

# 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

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>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.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>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.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>