

# Wichtree Branch



## In-Game Description

*Branch of a forest-wandering witchtree.  
A catalyst for sorceries and hexes.*

*Now it is used as a weapon, but this was  
originally a part of a witchtree.*

## Availability

Located in a chest down the Pit in Majula. The Forgotten Key is required to access the door where the item can be found in the middle chest alongside Wichtree Bellvine.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/125/ 0/0/125  (Spell/ Strike)	0/0	100	10	140	-/-/16/ -/-/C/-/ /B	25/30/ 20/20/ 20	5/5/5/5	15	30	1.0

## Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Witchtree Branch +0	0/125/0/0/125	-/-/C/-/-/B	-	-
Witchtree Branch +1	0/137/0/0/137	-/-/C/-/-/B	1x Titanite Shard	500
Witchtree Branch +2	0/150/0/0/150	-/-/C/-/-/B	2x Titanite Shard	630
Witchtree Branch +3	0/162/0/0/162	-/-/C/-/-/B	3x Titanite Shard	750
Witchtree Branch +4	0/175/0/0/175	-/-/C/-/-/B	1x Large Titanite Shard	1,000
Witchtree Branch +5	0/187/0/0/187	-/-/C/-/-/B	2x Large Titanite Shard	1,130
Witchtree Branch +6	0/200/0/0/200	-/-/C/-/-/B	3x Large Titanite Shard	1,250
Witchtree Branch +7	0/212/0/0/212	-/-/C/-/-/B	1x Titanite Chunk	1,500
Witchtree Branch +8	0/225/0/0/225	-/-/C/-/-/B	2x Titanite Chunk	1,630
Witchtree Branch +9	0/237/0/0/237	-/-/C/-/-/B	3x Titanite Chunk	1,750
Witchtree Branch +10	0/250/0/0/250	-/-/B/-/-/A	1x Titanite Slab	2,000

## Infusions

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## Magic

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Requires:

- Faintstone
- 2000 Souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Witchtree Branch +0	0/143/0/0/106	-/-/C/-/-/B	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Witchtree Branch +1	0/158/0/0/116	-/-/C/-/-/B		
Magic Witchtree Branch +2	0/172/0/0/127	-/-/C/-/-/B		
Magic Witchtree Branch +3	0/186/0/0/138	-/-/C/-/-/B		

Magic Witchtree Branch +4	0/201/0/0/148	-/-/C/-/-/B
Magic Witchtree Branch +5	0/215/0/0/159	-/-/C/-/-/B
Magic Witchtree Branch +6	0/230/0/0/170	-/-/C/-/-/B
Magic Witchtree Branch +7	0/244/0/0/180	-/-/C/-/-/B
Magic Witchtree Branch +8	0/258/0/0/191	-/-/C/-/-/B
Magic Witchtree Branch +9	0/273/0/0/201	-/-/C/-/-/B
Magic Witchtree Branch +10	0/287/0/0/212	-/-/B/-/-/A

## Dark

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Requires:

- Darknight Stone
- 2000 Souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Witchtree Branch +0	0/106/0/0/143	-/-/C/-/-/B	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Branch +1	0/116/0/0/158	-/-/C/-/-/B		
Dark Witchtree Branch +2	0/127/0/0/172	-/-/C/-/-/B		
Dark Witchtree Branch +3	0/138/0/0/186	-/-/C/-/-/B		
Dark Witchtree Branch +4	0/148/0/0/201	-/-/C/-/-/B		
Dark Witchtree Branch +5	0/159/0/0/215	-/-/C/-/-/B		
Dark Witchtree Branch +6	0/170/0/0/230	-/-/C/-/-/B		
Dark Witchtree Branch +7	0/180/0/0/244	-/-/C/-/-/B		

Dark Witchtree Branch +8	0/191/0/0/258	-/-C/-/-/B
Dark Witchtree Branch +9	0/201/0/0/273	-/-C/-/-/B
Dark Witchtree Branch +10	0/212/0/0/287	-/-B/-/-/A

# 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>	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>	<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"> <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. 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. 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. 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. 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>

**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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