

[Temporary build planner until a web version is made](#)

[Weapon AR Calculator that breaks down the relevant parts of scaling for users](#)

[Optimal Casting Catalyst Calculator](#)

[PvE Health/Defense/Damage Negation/Resistance/Flags/Multiplayer Multipliers](#)

[Player Attack Data](#)

[Weapon Skill Damage Explanation](#)

Equipped Weight	AR/Aux Multiplier
0.0	1.15
0.1	1.1498125
0.2	1.149625
0.3	1.1494375
0.4	1.14925
0.5	1.1490625
0.6	1.148875
0.7	1.1486875
0.8	1.1485
0.9	1.1483125
1.0	1.148125
1.1	1.1479375
1.2	1.14775
1.3	1.1475625
1.4	1.147375
1.5	1.1471875
1.6	1.147
1.7	1.1468125
1.8	1.146625
1.9	1.1464375
2.0	1.14625
2.1	1.1460625
2.2	1.145875
2.3	1.1456875
2.4	1.1455
2.5	1.1453125
2.6	1.145125
2.7	1.1449375
2.8	1.14475
2.9	1.1445625
3.0	1.144375

Equipped Weight	AR/Aux Multiplier
3.1	1.1441875
3.2	1.144
3.3	1.1438125
3.4	1.143625
3.5	1.1434375
3.6	1.14325
3.7	1.1430625
3.8	1.142875
3.9	1.1426875
4.0	1.1425
4.1	1.1423125
4.2	1.142125
4.3	1.1419375
4.4	1.14175
4.5	1.1415625
4.6	1.141375
4.7	1.1411875
4.8	1.141
4.9	1.1408125
5.0	1.140625
5.1	1.1404375
5.2	1.14025
5.3	1.1400625
5.4	1.139875
5.5	1.1396875
5.6	1.1395
5.7	1.1393125
5.8	1.139125
5.9	1.1389375
6.0	1.13875

Equipped Weight	AR/Aux Multiplier
6.1	1.1385625
6.2	1.138375
6.3	1.1381875
6.4	1.138
6.5	1.1378125
6.6	1.137625
6.7	1.1374375
6.8	1.13725
6.9	1.1370625
7.0	1.136875
7.1	1.1366875
7.2	1.1365
7.3	1.1363125
7.4	1.136125
7.5	1.1359375
7.6	1.13575
7.7	1.1355625
7.8	1.135375
7.9	1.1351875
8.0	1.135
8.1	1.1344375
8.2	1.133875
8.3	1.1333125
8.4	1.13275
8.5	1.1321875
8.6	1.131625
8.7	1.1310625
8.8	1.1305
8.9	1.1299375
9.0	1.129375

Equipped Weight	AR/Aux Multiplier
9.1	1.1288125
9.2	1.12825
9.3	1.1276875
9.4	1.127125
9.5	1.1265625
9.6	1.126
9.7	1.1254375
9.8	1.124875
9.9	1.1243125
10.0	1.12375
10.1	1.1231875
10.2	1.122625
10.3	1.1220625
10.4	1.1215
10.5	1.1209375
10.6	1.120375
10.7	1.1198125
10.8	1.11925
10.9	1.1186875
11.0	1.118125
11.1	1.1175625
11.2	1.117
11.3	1.1164375
11.4	1.115875
11.5	1.1153125
11.6	1.11475
11.7	1.1141875
11.8	1.113625
11.9	1.1130625
12.0	1.1125

Equipped Weight	AR/Aux Multiplier
12.1	1.1119375
12.2	1.111375
12.3	1.1108125
12.4	1.11025
12.5	1.1096875
12.6	1.109125
12.7	1.1085625
12.8	1.108
12.9	1.1074375
13.0	1.106875
13.1	1.1063125
13.2	1.10575
13.3	1.1051875
13.4	1.104625
13.5	1.1040625
13.6	1.1035
13.7	1.1029375
13.8	1.102375
13.9	1.1018125
14.0	1.10125
14.1	1.1006875
14.2	1.100125
14.3	1.0995625
14.4	1.099
14.5	1.0984375
14.6	1.097875
14.7	1.0973125
14.8	1.09675
14.9	1.0961875
15.0	1.095625

Equipped Weight	AR/Aux Multiplier
15.1	1.0950625
15.2	1.0945
15.3	1.0939375
15.4	1.093375
15.5	1.0928125
15.6	1.09225
15.7	1.0916875
15.8	1.091125
15.9	1.0905625
16.0	1.09
16.1	1.0886875
16.2	1.087375
16.3	1.0860625
16.4	1.08475
16.5	1.0834375
16.6	1.082125
16.7	1.0808125
16.8	1.0795
16.9	1.0781875
17.0	1.076875
17.1	1.0755625
17.2	1.07425
17.3	1.0729375
17.4	1.071625
17.5	1.0703125
17.6	1.069
17.7	1.0676875
17.8	1.066375
17.9	1.0650625
18.0	1.06375

Equipped Weight	AR/Aux Multiplier
18.1	1.0624375
18.2	1.061125
18.3	1.0598125
18.4	1.0585
18.5	1.0571875
18.6	1.055875
18.7	1.0545625
18.8	1.05325
18.9	1.0519375
19.0	1.050625
19.1	1.0493125
19.2	1.048
19.3	1.0466875
19.4	1.045375
19.5	1.0440625
19.6	1.04275
19.7	1.0414375
19.8	1.040125
19.9	1.0388125
20.0	1.0375
20.1	1.037125
20.2	1.03675
20.3	1.036375
20.4	1.036
20.5	1.035625
20.6	1.03525
20.7	1.034875
20.8	1.0345
20.9	1.034125
21.0	1.03375

Equipped Weight	AR/Aux Multiplier
21.1	1.033375
21.2	1.033
21.3	1.032625
21.4	1.03225
21.5	1.031875
21.6	1.0315
21.7	1.031125
21.8	1.03075
21.9	1.030375
22.0	1.03
22.1	1.029625
22.2	1.02925
22.3	1.028875
22.4	1.0285
22.5	1.028125
22.6	1.02775
22.7	1.027375
22.8	1.027
22.9	1.026625
23.0	1.02625
23.1	1.025875
23.2	1.0255
23.3	1.025125
23.4	1.02475
23.5	1.024375
23.6	1.024
23.7	1.023625
23.8	1.02325
23.9	1.022875
24.0	1.0225

Equipped Weight	AR/Aux Multiplier
24.1	1.022125
24.2	1.02175
24.3	1.021375
24.4	1.021
24.5	1.020625
24.6	1.02025
24.7	1.019875
24.8	1.0195
24.9	1.019125
25.0	1.01875
25.1	1.018375
25.2	1.018
25.3	1.017625
25.4	1.01725
25.5	1.016875
25.6	1.0165
25.7	1.016125
25.8	1.01575
25.9	1.015375
26.0	1.015
26.1	1.014625
26.2	1.01425
26.3	1.013875
26.4	1.0135
26.5	1.013125
26.6	1.01275
26.7	1.012375
26.8	1.012
26.9	1.011625
27.0	1.01125

Equipped Weight	AR/Aux Multiplier
27.1	1.010875
27.2	1.0105
27.3	1.010125
27.4	1.00975
27.5	1.009375
27.6	1.009
27.7	1.008625
27.8	1.00825
27.9	1.007875
28.0	1.0075
28.1	1.007125
28.2	1.00675
28.3	1.006375
28.4	1.006
28.5	1.005625
28.6	1.00525
28.7	1.004875
28.8	1.0045
28.9	1.004125
29.0	1.00375
29.1	1.003375
29.2	1.003
29.3	1.002625
29.4	1.00225
29.5	1.001875
29.6	1.0015
29.7	1.001125
29.8	1.00075
29.9	1.000375
30.0	1

Upgrade	HP Restored	Increase		FP Restored	Increase
+0	250	0		80	0
+1	345	95		95	15
+2	430	85		110	15
+3	505	75		125	15
+4	570	65		140	15
+5	625	55		150	10
+6	670	45		160	10
+7	700	30		170	10
+8	730	30		180	10
+9	755	25		190	10
+10	780	25		200	10
+11	795	15		210	10
+12	810	15		220	10

These only use the faith portion of a Sacred Seal's scaling

Incantation	FP Cost	HP/s	Duration [1]	Total Heal	HP/FP
Bestial Vitality	18	5	120	600	33.33333333
Blessing's Boon	30	8	90	720	24
Blessing of the Erdtree	60	12	90	1080	18
Blessing's Boon - Ally	30	8	90	720	24
Blessing of the Erdtree - Ally	60	12	90	1080	18
BV - Old Lord's Tali	18	5	156	780	43.33333333
BB - Old Lord's Tali	30	8	117	936	31.2
BotE - Old Lord's Tali	60	12	117	1404	23.4
BB - Old Lord's Tali - Ally [2]	30	8	117	936	31.2
BotE - Old Lord's Tali - Ally [4]	60	12	117	1404	23.4

Incantation	FP Cost	SB Multiplier	Heal at 300 SB	HP/FP
Urgent Heal	16	1.15	345	21.5625
Heal	32	2.3	690	21.5625
Great Heal	45	3.64	1092	24.26666667
Lord's Heal	55	4.2	1260	22.90909091
Erdtree Heal	65	5.9	1770	27.23076923
Heal - Ally	32	1.15	345	10.78125
Great Heal - Ally	45	2.07	621	13.8
Lord's Heal - Ally	55	2.1	630	11.45454545
Erdtree Heal - Ally [3]	65	3.98	1194	18.36923077

AoE healing incantations also damage "Those Who Live in Death" enemies in range

Damage Formula: $LMaxHP * 0.03J + 10$

Incantation	FP Cost	Dmg/s	Duration	Total Damage	Damage/FP
BB - Target 1k HP	30	40	30	1200	40
BotE - Target 1k HP	60	40	30	1200	20
BB - Target 5k HP	30	160	30	4800	160
BotE - Target 5k HP	60	160	30	4800	80
BB - Target 10k HP	30	310	30	9300	310
BotE - Target 10k HP	60	310	30	9300	155

Damage Formula: $LMaxHP * 0.5J + 300$

Incantation	FP Cost	Damage	Damage/FP
Heal - Target 1k HP	32	800	25
Great Heal - Target 1k HP	45	800	17.77777778
Lord's Heal - Target 1k HP	55	800	14.54545455
Erdtree Heal - Target 1k HP	65	800	12.30769231
Heal - Target 5k HP	32	2800	87.5
Great Heal - Target 5k HP	45	2800	62.22222222
Lord's Heal - Target 5k HP	55	2800	50.90909091
Erdtree Heal - Target 5k HP	65	2800	43.07692308
Heal - Target 10k HP	32	5300	165.625
Great Heal - Target 10k HP	45	5300	117.7777778
Lord's Heal - Target 10k HP	55	5300	96.36363636
Erdtree Heal - Target 10k HP	65	5300	81.53846154

