

# Transgressor's Staff


## In-Game Description

*A staff enwreathed in a matte blackness.  
Found in the heart of the Dark Chasm.  
A catalyst for sorceries and hexes.*

*No one knows what lies beyond the  
dark passages found across Drangleic,  
but perhaps they are better left undisturbed.*

## Availability

- Sold by Chancellor Wellager for 8,000 souls after defeating the Looking Glass Knight.
- Part of the preorder bonus, received after character creation. Cannot be sold or thrown away.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Nee ded Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/80/0/ 0/40  (Spell/ Strike)	0/0	100	10	120	-/ /15/12  -/-B/-/ /A	25/30/ 20/20/ 30	5/5/5/5	15	50	3.0

## Notes

- A typical Sorcerer's Staff enwreathed in solid Dark. The base damage starts out very modest, but quickly improves far past the original in hexing performance. Fully upgraded, it gains S-rank Dark damage scaling that ranks below the Sunset Staff, but higher than the Bone Staff.
- Paired with the Transgressor's Leather Shield.

# Upgrades

## Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Transgressor's Staff +0	0/80/0/0/40	-/-/B/-/-/A	N/A	N/A
Transgressor's Staff +1	0/88/0/0/57	-/-/B/-/-/A	1x Titanite Shard	500
Transgressor's Staff +2	0/96/0/0/74	-/-/B/-/-/A	2x Titanite Shard	630
Transgressor's Staff +3	0/104/0/0/91	-/-/B/-/-/A	3x Titanite Shard	750
Transgressor's Staff +4	0/112/0/0/108	-/-/B/-/-/A	1x Large Titanite Shard	1000
Transgressor's Staff +5	0/120/0/0/125	-/-/B/-/-/A	2x Large Titanite Shard	1130
Transgressor's Staff +6	0/128/0/0/142	-/-/B/-/-/A	3x Large Titanite Shard	1250
Transgressor's Staff +7	0/136/0/0/159	-/-/B/-/-/A	1x Titanite Chunk	1500
Transgressor's Staff +8	0/144/0/0/176	-/-/B/-/-/A	2x Titanite Chunk	1630
Transgressor's Staff +9	0/152/0/0/193	-/-/B/-/-/A	3x Titanite Chunk	1750
Transgressor's Staff +10	0/160/0/0/210	-/-/B/-/-/S	1x Titanite Slab	2000

# Infusions

## Magic

Requires:

- Faintstone
- 2000 souls

Name	Damage	Stat Bonuses
Magic Transgressor's Staff +0	0/92/0/0/34	-/-/B/-/-/A
Magic Transgressor's Staff +1	0/101/0/0/48	-/-/B/-/-/A
Magic Transgressor's Staff +2	0/110/0/0/62	-/-/B/-/-/A
Magic Transgressor's Staff +3	0/119/0/0/77	-/-/B/-/-/A
Magic Transgressor's Staff +4	0/128/0/0/91	-/-/B/-/-/A
Magic Transgressor's Staff +5	0/138/0/0/106	-/-/B/-/-/A
Magic Transgressor's Staff +6	0/147/0/0/120	-/-/B/-/-/A
Magic Transgressor's Staff +7	0/156/0/0/135	-/-/B/-/-/A
Magic Transgressor's Staff +8	0/165/0/0/149	-/-/B/-/-/A
Magic Transgressor's Staff +9	0/174/0/0/164	-/-/B/-/-/A
Magic Transgressor's Staff +10	0/184/0/0/178	-/-/B/-/-/S

# Dark

Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Stat Bonuses
Dark Transgressor's Staff +0	0/68/0/0/46	-/-/B/-/-/B
Dark Transgressor's Staff +1	0/74/0/0/65	-/-/B/-/-/A
Dark Transgressor's Staff +2	0/81/0/0/85	-/-/B/-/-/A
Dark Transgressor's Staff +3	0/88/0/0/104	-/-/B/-/-/A
Dark Transgressor's Staff +4	0/95/0/0/124	-/-/B/-/-/A
Dark Transgressor's Staff +5	0/101/0/0/143	-/-/B/-/-/A
Dark Transgressor's Staff +6	0/108/0/0/163	-/-/B/-/-/A
Dark Transgressor's Staff +7	0/115/0/0/182	-/-/B/-/-/A
Dark Transgressor's Staff +8	0/122/0/0/202	-/-/B/-/-/A
Dark Transgressor's Staff +9	0/129/0/0/221	-/-/B/-/-/A
Dark Transgressor's Staff +10	0/136/0/0/241	-/-/B/-/-/S

# 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>	The speed at which this catalyst will cast a spell.
<b>Counter Strength:</b>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Durability:</b>	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
<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>
<b>Stats Needed:</b>	<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, 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>

<b>Stat Bonuses:</b>	<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>
<b>Aux Effect:</b>	<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>
<b>Aux Effect Reduction:</b>	<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>
<b>Damage Reduction:</b>	<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>	<p>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.</p>

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