

Sunset Staff

In-Game Description

A staff said to have been forged in Aldia.
A catalyst for sorceries and hexes.
Particularly powerful for casting hexes.

The mysterious Lord Aldia secluded himself inside a manor to conduct various experiments. Those invited to the manor disappeared, replaced over time with malformed beasts that roamed its halls.

Availability

- Gift from Felkin the Outcast when you talk to him with at least 20 Intelligence and 20 Faith.
- Dropped by Felkin the Outcast.
- Found in Aldia's Keep near the first bonfire. To the left of the stairs, inside a Mimic chest (Mimic does not drop Sunset Staff in Scholar of the First Sin.)

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
	0/106/ 0/0/60 (Spell/ Strike)	0/0	100	15	105	-/- /22/18 -/-A/-/ /S	25/30/ 20/20/ 20	5/5/5/5	15	30	2.0

Upgrades

Special upgrade path.
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Sunset Staff +0	0/106/0/0/60	-/-/A/-/-/S	0	N/A
Sunset Staff +1	0/116/0/0/106	-/-/A/-/-/S	1	1420
Sunset Staff +2	0/127/0/0/152	-/-/A/-/-/S	2	1770
Sunset Staff +3	0/138/0/0/198	-/-/A/-/-/S	3	2120
Sunset Staff +4	0/149/0/0/244	-/-/A/-/-/S	4	2830
Sunset Staff +5	0/160/0/0/290	-/-/A/-/-/S	5	3180

Infusions

Magic

Requires Faintstone and 2,000 souls

Name	Damage	Stat Bonuses
Magic Sunset Staff +0	0/116/0/0/54	-/-/A/-/-/S
Magic Sunset Staff +1	0/128/0/0/95	-/-/A/-/-/S
Magic Sunset Staff +2	0/140/0/0/136	-/-/A/-/-/S
Magic Sunset Staff +3	0/152/0/0/178	-/-/A/-/-/S
Magic Sunset Staff +4	0/164/0/0/219	-/-/A/-/-/S
Magic Sunset Staff +5	0/176/0/0/261	-/-/A/-/-/S

Dark

Requires Darknight Stone and 2,000 souls

Name	Damage	Stat Bonuses
Dark Sunset Staff +0	0/95/0/0/66	-/-/A/-/-/S
Dark Sunset Staff +1	0/105/0/0/116	-/-/A/-/-/S
Dark Sunset Staff +2	0/114/0/0/167	-/-/A/-/-/S
Dark Sunset Staff +3	0/124/0/0/217	-/-/A/-/-/S
Dark Sunset Staff +4	0/134/0/0/268	-/-/A/-/-/S
Dark Sunset Staff +5	0/144/0/0/319	-/-/A/-/-/S

Key

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 over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<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

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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Revision #1
Created 17 December 2024 08:18:41 by jade
Updated 17 December 2024 08:18:41 by jade