Level	Runes to Next	Cost Increase	Total Runes
1	673	0	0
2	689	16	673
3	706	17	1,362
4	723	17	2,068
5	740	17	2,791
6	757	17	3,531
7	775	18	4,288
8	793	18	5,063
9	811	18	5,856
10	829	18	6,667
11	847	18	7,496
12	1,038	191	8,343
13	1,238	200	9,381
14	1,445	207	10,619
15	1,659	214	12,064
16	1,882	223	13,723
17	2,113	231	15,605
18	2,353	240	17,718
19	2,601	248	20,071
20	2,857	256	22,672
21	3,122	265	25,529
22	3,395	273	28,651
23	3,678	283	32,046
24	3,970	292	35,724
25	4,270	300	39,694
26	4,580	310	43,964
27	4,899	319	48,544
28	5,228	329	53,443
29	5,567	339	58,671
30	5,915	348	64,238
31	6,273	358	70,153

Level	Runes to Next	Cost Increase	Total Runes
32	6,640	367	76,426
33	7,018	378	83,066
34	7,407	389	90,084
35	7,805	398	97,491
36	8,214	409	105,296
37	8,633	419	113,510
38	9,064	431	122,143
39	9,505	441	131,207
40	9,956	451	140,712
41	10,419	463	150,668
42	10,893	474	161,087
43	11,379	486	171,980
44	11,876	497	183,359
45	12,384	508	195,235
46	12,904	520	207,619
47	13,435	531	220,523
48	13,979	544	233,958
49	14,535	556	247,937
50	15,102	567	262,472
51	15,682	580	277,574
52	16,274	592	293,256
53	16,879	605	309,530
54	17,497	618	326,409
55	18,127	630	343,906
56	18,770	643	362,033
57	19,425	655	380,803
58	20,094	669	400,228
59	20,777	683	420,322
60	21,472	695	441,099
61	22,181	709	462,571

Level	Runes to Next	Cost Increase	Total Runes
62	22,903	722	484,752
63	23,640	737	507,655
64	24,390	750	531,295
65	25,153	763	555,685
66	25,931	778	580,838
67	26,723	792	606,769
68	27,530	807	633,492
69	28,351	821	661,022
70	29,186	835	689,373
71	30,036	850	718,559
72	30,900	864	748,595
73	31,780	880	779,495
74	32,675	895	811,275
75	33,584	909	843,950
76	34,509	925	877,534
77	35,449	940	912,043
78	36,405	956	947,492
79	37,377	972	983,897
80	38,364	987	1,021,274
81	39,367	1,003	1,059,638
82	40,385	1,018	1,099,005
83	41,420	1,035	1,139,390
84	42,472	1,052	1,180,810
85	43,539	1,067	1,223,282
86	44,623	1,084	1,266,821
87	45,723	1,100	1,311,444
88	46,841	1,118	1,357,167
89	47,975	1,134	1,404,008
90	49,125	1,150	1,451,983
91	50,293	1,168	1,501,108

Level	Runes to Next	Cost Increase	Total Runes
92	51,478	1,185	1,551,401
93	52,681	1,203	1,602,879
94	53,901	1,220	1,655,560
95	55,138	1,237	1,709,461
96	56,393	1,255	1,764,599
97	57,665	1,272	1,820,992
98	58,956	1,291	1,878,657
99	60,265	1,309	1,937,613
100	61,591	1,326	1,997,878
101	62,936	1,345	2,059,469
102	64,299	1,363	2,122,405
103	65,681	1,382	2,186,704
104	67,082	1,401	2,252,385
105	68,501	1,419	2,319,467
106	69,939	1,438	2,387,968
107	71,395	1,456	2,457,907
108	72,871	1,476	2,529,302
109	74,367	1,496	2,602,173
110	75,881	1,514	2,676,540
111	77,415	1,534	2,752,421
112	78,968	1,553	2,829,836
113	80,542	1,574	2,908,804
114	82,135	1,593	2,989,346
115	83,747	1,612	3,071,481
116	85,380	1,633	3,155,228
117	87,033	1,653	3,240,608
118	88,707	1,674	3,327,641
119	90,401	1,694	3,416,348
120	92,115	1,714	3,506,749
121	93,850	1,735	3,598,864

Level	Runes to Next	Cost Increase	Total Runes
122	95,605	1,755	3,692,714
123	97,382	1,777	3,788,319
124	99,180	1,798	3,885,701
125	100,998	1,818	3,984,881
126	102,838	1,840	4,085,879
127	104,699	1,861	4,188,717
128	106,582	1,883	4,293,416
129	108,487	1,905	4,399,998
130	110,413	1,926	4,508,485
131	112,361	1,948	4,618,898
132	114,330	1,969	4,731,259
133	116,322	1,992	4,845,589
134	118,337	2,015	4,961,911
135	120,373	2,036	5,080,248
136	122,432	2,059	5,200,621
137	124,513	2,081	5,323,053
138	126,618	2,105	5,447,566
139	128,745	2,127	5,574,184
140	130,894	2,149	5,702,929
141	133,067	2,173	5,833,823
142	135,263	2,196	5,966,890
143	137,483	2,220	6,102,153
144	139,726	2,243	6,239,636
145	141,992	2,266	6,379,362
146	144,282	2,290	6,521,354
147	146,595	2,313	6,665,636
148	148,933	2,338	6,812,231
149	151,295	2,362	6,961,164
150	153,680	2,385	7,112,459
151	156,090	2,410	7,266,139

Level	Runes to Next	Cost Increase	Total Runes
152	158,524	2,434	7,422,229
153	160,983	2,459	7,580,753
154	163,467	2,484	7,741,736
155	165,975	2,508	7,905,203
156	168,508	2,533	8,071,178
157	171,065	2,557	8,239,686
158	173,648	2,583	8,410,751
159	176,257	2,609	8,584,399
160	178,890	2,633	8,760,656
161	181,549	2,659	8,939,546
162	184,233	2,684	9,121,095
163	186,944	2,711	9,305,328
164	189,680	2,736	9,492,272
165	192,441	2,761	9,681,952
166	195,229	2,788	9,874,393
167	198,043	2,814	10,069,622
168	200,884	2,841	10,267,665
169	203,751	2,867	10,468,549
170	206,644	2,893	10,672,300
171	209,564	2,920	10,878,944
172	212,510	2,946	11,088,508
173	215,484	2,974	11,301,018
174	218,485	3,001	11,516,502
175	221,512	3,027	11,734,987
176	224,567	3,055	11,956,499
177	227,649	3,082	12,181,066
178	230,759	3,110	12,408,715
179	233,897	3,138	12,639,474
180	237,062	3,165	12,873,371
181	240,255	3,193	13,110,433

Level	Runes to Next	Cost Increase	Total Runes
182	243,475	3,220	13,350,688
183	246,724	3,249	13,594,163
184	250,002	3,278	13,840,887
185	253,307	3,305	14,090,889
186	256,641	3,334	14,344,196
187	260,003	3,362	14,600,837
188	263,395	3,392	14,860,840
189	266,815	3,420	15,124,235
190	270,263	3,448	15,391,050
191	273,741	3,478	15,661,313
192	277,248	3,507	15,935,054
193	280,785	3,537	16,212,302
194	284,351	3,566	16,493,087
195	287,946	3,595	16,777,438
196	291,571	3,625	17,065,384
197	295,225	3,654	17,356,955
198	298,910	3,685	17,652,180
199	302,625	3,715	17,951,090
200	306,369	3,744	18,253,715
201	310,144	3,775	18,560,084
202	313,949	3,805	18,870,228
203	317,785	3,836	19,184,177
204	321,652	3,867	19,501,962
205	325,549	3,897	19,823,614
206	329,477	3,928	20,149,163
207	333,435	3,958	20,478,640
208	337,425	3,990	20,812,075
209	341,447	4,022	21,149,500
210	345,499	4,052	21,490,947
211	349,583	4,084	21,836,446

Level	Runes to Next	Cost Increase	Total Runes
212	353,698	4,115	22,186,029
213	357,846	4,148	22,539,727
214	362,025	4,179	22,897,573
215	366,235	4,210	23,259,598
216	370,478	4,243	23,625,833
217	374,753	4,275	23,996,311
218	379,061	4,308	24,371,064
219	383,401	4,340	24,750,125
220	387,773	4,372	25,133,526
221	392,178	4,405	25,521,299
222	396,615	4,437	25,913,477
223	401,086	4,471	26,310,092
224	405,590	4,504	26,711,178
225	410,126	4,536	27,116,768
226	414,696	4,570	27,526,894
227	419,299	4,603	27,941,590
228	423,936	4,637	28,360,889
229	428,607	4,671	28,784,825
230	433,311	4,704	29,213,432
231	438,049	4,738	29,646,743
232	442,820	4,771	30,084,792
233	447,626	4,806	30,527,612
234	452,467	4,841	30,975,238
235	457,341	4,874	31,427,705
236	462,250	4,909	31,885,046
237	467,193	4,943	32,347,296
238	472,172	4,979	32,814,489
239	477,185	5,013	33,286,661
240	482,232	5,047	33,763,846
241	487,315	5,083	34,246,078

Level	Runes to Next	Cost Increase	Total Runes
242	492,433	5,118	34,733,393
243	497,587	5,154	35,225,826
244	502,776	5,189	35,723,413
245	508,000	5,224	36,226,189
246	513,260	5,260	36,734,189
247	518,555	5,295	37,247,449
248	523,887	5,332	37,766,004
249	529,255	5,368	38,289,891
250	534,658	5,403	38,819,146
251	540,098	5,440	39,353,804
252	545,574	5,476	39,893,902
253	551,087	5,513	40,439,476
254	556,637	5,550	40,990,563
255	562,223	5,586	41,547,200
256	567,846	5,623	42,109,423
257	573,505	5,659	42,677,269
258	579,202	5,697	43,250,774
259	584,937	5,735	43,829,976
260	590,708	5,771	44,414,913
261	596,517	5,809	45,005,621
262	602,363	5,846	45,602,138
263	608,248	5,885	46,204,501
264	614,170	5,922	46,812,749
265	620,129	5,959	47,426,919
266	626,127	5,998	48,047,048
267	632,163	6,036	48,673,175
268	638,238	6,075	49,305,338
269	644,351	6,113	49,943,576
270	650,502	6,151	50,587,927
271	656,692	6,190	51,238,429

Level	Runes to Next	Cost Increase	Total Runes
272	662,920	6,228	51,895,121
273	669,188	6,268	52,558,041
274	675,495	6,307	53,227,229
275	681,840	6,345	53,902,724
276	688,225	6,385	54,584,564
277	694,649	6,424	55,272,789
278	701,113	6,464	55,967,438
279	707,617	6,504	56,668,551
280	714,160	6,543	57,376,168
281	720,743	6,583	58,090,328
282	727,365	6,622	58,811,071
283	734,028	6,663	59,538,436
284	740,732	6,704	60,272,464
285	747,475	6,743	61,013,196
286	754,259	6,784	61,760,671
287	761,083	6,824	62,514,930
288	767,949	6,866	63,276,013
289	774,855	6,906	64,043,962
290	781,801	6,946	64,818,817
291	788,789	6,988	65,600,618
292	795,818	7,029	66,389,407
293	802,889	7,071	67,185,225
294	810,001	7,112	67,988,114
295	817,154	7,153	68,798,115
296	824,349	7,195	69,615,269
297	831,585	7,236	70,439,618
298	838,864	7,279	71,271,203
299	846,185	7,321	72,110,067
300	853,547	7,362	72,956,252
301	860,952	7,405	73,809,799

