spell/Strike)	120	50	3.0	-/-/15/12 -/-/B/-/-/A	Sold by Chancellor Wellager. Black Armour Edition/pre order bonus.	Titanite	-
Witchtree Branch	0/125/0/0/125 (Spell/Strike)	140	30	1.0	-/-/16/- -/-/C/-/-/B	Treasure in Majula pit.	Titanite	-

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E: • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage Each weapon has one or more physical damage types: • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
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:	The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.

Stats Needed:	The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.
	The stats required are A / B / C / D:
	- A is the Strength required - B is the Dexterity required - C is the Intelligence required - D is the Faith required
	Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. 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 x 1.5 = 28.5)
Stat Bonuses:	The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).
Aux Effect:	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: - A is Poison Effect - B is Bleed Effect
Aux Effect Reduction:	The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D: - A is Poison Effect - B is Bleed Effect - C is Petrify Effect - D is Curse Effect
Damage Reduction:	The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E : - A is Physical Damage - B is Magical Damage - C is Fire Damage - D is Lightning Damage - E is Dark Damage

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.