

	0/0/0/1 00/100	0/0	100	5	100	-/-/-/15 -/-/-/ /A/C	25/20/ 20/30/ 20	5/5/5/5	5	30	0.5
	(Spell/ Strike)										

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
Wichtree 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

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.

<p>Weight:</p>	<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. 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, 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. ($19 \times 1.5 = 28.5$)</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. 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. 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

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 : <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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