Level	Runes to Next	Cost Increase	Total Runes
302	868,399	7,447	74,670,751
303	875,889	7,490	75,539,150
304	883,422	7,533	76,415,039
305	890,997	7,575	77,298,461
306	898,615	7,618	78,189,458
307	906,275	7,660	79,088,073
308	913,979	7,704	79,994,348
309	921,727	7,748	80,908,327
310	929,517	7,790	81,830,054
311	937,351	7,834	82,759,571
312	945,228	7,877	83,696,922
313	953,150	7,922	84,642,150
314	961,115	7,965	85,595,300
315	969,123	8,008	86,556,415
316	977,176	8,053	87,525,538
317	985,273	8,097	88,502,714
318	993,415	8,142	89,487,987
319	1,001,601	8,186	90,481,402
320	1,009,831	8,230	91,483,003
321	1,018,106	8,275	92,492,834
322	1,026,425	8,319	93,510,940
323	1,034,790	8,365	94,537,365
324	1,043,200	8,410	95,572,155
325	1,051,654	8,454	96,615,355
326	1,060,154	8,500	97,667,009
327	1,068,699	8,545	98,727,163
328	1,077,290	8,591	99,795,862
329	1,085,927	8,637	100,873,152
330	1,094,609	8,682	101,959,079
331	1,103,337	8,728	103,053,688

Level	Runes to Next	Cost Increase	Total Runes
332	1,112,110	8,773	104,157,025
333	1,120,930	8,820	105,269,135
334	1,129,797	8,867	106,390,065
335	1,138,709	8,912	107,519,862
336	1,147,668	8,959	108,658,571
337	1,156,673	9,005	109,806,239
338	1,165,726	9,053	110,962,912
339	1,174,825	9,099	112,128,638
340	1,183,970	9,145	113,303,463
341	1,193,163	9,193	114,487,433
342	1,202,403	9,240	115,680,596
343	1,211,691	9,288	116,882,999
344	1,221,026	9,335	118,094,690
345	1,230,408	9,382	119,315,716
346	1,239,838	9,430	120,546,124
347	1,249,315	9,477	121,785,962
348	1,258,841	9,526	123,035,277
349	1,268,415	9,574	124,294,118
350	1,278,036	9,621	125,562,533
351	1,287,706	9,670	126,840,569
352	1,297,424	9,718	128,128,275
353	1,307,191	9,767	129,425,699
354	1,317,007	9,816	130,732,890
355	1,326,871	9,864	132,049,897
356	1,336,784	9,913	133,376,768
357	1,346,745	9,961	134,713,552
358	1,356,756	10,011	136,060,297
359	1,366,817	10,061	137,417,053
360	1,376,926	10,109	138,783,870
361	1,387,085	10,159	140,160,796

Level	Runes to Next	Cost Increase	Total Runes
362	1,397,293	10,208	141,547,881
363	1,407,552	10,259	142,945,174
364	1,417,860	10,308	144,352,726
365	1,428,217	10,357	145,770,586
366	1,438,625	10,408	147,198,803
367	1,449,083	10,458	148,637,428
368	1,459,592	10,509	150,086,511
369	1,470,151	10,559	151,546,103
370	1,480,760	10,609	153,016,254
371	1,491,420	10,660	154,497,014
372	1,502,130	10,710	155,988,434
373	1,512,892	10,762	157,490,564
374	1,523,705	10,813	159,003,456
375	1,534,568	10,863	160,527,161
376	1,545,483	10,915	162,061,729
377	1,556,449	10,966	163,607,212
378	1,567,467	11,018	165,163,661
379	1,578,537	11,070	166,731,128
380	1,589,658	11,121	168,309,665
381	1,600,831	11,173	169,899,323
382	1,612,055	11,224	171,500,154
383	1,623,332	11,277	173,112,209
384	1,634,662	11,330	174,735,541
385	1,646,043	11,381	176,370,203
386	1,657,477	11,434	178,016,246
387	1,668,963	11,486	179,673,723
388	1,680,503	11,540	181,342,686
389	1,692,095	11,592	183,023,189
390	1,703,739	11,644	184,715,284
391	1,715,437	11,698	186,419,023

Level	Runes to Next	Cost Increase	Total Runes
392	1,727,188	11,751	188,134,460
393	1,738,993	11,805	189,861,648
394	1,750,851	11,858	191,600,641
395	1,762,762	11,911	193,351,492
396	1,774,727	11,965	195,114,254
397	1,786,745	12,018	196,888,981
398	1,798,818	12,073	198,675,726
399	1,810,945	12,127	200,474,544
400	1,823,125	12,180	202,285,489
401	1,835,360	12,235	204,108,614
402	1,847,649	12,289	205,943,974
403	1,859,993	12,344	207,791,623
404	1,872,392	12,399	209,651,616
405	1,884,845	12,453	211,524,008
406	1,897,353	12,508	213,408,853
407	1,909,915	12,562	215,306,206
408	1,922,533	12,618	217,216,121
409	1,935,207	12,674	219,138,654
410	1,947,935	12,728	221,073,861
411	1,960,719	12,784	223,021,796
412	1,973,558	12,839	224,982,515
413	1,986,454	12,896	226,956,073
414	1,999,405	12,951	228,942,527
415	2,012,411	13,006	230,941,932
416	2,025,474	13,063	232,954,343
417	2,038,593	13,119	234,979,817
418	2,051,769	13,176	237,018,410
419	2,065,001	13,232	239,070,179
420	2,078,289	13,288	241,135,180
421	2,091,634	13,345	243,213,469

Level	Runes to Next	Cost Increase	Total Runes
422	2,105,035	13,401	245,305,103
423	2,118,494	13,459	247,410,138
424	2,132,010	13,516	249,528,632
425	2,145,582	13,572	251,660,642
426	2,159,212	13,630	253,806,224
427	2,172,899	13,687	255,965,436
428	2,186,644	13,745	258,138,335
429	2,200,447	13,803	260,324,979
430	2,214,307	13,860	262,525,426
431	2,228,225	13,918	264,739,733
432	2,242,200	13,975	266,967,958
433	2,256,234	14,034	269,210,158
434	2,270,327	14,093	271,466,392
435	2,284,477	14,150	273,736,719
436	2,298,686	14,209	276,021,196
437	2,312,953	14,267	278,319,882
438	2,327,280	14,327	280,632,835
439	2,341,665	14,385	282,960,115
440	2,356,108	14,443	285,301,780
441	2,370,611	14,503	287,657,888
442	2,385,173	14,562	290,028,499
443	2,399,795	14,622	292,413,672
444	2,414,476	14,681	294,813,467
445	2,429,216	14,740	297,227,943
446	2,444,016	14,800	299,657,159
447	2,458,875	14,859	302,101,175
448	2,473,795	14,920	304,560,050
449	2,488,775	14,980	307,033,845
450	2,503,814	15,039	309,522,620
451	2,518,914	15,100	312,026,434

Level	Runes to Next	Cost Increase	Total Runes
452	2,534,074	15,160	314,545,348
453	2,549,295	15,221	317,079,422
454	2,564,577	15,282	319,628,717
455	2,579,919	15,342	322,193,294
456	2,595,322	15,403	324,773,213
457	2,610,785	15,463	327,368,535
458	2,626,310	15,525	329,979,320
459	2,641,897	15,587	332,605,630
460	2,657,544	15,647	335,247,527
461	2,673,253	15,709	337,905,071
462	2,689,023	15,770	340,578,324
463	2,704,856	15,833	343,267,347
464	2,720,750	15,894	345,972,203
465	2,736,705	15,955	348,692,953
466	2,752,723	16,018	351,429,658
467	2,768,803	16,080	354,182,381
468	2,784,946	16,143	356,951,184
469	2,801,151	16,205	359,736,130
470	2,817,418	16,267	362,537,281
471	2,833,748	16,330	365,354,699
472	2,850,140	16,392	368,188,447
473	2,866,596	16,456	371,038,587
474	2,883,115	16,519	373,905,183
475	2,899,696	16,581	376,788,298
476	2,916,341	16,645	379,687,994
477	2,933,049	16,708	382,604,335
478	2,949,821	16,772	385,537,384
479	2,966,657	16,836	388,487,205
480	2,983,556	16,899	391,453,862
481	3,000,519	16,963	394,437,418

Level	Runes to Next	Cost Increase	Total Runes
482	3,017,545	17,026	397,437,937
483	3,034,636	17,091	400,455,482
484	3,051,792	17,156	403,490,118
485	3,069,011	17,219	406,541,910
486	3,086,295	17,284	409,610,921
487	3,103,643	17,348	412,697,216
488	3,121,057	17,414	415,800,859
489	3,138,535	17,478	418,921,916
490	3,156,077	17,542	422,060,451
491	3,173,685	17,608	425,216,528
492	3,191,358	17,673	428,390,213
493	3,209,097	17,739	431,581,571
494	3,226,901	17,804	434,790,668
495	3,244,770	17,869	438,017,569
496	3,262,705	17,935	441,262,339
497	3,280,705	18,000	444,525,044
498	3,298,772	18,067	447,805,749
499	3,316,905	18,133	451,104,521
500	3,335,103	18,198	454,421,426
501	3,353,368	18,265	457,756,529
502	3,371,699	18,331	461,109,897
503	3,390,097	18,398	464,481,596
504	3,408,562	18,465	467,871,693
505	3,427,093	18,531	471,280,255
506	3,445,691	18,598	474,707,348
507	3,464,355	18,664	478,153,039
508	3,483,087	18,732	481,617,394
509	3,501,887	18,800	485,100,481
510	3,520,753	18,866	488,602,368
511	3,539,687	18,934	492,123,121

Level	Runes to Next	Cost Increase	Total Runes
512	3,558,688	19,001	495,662,808
513	3,577,758	19,070	499,221,496
514	3,596,895	19,137	502,799,254
515	3,616,099	19,204	506,396,149
516	3,635,372	19,273	510,012,248
517	3,654,713	19,341	513,647,620
518	3,674,123	19,410	517,302,333
519	3,693,601	19,478	520,976,456
520	3,713,147	19,546	524,670,057
521	3,732,762	19,615	528,383,204
522	3,752,445	19,683	532,115,966
523	3,772,198	19,753	535,868,411
524	3,792,020	19,822	539,640,609
525	3,811,910	19,890	543,432,629
526	3,831,870	19,960	547,244,539
527	3,851,899	20,029	551,076,409
528	3,871,998	20,099	554,928,308
529	3,892,167	20,169	558,800,306
530	3,912,405	20,238	562,692,473
531	3,932,713	20,308	566,604,878
532	3,953,090	20,377	570,537,591
533	3,973,538	20,448	574,490,681
534	3,994,057	20,519	578,464,219
535	4,014,645	20,588	582,458,276
536	4,035,304	20,659	586,472,921
537	4,056,033	20,729	590,508,225
538	4,076,834	20,801	594,564,258
539	4,097,705	20,871	598,641,092
540	4,118,646	20,941	602,738,797
541	4,139,659	21,013	606,857,443

