Crystal Magic Weapon

In-Game Description

*Sorcery boosted by the knowledge
Logan acquired at the Regal Archives.
High magic + crystallization: right weapon.*

*Logan's trials were successful, and the
crystal medium facilitated a stronger bond
between weapon and soul.*

Availability

- Sold by Big Hat Logan in The Duke's Archives after he has been freed.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	60 seconds	0 frames	25 Int	1 Attunement Slot	Big Hat Logan	20,000 Souls

- Adds magic damage to the weapon equivalent to catalyst's MagAdjust * 1.4.

- The "crystallization" effect mentioned in the In-Game Description is only visual.

- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:
  Charcoal Pine Resin, Darkmoon Blade, Gold Pine Resin, Great Magic Weapon, Hidden Weapon, Magic Weapon, Rotten Pine Resin, Sunlight Blade,

Key

MagAdj Modifier:	The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Certain enemies are weak or strong against different damage types.
Uses:	The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.
Duration:	The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.
Slot Cost:	The number of attunement slots necessary to attune one instance of a spell.
Stats Needed:	The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.
Dex Reduction:	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
NPC Trainer, Training Cost:	The NPC who can teach the player the spell for the Training Cost.

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