

# 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.

	Sanctum Shield	0/120/0/80/120  (Strike/SPELL)	100	30	2.0	6/7/18/18 -/IC/-IC/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/ -/IC/-/IC	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/-/IC	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

<b>Damage:</b>	<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"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Casting Speed:</b>	<p>The speed at which this catalyst will cast a spell.</p>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>
<b>Weight:</b>	<p>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.</p>

<p><b>Stats Needed:</b></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"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <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. (<math>19 \times 1.5 = 28.5</math>)</p>
<p><b>Stat Bonuses:</b></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><b>Aux Effect:</b></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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<p><b>Aux Effect Reduction:</b></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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrify Effect</li> <li>• D is Curse Effect</li> </ul>
<p><b>Damage Reduction:</b></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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Stability:</b>	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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