Level	Runes to Next	Cost Increase	Total Runes
542	4,160,743	21,084	610,997,102
543	4,181,899	21,156	615,157,845
544	4,203,126	21,227	619,339,744
545	4,224,424	21,298	623,542,870
546	4,245,794	21,370	627,767,294
547	4,267,235	21,441	632,013,088
548	4,288,749	21,514	636,280,323
549	4,310,335	21,586	640,569,072
550	4,331,992	21,657	644,879,407
551	4,353,722	21,730	649,211,399
552	4,375,524	21,802	653,565,121
553	4,397,399	21,875	657,940,645
554	4,419,347	21,948	662,338,044
555	4,441,367	22,020	666,757,391
556	4,463,460	22,093	671,198,758
557	4,485,625	22,165	675,662,218
558	4,507,864	22,239	680,147,843
559	4,530,177	22,313	684,655,707
560	4,552,562	22,385	689,185,884
561	4,575,021	22,459	693,738,446
562	4,597,553	22,532	698,313,467
563	4,620,160	22,607	702,911,020
564	4,642,840	22,680	707,531,180
565	4,665,593	22,753	712,174,020
566	4,688,421	22,828	716,839,613
567	4,711,323	22,902	721,528,034
568	4,734,300	22,977	726,239,357
569	4,757,351	23,051	730,973,657
570	4,780,476	23,125	735,731,008
571	4,803,676	23,200	740,511,484

Level	Runes to Next	Cost Increase	Total Runes
572	4,826,950	23,274	745,315,160
573	4,850,300	23,350	750,142,110
574	4,873,725	23,425	754,992,410
575	4,897,224	23,499	759,866,135
576	4,920,799	23,575	764,763,359
577	4,944,449	23,650	769,684,158
578	4,968,175	23,726	774,628,607
579	4,991,977	23,802	779,596,782
580	5,015,854	23,877	784,588,759
581	5,039,807	23,953	789,604,613
582	5,063,835	24,028	794,644,420
583	5,087,940	24,105	799,708,255
584	5,112,122	24,182	804,796,195
585	5,136,379	24,257	809,908,317
586	5,160,713	24,334	815,044,696
587	5,185,123	24,410	820,205,409
588	5,209,611	24,488	825,390,532
589	5,234,175	24,564	830,600,143
590	5,258,815	24,640	835,834,318
591	5,283,533	24,718	841,093,133
592	5,308,328	24,795	846,376,666
593	5,333,201	24,873	851,684,994
594	5,358,151	24,950	857,018,195
595	5,383,178	25,027	862,376,346
596	5,408,283	25,105	867,759,524
597	5,433,465	25,182	873,167,807
598	5,458,726	25,261	878,601,272
599	5,484,065	25,339	884,059,998
600	5,509,481	25,416	889,544,063
601	5,534,976	25,495	895,053,544

Level	Runes to Next	Cost Increase	Total Runes
602	5,560,549	25,573	900,588,520
603	5,586,201	25,652	906,149,069
604	5,611,932	25,731	911,735,270
605	5,637,741	25,809	917,347,202
606	5,663,629	25,888	922,984,943
607	5,689,595	25,966	928,648,572
608	5,715,641	26,046	934,338,167
609	5,741,767	26,126	940,053,808
610	5,767,971	26,204	945,795,575
611	5,794,255	26,284	951,563,546
612	5,820,618	26,363	957,357,801
613	5,847,062	26,444	963,178,419
614	5,873,585	26,523	969,025,481
615	5,900,187	26,602	974,899,066
616	5,926,870	26,683	980,799,253
617	5,953,633	26,763	986,726,123
618	5,980,477	26,844	992,679,756
619	6,007,401	26,924	998,660,233
620	6,034,405	27,004	1,004,667,634
621	6,061,490	27,085	1,010,702,039
622	6,088,655	27,165	1,016,763,529
623	6,115,902	27,247	1,022,852,184
624	6,143,230	27,328	1,028,968,086
625	6,170,638	27,408	1,035,111,316
626	6,198,128	27,490	1,041,281,954
627	6,225,699	27,571	1,047,480,082
628	6,253,352	27,653	1,053,705,781
629	6,281,087	27,735	1,059,959,133
630	6,308,903	27,816	1,066,240,220
631	6,336,801	27,898	1,072,549,123

Level	Runes to Next	Cost Increase	Total Runes
632	6,364,780	27,979	1,078,885,924
633	6,392,842	28,062	1,085,250,704
634	6,420,987	28,145	1,091,643,546
635	6,449,213	28,226	1,098,064,533
636	6,477,522	28,309	1,104,513,746
637	6,505,913	28,391	1,110,991,268
638	6,534,388	28,475	1,117,497,181
639	6,562,945	28,557	1,124,031,569
640	6,591,584	28,639	1,130,594,514
641	6,620,307	28,723	1,137,186,098
642	6,649,113	28,806	1,143,806,405
643	6,678,003	28,890	1,150,455,518
644	6,706,976	28,973	1,157,133,521
645	6,736,032	29,056	1,163,840,497
646	6,765,172	29,140	1,170,576,529
647	6,794,395	29,223	1,177,341,701
648	6,823,703	29,308	1,184,136,096
649	6,853,095	29,392	1,190,959,799
650	6,882,570	29,475	1,197,812,894
651	6,912,130	29,560	1,204,695,464
652	6,941,774	29,644	1,211,607,594
653	6,971,503	29,729	1,218,549,368
654	7,001,317	29,814	1,225,520,871
655	7,031,215	29,898	1,232,522,188
656	7,061,198	29,983	1,239,553,403
657	7,091,265	30,067	1,246,614,601
658	7,121,418	30,153	1,253,705,866
659	7,151,657	30,239	1,260,827,284
660	7,181,980	30,323	1,267,978,941
661	7,212,389	30,409	1,275,160,921

Level	Runes to Next	Cost Increase	Total Runes
662	7,242,883	30,494	1,282,373,310
663	7,273,464	30,581	1,289,616,193
664	7,304,130	30,666	1,296,889,657
665	7,334,881	30,751	1,304,193,787
666	7,365,719	30,838	1,311,528,668
667	7,396,643	30,924	1,318,894,387
668	7,427,654	31,011	1,326,291,030
669	7,458,751	31,097	1,333,718,684
670	7,489,934	31,183	1,341,177,435
671	7,521,204	31,270	1,348,667,369
672	7,552,560	31,356	1,356,188,573
673	7,584,004	31,444	1,363,741,133
674	7,615,535	31,531	1,371,325,137
675	7,647,152	31,617	1,378,940,672
676	7,678,857	31,705	1,386,587,824
677	7,710,649	31,792	1,394,266,681
678	7,742,529	31,880	1,401,977,330
679	7,774,497	31,968	1,409,719,859
680	7,806,552	32,055	1,417,494,356
681	7,838,695	32,143	1,425,300,908
682	7,870,925	32,230	1,433,139,603
683	7,903,244	32,319	1,441,010,528
684	7,935,652	32,408	1,448,913,772
685	7,968,147	32,495	1,456,849,424
686	8,000,731	32,584	1,464,817,571
687	8,033,403	32,672	1,472,818,302
688	8,066,165	32,762	1,480,851,705
689	8,099,015	32,850	1,488,917,870
690	8,131,953	32,938	1,497,016,885
691	8,164,981	33,028	1,505,148,838

Level	Runes to Next	Cost Increase	Total Runes
692	8,198,098	33,117	1,513,313,819
693	8,231,305	33,207	1,521,511,917
694	8,264,601	33,296	1,529,743,222
695	8,297,986	33,385	1,538,007,823
696	8,331,461	33,475	1,546,305,809
697	8,365,025	33,564	1,554,637,270
698	8,398,680	33,655	1,563,002,295
699	8,432,425	33,745	1,571,400,975
700	8,466,259	33,834	1,579,833,400
701	8,500,184	33,925	1,588,299,659
702	8,534,199	34,015	1,596,799,843
703	8,568,305	34,106	1,605,334,042
704	8,602,502	34,197	1,613,902,347
705	8,636,789	34,287	1,622,504,849
706	8,671,167	34,378	1,631,141,638
707	8,705,635	34,468	1,639,812,805
708	8,740,195	34,560	1,648,518,440
709	8,774,847	34,652	1,657,258,635
710	8,809,589	34,742	1,666,033,482
711	8,844,423	34,834	1,674,843,071
712	8,879,348	34,925	1,683,687,494
713	0	0	1,692,566,842

Source	Multiplier
Gold-Pickled Fowl Foot	1.3
Gold Scarab (Talisman)	1.2
Great Erdtree falling leaves	1.05
Group Password Bonus	

Name	Runes Acquired
Golden Rune [1]	200
Golden Rune [2]	400
Golden Rune [3]	800
Golden Rune [4]	1200
Golden Rune [5]	1600
Golden Rune [6]	2000
Golden Rune [7]	2500
Golden Rune [8]	3000
Golden Rune [9]	3800
Golden Rune [10]	5000
Golden Rune [11]	6250
Golden Rune [12]	7500
Golden Rune [13]	10000
Numen's Rune	12500
Hero's Rune [1]	15000
Hero's Rune [2]	20000
Hero's Rune [3]	25000
Hero's Rune [4]	30000
Hero's Rune [5]	35000
Lord's Rune	50000

