

Magic Weapon

In-Game Description

Sorcery for casters who wield swords.
Magic augmentation: right weapon.

The power of the magic swordsmen of Vinheim is predicated upon this and Magic Shield.
Many warriors learn sorcery just for this.

Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 3,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 3,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 3,000 Souls.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	5	60 seconds	0 frames	10 Int	1 Attunement Slot	Griggs of Vinheim Big Hat Logan	3,000 Souls

- Adds magic damage to the weapon equivalent to catalyst's MagAdjust * 0.8.
- Note that it cannot be used to buff shields, even when using one in the right hand as a weapon.
- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:

Key

MagAdj Modifier:	<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">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<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>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<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>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>