

# Wichtree Bellvine

## In-Game Description

*Witchtree bellvine that sprout among old growth. A catalyst for miracles and hexes.*

*Clerics who were ostracized devised this as an alternative catalyst for casting miracles.*

*Most clerics who are stripped of their status are good-for-nothings, but among them are powerful spell casters who represented real threats to the establishment.*

*Although not a proper catalyst,  
the bellvine is quite powerful.*

## Availability

Majula treasure, inside the Pit. Choose the 12,000 souls ladder from Laddersmith Gilligan and climb down. Climb the other ladder on that landing. Unlock the door using the Forgotten Key. The chime is in the center of three chests along with the Witchtree Branch.

## 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
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	0/0/0/100/100  (Spell/Strike)	0/0	100	5	100	-/-/-/15  -/-/-/A/C	25/20/20/30/20	5/5/5/5	5	30	0.5
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# Upgrades

## Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Wichtree Bellvine +0	0/0/0/100/100	-/-/-/A/C	-	-
Wichtree Bellvine +1	0/0/0/110/110	-/-/-/A/C	1x Titanite Shard	680
Wichtree Bellvine +2	0/0/0/120/120	-/-/-/A/C	2x Titanite Shard	850
Wichtree Bellvine +3	0/0/0/130/130	-/-/-/A/C	3x Titanite Shard	1,020
Wichtree Bellvine +4	0/0/0/140/140	-/-/-/A/C	1x Large Titanite Shard	1,350
Wichtree Bellvine +5	0/0/0/150/150	-/-/-/A/C	2x Large Titanite Shard	1,520
Wichtree Bellvine +6	0/0/0/160/160	-/-/-/A/C	3x Large Titanite Shard	1,690
Wichtree Bellvine +7	0/0/0/170/170	-/-/-/A/C	1x Titanite Chunk	2,030
Wichtree Bellvine +8	0/0/0/180/180	-/-/-/A/C	2x Titanite Chunk	2,200
Wichtree Bellvine +9	0/0/0/190/190	-/-/-/A/C	3x Titanite Chunk	2,370
Wtchtree Bellvine +10	0/0/0/200/200	-/-/-/A/B	1x Titanite Slab	2,700

# Infusions

## Lightning

Requires

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Witchtree Bellvine +0	0/0/0/115/85	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +1	0/0/0/126/93	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +2	0/0/0/138/101	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +3	0/0/0/149/110	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +4	0/0/0/161/118	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +5	0/0/0/172/127	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +6	0/0/0/184/136	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +7	0/0/0/195/144	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +8	0/0/0/207/153	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +9	0/0/0/218/161	-/-/-/A/C	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Witchtree Bellvine +10	0/0/0/230/170	-/-/-/A/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3

## Dark

### Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Witchtree Bellvine +0	0/0/0/85/115	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +1	0/0/0/93/126	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3

Dark Witchtree Bellvine +2	0/0/0/101/138	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +3	0/0/0/110/149	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +4	0/0/0/118/161	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +5	0/0/0/127/172	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +6	0/0/0/136/184	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +7	0/0/0/144/195	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +8	0/0/0/153/207	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +9	0/0/0/161/218	-/-/-/A/C	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Bellvine +10	0/0/0/170/230	-/-/-/A/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3

# 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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