Slot	Armor	Listed Effect In-game	Effect	Notes
Head	Black Dimpling	Raises attack power when the wearer suffers from madness	1.1x damage for 60s when wearer suffers from madness	
Head	Mushroom Crown	Raises attack power when something nearby suffers from poison or rot	1.1x damage for 20s when poison/rot procs nearby	
Head	Karolos Glintstone Crown		Increases int by 3; 0.91x max stamina	
Head	Olivinus Glintstone Crown		Increases int by 3; 0.91x max HP	
Head	Twinsage Glintstone Crown	Greatly increases intelligence to the detriment of HP and stamina	Increases int by 6; 0.91x max HP and stamina	
Head	Witch's Glintstone Crown		Increases int and arc by 3; 0.82x max stamina	
Head	Lazuli Glintstone Crown		Increases dex and int by 3; 0.82x max HP	
Head	Haima Glintstone Crown	Increases intelligence and strength to the detriment of FP	Increases str and int by 2; 0.91x max FP	
Head	Hierodas Glintstone Crown	Increases intelligence and endurance to the detriment of FP	Increases end and int by 2; 0.91x max FP	
Head	Spellblade's Pointed Hat		1.02x glintstone sorcery damage	
Head	Alberich's Pointed Hat	Strengthens thorn sorcery	1.06x thorn sorcery damage	
Head	Alberich's Pointed Hat (Altered)		1.06x thorn sorcery damage	
Head	Preceptor's Big Hat	Increases mind to the detriment of stamina	Increases mind by 3; 0.91x max stamina	
Head	Mask of Confidence	Increases arcane	Increases arc by 3	
Head	Azur's Glintstone Crown		1.1x or 1.15x Azur sorcery damage; ⌈1.15x⌋ FP Cost	
Head	Lusat's Glintstone Crown		1.1x or 1.15x Lusat sorcery damage; ⌈1.15x⌋ FP Cost	
Head	Queen's Crescent Crown	Increases intelligence	Increases int by 3	
Head	Snow Witch Hat	Strengthens cold sorcery	1.1x cold sorcery damage	
Head	Greathood		Increases int and faith by 2; 0.91x max HP	
Head	Radiant Gold Mask		1.1x Golden Order incantation damage	
Head	Ruler's Mask	Increases faith	Increases faith by 1	
Head	Consort's Mask	Increases dexterity	Increases dex by 1	
Head	Marais Mask	Increases arcane	Increases arc by 1	
Head	Shining Horned Headband	Strengthens Ancestral Infant's Head	1.2x Ancestral Infant's Head damage	
Head	Crimson Tear Scarab		1.1x HP restored by Flask of Crimson Tears; -10% damage negation	
Head	Cerulean Tear Scarab	Slightly increases the recovery effects of the Flask of Cerulean Tears, but increases damage taken	1.1x FP restored by Flask of Cerulean Tears; -10% damage negation	
Head	Ash-of-War Scarab		⌈0.85x⌋ FP cost of skills; -10% damage negation	
Head	Glintstone Scarab	Slightly reduces the FP costs of sorceries, but increases damage taken	⌈0.85x⌋ FP cost of sorceries; -10% damage negation	
Head	Incantation Scarab		⌈0.85x⌋ FP cost of incantations; -10% damage negation	
Head	Imp Head (Cat)	Resembling a cat, it holds trace amounts of feline intelligence	Increases int by 2	
Head	Imp Head (Wolf)	Resembling a wolf, it holds trace amounts of lupine endurance	Increases end by 2	
Head	Imp Head (Fanged)		Increases str by 2	
Head	Imp Head (Long-Tongued)		Increases dex by 2	
Head	Imp Head (Corpse)	Resembling the visage of a corpse, it holds trace amounts of lingering faith	Increases faith by 2	
Head	Imp Head (Elder)	Resembling an elder, it holds trace amounts of arcane knowledge	Increases arc by 2	
Head	Silver Tear Mask	Greatly increases arcane to the detriment of physical attack power	Increase arcane by 8; 0.95x damage	
Head	Envoy Crown	Raises the potency of bubble-based skills	1.15x bubble-based skill damage	
Head	Jar	In a uniquely jarlike gesture of friendship, it boosts the power of throwing pot items	1.15x Cracked/Ritual Pot item damage	
Head	Albinauric Mask	Raises arcane, but reduces the HP recovery effects of the Flask of Crimson Tears	Increase arcane by 4; 0.9x HP restored by Flask of Crimson Tears	
Head	Crimson Hood		Increases vig by 1	
Head	Navy Hood	Increases mind	Increases mind by 1	
Head	White Mask		1.1x damage for 20s when bleed procs nearby	
Head	Omensmirk Mask	Increases strength	Increases str by 2	
Head	Sacred Crown Helm		Increases faith by 1	
Head	Haligtree Helm		Increases faith by 1	
Head	Okina Mask	Raises dexterity as it lowers focus	Increases dex by 3; -49 focus	
Head	Haligtree Knight Helm	Increases faith	Increases faith by 2	
Head	Briar Helm	They also cause this armor to deal damage when performing dodge rolls	Adds 18 phys atk to roll	
Head	Royal Remains Helm	Slowly replenishes HP when HP is reduced	Regens 2 HP/s when less than 18% max HP	
Head	Crucible Axe Helm	Strengthens Aspects of the Crucible incantations	1.04x Aspects of the Crucible incantation damage	
Head	Crucible Tree Helm	Strengthens Aspects of the Crucible incantations	1.04x Aspects of the Crucible incantation damage	
Head	Omen Helm		1.05x (Regal) Omen Bairn damage	
Body	Commoner's Simple Garb		Increases faith by 1	
Body	Commoner's Simple Garb (Altered)		Increases faith by 1	
Body	Commoner's Garb		Increases faith by 1	
Body	Commoner's Garb (Altered)		Increases faith by 1	
Body	Spellblade's Traveling Attire		1.02x Ash of War magic damage	
Body	Spellblade's Traveling Attire (Altered)		1.02x Ash of War magic damage	
Body	Alberich's Robe		1.06x thorn sorcery damage	
Body	Deathbed Dress	Slowly replenishes the HP of nearby allies, but not that of the wearer	Regens 2 HP/s to nearby allies	

Slot	Armor	Listed Effect In-game	Effect	Notes
Body	Godskin Noble Robe	Strengthens the Noble Presence incantation	1.2x the Noble Presence incantation damage	
Body	Raptor's Black Feathers	Strengthens jump attacks	1.1x jump attack damage	
Body	Gravekeeper Cloak (Altered)		targetPriority 0.04	
Body	Rotten Gravekeeper Cloak (Altered)		targetPriority 0.04	
Body	Black Knife Armor	Traces of power yet remain in its concealing veil, which muffles the sound of footsteps	Makes user silent	
Body	Briar Armor	They also cause this armor to deal damage when performing dodge rolls	Adds 18 phys atk to roll	
Body	Briar Armor (Altered)	They also cause this armor to deal damage when performing dodge rolls	Adds 18 phys atk to roll	
Body	Royal Remains Armor	Slowly replenishes HP when HP is reduced	Regens 2 HP/s when less than 18% max HP	
Body	Crucible Axe Armor	Strengthens Aspects of the Crucible incantations	1.04x Aspects of the Crucible incantation damage	
Body	Crucible Axe Armor (Altered)		1.04x Aspects of the Crucible incantation damage	
Body	Crucible Tree Armor	Strengthens Aspects of the Crucible incantations	1.04x Aspects of the Crucible incantation damage	
Body	Crucible Tree Armor (Altered)		1.04x Aspects of the Crucible incantation damage	
Body	Omen Armor		1.05x (Regal) Omen Bairn damage	
Hands	Spellblade's Gloves		1.02x Ash of War magic damage	
Hands	Alberich's Bracers		1.06x thorn sorcery damage	
Hands	Briar Gauntlets	They also cause this armor to deal damage when performing dodge rolls	Adds 18 phys atk to roll	
Hands	Royal Remains Gauntlets	Slowly replenishes HP when HP is reduced	Regens 2 HP/s when less than 18% max HP	
Hands	Crucible Gauntlets	Strengthens Aspects of the Crucible incantations	1.04x Aspects of the Crucible incantation damage	
Hands	Omen Gauntlets		1.05x (Regal) Omen Bairn damage	
Legs	Spellblade's Trousers		1.02x Ash of War magic damage	
Legs	Duelist Greaves		targetPriority 0.03	
Legs	Rotten Duelist Greaves		targetPriority 0.03	
Legs	Briar Greaves	They also cause this armor to deal damage when performing dodge rolls	Adds 18 phys atk to roll	
Legs	Royal Remains Greaves	Slowly replenishes HP when HP is reduced	Regens 2 HP/s when less than 18% max HP	
Legs	Crucible Greaves	Strengthens Aspects of the Crucible incantations	1.04x Aspects of the Crucible incantation damage	
Legs	Omen Greaves		1.05x (Regal) Omen Bairn damage	

Name	Listed Effect In-game	Effect	PvP Alter	Duration	Notes
Starlight Shard	Use to gradually recover FP	Restores 2 FP per second		60	
Neutralizing Boluses	Alleviates poison buildup and cures poison				
Preserving Boluses	Alleviates scarlet rot buildup and cures rot				
Stanching Boluses	Alleviates impending blood loss				
Thawfrost Boluses	Alleviates buildup of frost				
Stimulating Boluses	Alleviates buildup of sleep				
Clarifying Boluses	Alleviates madness buildup				
Rejuvenating Boluses	Alleviates death blight buildup				
Spellproof Dried Liver	Temporarily boosts magic damage negation	Increases magic damage negation by 15%	10%	120	
Fireproof Dried Liver	Temporarily boosts fire damage negation	Increases fire damage negation by 15%	10%	120	
Lightningproof Dried Liver	Temporarily boosts lightning damage negation	Increases lightning damage negation by 15%	10%	120	
Holyproof Dried Liver	Temporarily boosts holy damage negation	Increases holy damage negation by 15%	10%	120	Currently bugged to be 35% in both PvE and PvP
Immunizing Cured Meat	Temporarily boosts immunity	Increases immunity by 100		60	
Invigorating Cured Meat	Temporarily boosts robustness	Increases robustness by 100		60	
Clarifying Cured Meat	Temporarily boosts focus	Increases focus by 100		60	
Dappled Cured Meat	Temporarily boosts immunity, robustness, and focus	Increases immunity, robustness, and focus by 100		60	
Deathsbane Jerky	Temporarily boosts vitality	Increases vitality by 90		60	
Immunizing White Cured Meat	Temporarily boosts immunity	Increases immunity by 75		120	
Invigorating White Cured Meat	Temporarily boosts robustness	Increases robustness by 75		120	
Clarifying White Cured Meat	Temporarily boosts focus	Increases focus by 75		120	
Dappled White Cured Meat	Temporarily boosts immunity, robustness, and focus	Increases immunity, robustness, and focus by 75		120	
Deathsbane White Jerky		Increases vitality by 150		120	
Pickled Turtle Neck	Temporarily boosts stamina recovery	Increases stamina regen by 10/s		60	
Exalted Flesh	Temporarily boosts physical attack	1.2x physical damage	1.15x	30	
Silver-Pickled Fowl Foot	Temporarily boosts item discovery	Increases discovery by 50		180	
Gold-Pickled Fowl Foot	Boosts rune acquisition for a time	1.3x rune gain		180	
Boiled Prawn	Boosts physical damage negation for a time	Increases physical damage negations by 15%	10%	60	
Boiled Crab	Greatly boosts physical damage negation for a time	Increases physical damage negations by 20%	15%	60	
Raw Meat Dumpling	Restores HP but also poisons the user	Restores LMaxHP * 0.5J Health; causes 99999 poison buildup			Poison damages LMaxHP * 0.0007J + 7 health per second for 90 seconds
Warming Stone	Uses FP to continuously heal nearby allies	Restores 25 HP per second to all targets in range		30	Costs 20 FP
Frenzyflame Stone	Uses FP to continuously heal chaos followers	Restores 35 HP per second to chaos followers in range; builds 15 madness per second to all targets in range		30	Costs 15 FP
Baldachin's Blessing	Uses FP to temporarily boost poise	Increases physical damage negations by 35%, poise/0.66, and prevents stagger from Damage Level 0, 1, and 8 attacks		15	
Radiant Baldachin's Blessing	Uses FP to temporarily boost poise	Increases physical damage negations by 35%, poise/0.55, and prevents stagger from Damage Level 0, 1, and 8 attacks		70	Costs 20 FP
Fire Grease	Coats armament, inflicting fire damage	Adds 85 fire AR to weapon		60	
Magic Grease	Coats armament, inflicting magic damage	Adds 85 magic AR to weapon		60	
Lightning Grease	Coats armament, inflicting lightning damage	Adds 85 lightning AR to weapon		60	
Holy Grease	Coats armament, inflicting holy damage	Adds 85 holy AR to weapon		60	
Poison Grease	Coats armament, inflicting poison	Adds 63 poison buildup to weapon		60	Poison damages LMaxHP * 0.0007J + 7 health per second for 90 seconds
Rot Grease	Coats armament, inflicting scarlet rot	Adds 63 scarlet rot buildup to weapon		60	Scarlet rot damages LMaxHP * 0.0018J + 15 health per second for 90 seconds
Blood Grease	Coats armament, inflicting blood loss	Adds 30 bleed buildup to weapon		60	Bleed damages LMaxHP * 0.15J + 100 health
Freezing Grease	Coats armament, inflicting frost	Adds 63 frost buildup to weapon		60	Frost damages LMaxHP * 0.1J + 30 health and reduces damage negations by -20% for 30 seconds
Soporific Grease	Coats armament, inflicting sleep	Adds 33 sleep buildup to weapon		60	Sleep drains LMaxFP * 0.1J + 30 FP
Dragonwound Grease	Coats armament, granting special dragon attacks	1.2x damage to Ancient Draconic enemies and 1.3x damage to Draconic enemies		60	
Shield Grease	Boosts guarding ability and all damage negation	Increases guard damage negation by 20% and 0.65x stamina damage relieved		60	
Drawstring Fire Grease	Quickly coats armament, inflicting fire damage	Adds 110 fire AR to weapon		11	
Drawstring Magic Grease	Quickly coats armament, inflicting magic damage	Adds 110 magic AR to weapon		11	
Drawstring Lightning Grease	Quickly coats armament, inflicting lightning damage	Adds 110 lightning AR to weapon		11	
Drawstring Holy Grease	Quickly coats armament, inflicting holy damage	Adds 110 holy AR to weapon		11	
Drawstring Poison Grease	Quickly coats armament, inflicting poison	Adds 80 poison buildup to weapon		15	Poison damages LMaxHP * 0.0007J + 7 health per second for 90 seconds
Drawstring Rot Grease	Quickly coats armament, inflicting scarlet rot	Adds 80 scarlet rot buildup to weapon		11	Scarlet rot damages LMaxHP * 0.0018J + 15 health per second for 90 seconds
Drawstring Blood Grease	Quickly coats armament, inflicting blood loss	Adds 38 bleed buildup to weapon		15	Bleed damages LMaxHP * 0.15J + 100 health
Drawstring Soporific Grease	Quickly coats armament, inflicting sleep	Adds 42 sleep buildup to weapon		15	Sleep drains LMaxFP * 0.1J + 30 FP
Rowa Raisin	On horseback, feed to Torrent to restore HP	Restores LMaxHP * 0.15J + 300 Health to Torrent			
Sweet Raisin	On horseback, feed to Torrent to greatly restore HP	Restores LMaxHP * 0.23J + 450 Health to Torrent			
Frozen Raisin	On horseback, feed to Torrent to vastly restore HP	Restores LMaxHP * 0.3J + 600 Health to Torrent			
Soft Cotton	Temporarily reduces fall damage and sound			20	
Soap	Removes filth and accumulations on the body				
Oil Pot		Reduces target fire damage negation by -50%		30	
Roped Oil Pot		Reduces target fire damage negation by -50%		30	
Uplifting Aromatic		1.1x physical damage and increases absorption by 90% for one hit	1.075x	40	
Acid Spraymist		Reduces target's damage by 0.85x		60	
Ironjar Aromatic		Increases physical damage negations by 40% (reduces lightning by -60%), increases all resistances by 45, defFlickPower 90, and prevents stagger from Damage Level 0, 1, 2, 3, 5, 8, and 11 with reduced stagger from Damage Level 4, 6, 7, 9, and 10		40	

Name	Listed Effect In-game	Effect
Godrick's Great Rune	Raises all attributes	Increases all attributes by 5
Rykard's Great Rune	Restores HP upon defeating enemies	Restores $\text{LMaxHP} * 0.07$ + 80 HP when an enemy dies
Radahn's Great Rune	Raises maximum HP, FP and stamina	1.15x max HP/FP/Stamina
Morgott's Great Rune	Greatly raises maximum HP	1.25x max HP
Mohg's Great Rune	Grants a blessing of blood to phantoms	
Malenia's Great Rune	Attacks recover HP after damage is taken	

Talisman	Listed Effect In-game	PvE Effect	PvP Alter	Notes
Crimson Amber Medallion	Raises maximum HP	1.06x max HP		
Crimson Amber Medallion +1	Greatly raises maximum HP	1.07x max HP		
Crimson Amber Medallion +2	Vastly raises maximum HP	1.08x max HP		
Crimson Seed Talisman	Boosts HP restoration from Flask of Crimson Tears	1.2x HP restored by Flask of Crimson Tears		
Blessed Dew Talisman	Slowly restores HP	Regens 2 HP/s		Can be toggled.
Cerulean Amber Medallion	Raises maximum FP	1.07x max FP		
Cerulean Amber Medallion +1	Greatly raises maximum FP	1.09x max FP		
Cerulean Amber Medallion +2	Vastly raises maximum FP	1.11x max FP		
Cerulean Seed Talisman	Boosts FP restoration from Flask of Cerulean Tears	1.2x FP restored by Flask of Cerulean Tears		
Viridian Amber Medallion	Raises maximum stamina	1.11x max stamina		
Viridian Amber Medallion +1	Greatly raises maximum stamina	1.13x max stamina		
Viridian Amber Medallion +2	Vastly raises maximum stamina	1.15x max stamina		
Green Turtle Talisman	Raises stamina recovery speed	Increases stamina regen by 8/s		
Arsenal Charm	Raises maximum equipment load	1.15x max equip load		
Arsenal Charm +1	Greatly raises maximum equip load	1.17x max equip load		
Great-Jar's Arsenal	Vastly raises maximum equip load	1.19x max equip load		
Erdtree's Favor	Raises maximum HP, stamina, and equip load	1.03x max HP, 1.07x max stamina, and 1.05x max equip load		
Erdtree's Favor +1	Raises maximum HP, stamina, and equip load	1.035x max HP, 1.085x max stamina, and 1.065x max equip load		
Erdtree's Favor +2	Raises maximum HP, stamina, and equip load	1.04x max HP, 1.1x max stamina, and 1.08x max equip load		
Radagon's Scarseal	Raises attributes, but also increases damage taken	Increases vig/end/str/dex by 3; -10% damage negations		
Radagon's Sorescal	Greatly raises attributes, but also increases damage taken	Increases vig/end/str/dex by 5; -15% damage negations		
Marika's Scarseal	Raises attributes, but also increases damage taken	Increases mind/int/faith/arc by 3; -10% damage negations		
Marika's Sorescal	Greatly raises attributes, but also increases damage taken	Increases mind/int/faith/arc by 5; -15% damage negations		
Starscourge Heirloom	Raises strength	Increases strength by 5		
Prosthesis-Wearer Heirloom	Raises dexterity	Increases dexterity by 5		
Stargazer Heirloom	Raises intelligence	Increases intelligence by 5		
Two Fingers Heirloom	Raises faith	Increases faith by 5		
Dragoncrest Shield Talisman	Boosts physical damage negation	Increases physical damage negations by 10%	2%	
Dragoncrest Shield Talisman +1	Greatly boosts physical damage negation	Increases physical damage negations by 13%	3%	
Dragoncrest Shield Talisman +2	Vastly boosts physical damage negation	Increases physical damage negations by 17%	4%	
Dragoncrest Greatshield Talisman	Enormously boosts physical damage negation	Increases physical damage negations by 20%	5%	
Spelldrake Talisman	Boosts magical damage negation	Increases magic damage negation by 13%	4%	
Spelldrake Talisman +1	Greatly boosts magical damage negation	Increases magic damage negation by 17%	5%	
Spelldrake Talisman +2	Vastly boosts magical damage negation	Increases magic damage negation by 20%	6%	
Flamedrake Talisman	Boosts fire damage negation	Increases fire damage negation by 13%	4%	
Flamedrake Talisman +1	Greatly boosts fire damage negation	Increases fire damage negation by 17%	5%	
Flamedrake Talisman +2	Vastly boosts fire damage negation	Increases fire damage negation by 20%	6%	
Bolt Drake Talisman	Boosts lightning damage negation	Increases lightning damage negation by 13%	4%	
Bolt Drake Talisman +1	Greatly boosts lightning damage negation	Increases lightning damage negation by 17%	5%	
Bolt Drake Talisman +2	Vastly boosts lightning damage negation	Increases lightning damage negation by 20%	6%	
Hall Drake Talisman	Boosts holy damage negation	Increases holy damage negation by 13%	4%	
Hall Drake Talisman +1	Greatly boosts holy damage negation	Increases holy damage negation by 17%	5%	
Hall Drake Talisman +2	Vastly boosts holy damage negation	Increases holy damage negation by 20%	6%	
Pearldrake Talisman	Boosts non-physical damage negation	Increases magic/fire/lightning/holy damage negation by 5%	2%	
Pearldrake Talisman +1	Greatly boosts non-physical damage negation	Increases magic/fire/lightning/holy damage negation by 7%	3%	
Pearldrake Talisman +2	Vastly boosts non-physical damage negation	Increases magic/fire/lightning/holy damage negation by 9%	4%	
Immunizing Horn Charm	Raises immunity	Increases immunity by 90		
Immunizing Horn Charm +1	Greatly raises immunity	Increases immunity by 140		
Stalwart Horn Charm	Raises robustness	Increases robustness by 90		
Stalwart Horn Charm +1	Greatly raises robustness	Increases robustness by 140		
Clarifying Horn Charm	Raises focus	Increases focus by 90		
Clarifying Horn Charm +1	Greatly raises focus	Increases focus by 140		
Mottled Necklace	Raises robustness, immunity, and focus	Increases robustness, immunity, and focus by 40		
Mottled Necklace +1	Greatly raises robustness, immunity, and focus	Increases robustness, immunity, and focus by 60		
Prince of Death's Pustule	Raises vitality	Increases vitality by 90		
Prince of Death's Cyst	Greatly raises vitality	Increases vitality by 140		
Dagger Talisman	Enhances critical hits	1.17x crit damage		Bugged some crit animations in PvE do 0.97x damage; holy damage does not benefit in PvP
Curved Sword Talisman	Enhances guard counters	1.2x guard counter damage		
Twinblade Talisman	Enhances final hit of chain attacks	1.2x final attack in R1 chain damage		
Axe Talisman	Enhances charge attacks	1.1x charged R2 damage		
Hammer Talisman	Enhances stamina-reducing attacks against blockers	1.4x stamina damage		
Spear Talisman	Enhances counterattacks unique to thrusting weapons	1.15x counter hit damage		Counter hits do 1.3x (1.15x vs players) damage by default, so it's a combined 1.495x (1.3225x vs players) damage over a non-counter hit
Lance Talisman	Enhances attacks on horseback	1.15x mounted attack damage		
Claw Talisman	Enhances jump attacks	1.15x jumping attack damage		
Greatshield Talisman	Boosts guarding ability	0.8x stamina damage relieved		
Arrow's Sting Talisman	Raises attack power of arrows and bolts	1.1x bow/crossbow damage		
Arrow's Reach Talisman	Increase bow effective range	bowDistRate 65		
Graven-School Talisman	Raises potency of sorceries	1.04x sorcery damage		

Talisman	Listed Effect In-game	PvE Effect	PvP Alter	Notes
Graven-Mass Talisman	Greatly raises potency of sorceries	1.08x sorcery damage		
Faithful's Canvas Talisman	Raises potency of incantations	1.04x incantation damage		
Flock's Canvas Talisman	Greatly raises potency of incantations	1.08x incantation damage		
Primal Glintstone Blade	Spells consume less FP, but maximum HP is reduced	⌈0.75x⌋ FP cost of spells; 0.85x max HP		
Moon of Nokstella	Increases memory slots	Provides two additional memory slots		
Old Lord's Talisman	Extends spell effect duration	1.3x effect duration		
Radagon Icon	Shortens spell casting time	Increases vdex by 30		
Roar Medallion	Enhances roars and breath attacks	1.15x damage for roar and breath attacks		
Companion Jar		1.2x damage for items using cracked/ritual pots		
Perfumer's Talisman	Raises potency of perfume items	1.2x damage for items using perfume bottles		
Carian Filigreed Crest	Lowers FP consumed by skills	⌈0.75x⌋ FP cost of weapon skills		
Warrior Jar Shard	Boosts the attack power of skills	1.1x weapon skill damage		
Shard of Alexander	Greatly boosts the attack power of skills	1.15x weapon skill damage		
Godfrey Icon	Enhances charged spells and skills	1.15x damage on fully charged spells and weapon skills		
Bull-Goat's Talisman	Raises poise	Poise damage recieved multiplied by 0.75		
Blue Dancer Charm	Raises attack power with lower equipment load	1.15x physical damage; effectiveness reduced with equipped weight		
Magic Scorpion Charm	Raises magic attack, but lowers damage negation	1.12x magic damage for -10% damage negation	1.08x/-15%	
Fire Scorpion Charm	Raises fire attack, but lowers damage negation	1.12x fire damage for -10% damage negation	1.08x/-15%	
Lightning Scorpion Charm	Raises lightning attack, but lower damage negation	1.12x lightning damage for -10% damage negation	1.08x/-15%	
Sacred Scorpion Charm	Raises holy attack, but lowers damage negation	1.12x holy damage for -10% damage negation	1.08x/-15%	
Crucible Scale Talisman	Reduces damage taken from critical hits	0.7x crit damage taken		
Crucible Feather Talisman	Improves dodge rolling but increases damage taken	Adds 3 iframes (30 fps) to roll; -30% damage negation		
Crucible Knot Talisman	Reduces damage and impact of headshots			
Red-Feathered Branchsword	Raises attack power when HP is low	1.2x damage when less than 20% max HP		
Blue-Feathered Branchsword	Raises defense when HP is low	Increases damage negations by 50% when less than 20% max HP		
Ritual Sword Talisman	Raises attack power when HP is at maximum	1.1x damage when full HP		
Ritual Shield Talisman	Raises defense when HP is at maximum	Increases damage negations by 30% when full HP		
Assassin's Crimson Dagger	Critical hits restore HP	Restores LMaxHP * 0.1J + 85 HP on crit		Some crit animations trigger the effect twice.
Assassin's Cerulean Dagger	Critical hits restore FP	Restores 15 FP on crit		Some crit animations trigger the effect twice.
Winged Sword Insignia	Raises attack power with successive attacks	1.03x/1.05x/1.1x damage with continuous attacks		
Rotten Winged Sword Insignia	Greatly raises attack power with successive attacks	1.06x/1.08x/1.13x damage with continuous attacks		
Millicent's Prosthesis		1.04x/1.06x/1.11x damage with continuous attacks and +5 dex		
Godskin Swaddling Cloth	Successive attacks restore HP	Restores LMaxHP * 0.03J + 30 HP with continuous attacks		
Kindred of Rot's Exultation	Poisoning or rot in vicinity increases attack power	1.2x damage for 20 seconds when poison or rot is proceed in vicinity		Any proc will trigger, not just the ones you inflict; only on proc, not for the duration of the proc.
Lord of Blood's Exultation	Blood loss in vicinity increases attack power	1.2x damage for 20 seconds when bleed is proceed in vicinity		Any proc will trigger, not just the ones you inflict.
Taker's Cameo	Restores HP upon defeating enemies	Restores LMaxHP * 0.03J + 30 HP when an enemy dies		
Ancestral Spirit's Horn	Restores FP upon defeating enemies	Restores 3 FP when an enemy dies		
Gold Scarab	Increases runes obtained from defeated enemies	1.2x rune gain		
Silver Scarab	Raises item discovery	Increases discovery by 75		
Crepus's Vial	Eliminates all sound made by the wearer during movement	Makes user silent		
Concealing Veil	Conceals wearer while crouching away from foes	Makes user invisible to other players while crouched with enough distance		DS3's Obscuring Ring, but requires user to crouch
Longtail Cat Talisman	Grants immunity to fall damage, but does not prevent death from a high fall	Protects from non-lethal fall damage		
Furled Finger's Trick-Mirror	Take on appearance of a Host of Fingers	Makes character appear as Host of Fingers		
Host's Trick-Mirror	Take on the appearance of a cooperator	Makes character appear as gold phantom		
Shabiri's Woe	Constantly attracts enemies' aggression	targetPriority 0.1		
Daedicar's Woe	Increases damage taken	Decreases damage negation by -100%		
Sacrificial Twig	Will be lost on death in place of runes	Prevents rune loss on death		Lost on death.

Weapon Class	Weapon	Effect	Notes
Dagger	Celebrant's Sickle	Gives 10 runes on hit	
Dagger	Cinquedea	1.1x Bestial Incantation damage	
Straight Sword	Golden Epitaph	1.3x damage to Undead enemies	
Greatsword	Inseparable Sword	1.2x damage to Undead enemies	
Greatsword	Sword of Milos	Restores 5 FP when an enemy dies	
Greatsword	Alabaster Lord's Sword	1.2x damage to Void enemies	
Greatsword	Blasphemous Blade	Restores $\lfloor \text{MaxHP} * 0.04 \rfloor + 40$ HP when an enemy dies	
Greatsword	Golden Order Greatsword	1.2x damage to Undead enemies	
Colossal Sword	Starscourge Greatsword	1.3x damage to Void enemies	
Heavy Thrusting Sword	Dragon King's Cragblade	1.15x damage to Ancient Draconic enemies and 1.3x damage to Draconic enemies	
Curved Sword	Serpent-God's Curved Sword	Restores $\lfloor \text{MaxHP} * 0.025 \rfloor + 25$ HP when an enemy dies	
Curved Sword	Wing of Astel	1.2x damage to Void enemies	
Curved Greatsword	Onyx Lord's Greatsword	1.2x damage to Void enemies	
Katana	Meteoric Ore Blade	1.2x damage to Void enemies	
Katana	Dragonscale Blade	1.1x damage to Ancient Draconic enemies and 1.2x damage to Draconic enemies	
Axe	Highland Axe	1.1x damage for roar and breath attacks	
Axe	Celebrant's Cleaver	Gives 10 runes on hit	
Axe	Sacrificial Axe	Restores 4 FP when an enemy dies	
Axe	Icerind Hatchet	1.1x damage to Ancient Draconic enemies and 1.2x damage to Draconic enemies	
Greataxe	Butchering Knife	Restores $\lfloor \text{MaxHP} * 0.01 \rfloor$ HP on hit	
Flail	Bastard's Stars	1.2x damage to Void enemies	
Warhammer	Celebrant's Skull	Gives 20 runes on hit	
Warhammer	Great Stars	Restores $\lfloor \text{MaxHP} * 0.01 \rfloor$ HP on hit	
Warhammer	Greathorn Hammer	Restores $\lfloor \text{MaxHP} * 0.02 \rfloor + 20$ HP when an enemy dies	
Colossal Weapon	Dragon Greatclaw	1.15x damage to Ancient Draconic enemies and 1.3x damage to Draconic enemies	
Colossal Weapon	Fallingstar Beast Jaw	1.2x damage to Void enemies	
Spear	Celebrant's Rib-Rake	Gives 10 runes on hit	
Spear	Cleanrot Spear	Increases Immunity by 50	
Spear	Bolt of Gransax	1.1x damage to Ancient Draconic enemies and 1.2x damage to Draconic enemies	
Halberd	Nightrider Glaive		Has unique SpEffect(s), currently invalid so no actual effect
Halberd	Pest's Glaive	Increase magic/fire/lightning/holy damage negation by 2%	
Halberd	Dragon Halberd	1.05x damage to Ancient Draconic enemies and 1.1x damage to Draconic enemies	
Reaper	Grave Scythe	Increases Vitality by 35	
Fist	Grafted Dragon	1.05x damage to Ancient Draconic enemies and 1.1x damage to Draconic enemies	
Claw	Raptor Talons		Has unique SpEffect(s), currently invalid so no actual effect
Greatbow	Lion Greatbow	1.2x damage when paired with Radahn's Spear ammo	
Glintstone Staff	Digger's Staff	1.2x Stonedigger Sorcery damage	
Glintstone Staff	Azur's Glintstone Staff	Increases vdex by 40; $\lceil 1.2x \rceil$ FP cost	
Glintstone Staff	Lusat's Glintstone Staff	Enhanced power of sorceries included in Sorcery Scaling; $\lceil 1.5x \rceil$ FP cost	
Glintstone Staff	Carian Glintstone Staff	1.15x Carian Sword Sorcery damage	
Glintstone Staff	Carian Glintblade Staff	1.15x Glintblade Sorcery damage	
Glintstone Staff	Carian Regal Scepter	1.1x Full Moon Sorcery damage	
Glintstone Staff	Staff of Loss	1.3x Night Sorcery damage	
Glintstone Staff	Gelmir Glintstone Staff	1.15x Lava Sorcery damage	

Weapon Class	Weapon	Effect	Notes
Glintstone Staff	Crystal Staff	1.1x Crystalian Sorcery damage	
Glintstone Staff	Rotten Crystal Staff	1.1x Crystalian Sorcery damage	
Glintstone Staff	Meteorite Staff	1.3x Gravity Sorcery damage	
Glintstone Staff	Staff of the Guilty	1.2x Thorn Sorcery damage	
Glintstone Staff	Prince of Death's Staff	1.1x Death Sorcery damage	
Sacred Seal	Golden Order Seal	1.1x Golden Order Fundamentalist Incantation damage	
Sacred Seal	Gravel Stone Seal	1.15x Dragon Cult Incantation damage	
Sacred Seal	Giant's Seal	1.2x Giants' Flame Incantation damage	
Sacred Seal	Godslayer's Seal	1.1x Godslayer Incantation damage	
Sacred Seal	Clawmark Seal	1.1x Bestial Incantation damage	
Sacred Seal	Frenzied Flame Seal	1.2x Frenzied Flame Incantation damage	
Sacred Seal	Dragon Communion Seal	1.15x Dragon Communion Incantation damage	
Torch	Beast-Repellent Torch	Prevents certain enemies from attacking	
Torch	Sentry's Torch	Makes invisible enemies visible	
Small Shield	Pillory Shield	Increases Vitality by 50	
Small Shield	Ice Crest Shield	Increases Robustness by 40	
Small Shield	Rift Shield	Increases Focus by 40	
Small Shield	Perfumer's Shield	Increases Immunity by 40	
Small Shield	Shield of the Guilty	Increases Focus by 40	
Small Shield	Spiralhorn Shield	Increases Immunity/Robustness/Focus by 40	
Small Shield	Smoldering Shield	Increases Robustness by 30	
Small Shield	Coil Shield	Increases Immunity by 40	
Medium Shield	Twinbird Kite Shield	1.05x damage and increases damage negation by 10% when less than 20% health	
Medium Shield	Great Turtle Shell	Increase stamina regen by 3/s	
Greatshield	Icon Shield	Regens 3 HP/s	
Greatshield	Dragonclaw Shield	1.15x damage to Ancient Draconic enemies and 1.3x damage to Draconic enemies	
Greatshield	Eclipse Crest Greatshield	Increases Immunity/Robustness/Focus by 50	
Greatshield	Ant's Skull Plate	Increases Immunity by 60	

Crystal Tear	Listed Effect In-game	Effect	PvP Alter	Duration	Notes
Crimson Crystal Tear	Restores half of total HP in mixed physick	Restores LMaxHP * 0.5J HP		N/A	There are two of these, so you can combine them for a 100% restore.
Crimsonspill Crystal Tear	Temporarily boosts max HP in mixed physick	1.1x max HP		180	
Crimsonburst Crystal Tear	Steadily restores Hp for a time in mixed physick	Restores 7 HP/s		180	
Cerulean Crystal Tear	Restores half of total FP in mixed physick	Restores LMaxFP * 0.5J FP		N/A	There are two of these, so you can combine them for a 100% restore.
Greenspill Crystal Tear	Temporarily boosts stamina in mixed physick	1.15x max stamina		180	
Greenburst Crystal Tear	Temporarily boosts stamina recovery speed in mixed physick	Increases stamina regen by 15/s		180	
Strength-knot Crystal Tear	Temporarily boosts strength in mixed physick	Increase str by 10		180	
Dexterity-knot Crystal Tear	Temporarily boosts dexterity in mixed physick	Increase dex by 10		180	
Intelligence-knot Crystal Tear	Temporarily boosts intelligence in mixed physick	Increase int by 10		180	
Faith-knot Crystal Tear	Temporarily boosts faith in mixed physick	Increase faith by 10		180	
Opaline Hardtear	Temporarily boosts all damage negation in physick	Increase all damage negation by 15%	10%	180	
Speckled Hardtear	Boosts resistance and heals status in mixed physick	Increase resistances by 90 and sets build-up to 0		180	
Leaden Hardtear	Temporarily boosts poise in mixed physick	Prevents stagger from Damage Level 1, 2, 3, 5, and 8 attacks		10	
Magic-Shrouding Cracked Tear	Temporarily boosts magic attacks in mixed physick	1.2x magic damage	1.15x	180	
Flame-Shrouding Cracked Tear	Temporarily boosts fire attacks in mixed physick	1.2x fire damage	1.15x	180	
Lightning-Shrouding Cracked Tear	Temporarily boosts lightning attacks in mixed physick	1.2x lightning damage	1.15x	180	
Holy-Shrouding Cracked Tear	Temporarily boosts holy attacks in mixed physick	1.2x holy damage	1.15x	180	
Stonebarb Cracked Tear	Makes attacks more likely to break enemy stances in a mixed physick	1.3x poise damage and 1.3x stamina damage		30	
Spiked Cracked Tear	Enhances charged attacks for a time in mixed physick	1.15x charged R2 damage		180	
Thorny Cracked Tear	Makes consecutive attacks grow stronger in mixed physick	1.09x/1.13x/1.2x damage with continuous attacks		180	
Twiggy Cracked Tear	Briefly stop rune loss on death in mixed physick	Self-explanatory		180	
Winged Crystal Tear	Temporarily reduces equip load in mixed physick	4.5x max equip load		180	
Windy Crystal Tear	Enhances dodge rolls for a time in mixed physick	Adds 3 iframes (30 fps) to roll; -15% damage negations		180	
Crimson Bubbletear	Restores HP when near death in mixed physick	Restores LMaxHP * 0.3J HP when below 21% health		180	Effect ends when triggered.
Crimsonwhorl Bubbletear	Converts damage recieved into HP in mixed physick	Restores LMaxHP * 0.05J HP when hit		15	
Opaline Bubbletear	Significantly negates damage in mixed physick	Increase damage negation by 90%		180	Effect ends when hit.
Cerulean Hidden Tear	Eliminates all FP consumption in mixed physick	Consume no FP for duration		15	
Purifying Crystal Tear	Purifies the Lord of Blood's curse in a mixed physick	Prevents blood loss during phase 2 transition		∞	
Ruptured Crystal Tear	Causes concoction to explode in mixed physick	Explode after 2.7 seconds; 2.9 if both equipped		2.7 2.9	800 holy attack, 135 stamina damage, and 10 poise damage (1750/450/15 if both); 300 damage to user (700 if both)
Ruptured Crystal Tear	Causes concoction to explode in mixed physick	Explode after 2.9 seconds; 2.9 if both equipped		2.9	800 holy attack, 135 stamina damage, and 10 poise damage (1750/450/15 if both); 300 damage to user (700 if both)

Name	Effect
Fia Hug Debuff	0.95x max HP
Raining	10% fire damage negation and -10% lightning damage negation (stacks with standing in water effect)
Standing in Water	10% fire damage negation and -10% lightning damage negation (stacks with raining effect)
Undetected/Sneak Attack	1.2x AR; only works in PvE

Name	Value	Note
playerFootEffect_bySFX	1	
snipeModeDrawAlpha_FadeTime	0.2	
toughnessRecoverCorrection	1	
baseMagicSlotSize	2	Base spell slots
baseAccSlotNum	1	Base talisman slots
reserved02	[0 0]	
animeID_DropItemPick	60070	Animation ID for picking up items
resistRecoverPoint_Sleep_Player	5	Sleep status decay for player
flareOverrideHomingAngle	520	
flareOverrideHomingStopRange	0	
animeID_SleepCollectorItemPick	50250	
unlockEventFlagBaseId_forWepAttr	65600	
systemEnchant_BigRune	3290	
lowStatus_AtkPowDown	0.4	Lacking weapon stat requirements atk multiplier
lowStatus_ConsumeStaminaRate	1.5	Lacking weapon stat requirements stamina cost multiplier
lowStatus_AtkGuardBreak	5	Lacking weapon stat requirements stamina damage reduction (divisor?)
guardStatusCorrect_MaxStatusVal	70	
unlockEventFlagStepNum_forWepAttr	10	
retributionMagic_damageCountNum	5	
retributionMagic_damageCountRemainTime	7	
retributionMagic_burstDmypyld	8	
retributionMagic_burstMagicParamId	6760	
chrAimCam_rideOffsetHeight	1	
reserved23	[0 0 0 0]	
arrowCaseWepBindDmypyld	2042	
boltPouchWepBindDmypyld	2054	
estusFlaskAllocateRate	0.5	Multiplayer Flask of Crimson/Cerulean Tears count multiplier
reserved38	[0 0]	
kickAcceptanceDeg	75	
npcPlayerAnalogWeightRate_Light	0	
npcPlayerAnalogWeightRate_Normal	26	

Name	Value	Note
npcPlayerAnalogWeightRate_Heavy	51	
npcPlayerAnalogWeightRate_WeightOver	101	
npcPlayerAnalogWeightRate_SuperLight	0	
reserved45	[0 0 0 0]	
clearCountCorrectBaseSpEffectId	141000	
arrowBoltModelIdOffset	1	
arrowBoltRemainingNumModelMaskThreshold1	50	
arrowBoltRemainingNumModelMaskThreshold2	10	
reserved27	[0 0]	
resistRecoverPoint_Poision_Player	4	Poison status decay for player
resistRecoverPoint_Desease_Player	4	Scarlet Rot status decay for player
resistRecoverPoint_Blood_Player	7	Bleed status decay for player
resistRecoverPoint_Curse_Player	3	Death status decay for player
resistRecoverPoint_Freeze_Player	5	Frost status decay for player
resistRecoverPoint_Poision_Enemy	5	Poison status decay
resistRecoverPoint_Desease_Enemy	5	Scarlet Rot status decay
resistRecoverPoint_Blood_Enemy	5	Bleed status decay
resistRecoverPoint_Curse_Enemy	5	Death status decay
resistRecoverPoint_Freeze_Enemy	5	Frost status decay
requestTimeLeftBothHand	0.275	
resistRecoverPoint_Madness_Player	4	Madness status decay for player
animeID_MaterialItemPick	999999	
hpEstusFlaskAllocateRateForYellowMonk	0	
hpEstusFlaskAllocateOffsetForYellowMonk	3	
mpEstusFlaskAllocateRateForYellowMonk	0	
mpEstusFlaskAllocateOffsetForYellowMonk	3	
resistRecoverPoint_Sleep_Enemy	5	Sleep status decay
resistRecoverPoint_Madness_Enemy	5	Madness status decay
resistCurseltemId	-1	
resistCurseltemMaxNum	0	

[illegible]

Name	Value	Note
baseToughnessRecoverTime	30	Time in seconds needed for poise health to reset to full without being staggered
chrEventTrun_byLeft90	26001	
chrEventTrun_byRight90	26011	
chrEventTrun_byLeft180	26021	
chrEventTrun_byRight180	26031	
chrEventTrun_90TurnStartAngle	40	
chrEventTrun_180TurnStartAngle	110	
stealthAtkDamageRate	1.2	
flickDamageCutRateSuccessGurad	0.5	
npcTalkAnimBeginDiffAngle	180	
npcTalkAnimEndDiffAngle	180	
sleepCollectorItemActionButtonParamId	30000	
allowUseBuddyItem_sfxInterval	2	
allowUseBuddyItem_sfxDmyPolyId	260	
allowUseBuddyItem_sfxDmyPolyId_horse	260	
allowUseBuddyItem_sfxId	-1	
onBuddySummon_inActivateRange_sfxInterval	2	
onBuddySummon_inActivateRange_sfxDmyPolyId	260	
onBuddySummon_inActivateRange_sfxDmyPolyId_horse	260	
onBuddySummon_inActivateRange_sfxId	-1	
onBuddySummon_inActivateRange_spEffectId_pc	9540	
onBuddySummon_inWarnRange_spEffectId_pc	9545	
onBuddySummon_atBuddyUnsummon_spEffectId_pc	9560	
onBuddySummon_inWarnRange_spEffectId_buddy	9547	
morningIngameHour	6	
morningIngameMinute	0	
morningIngameSecond	0	
noonIngameHour	12	
noonIngameMinute	0	
noonIngameSecond	0	
nightIngameHour	20	
nightIngameMinute	0	
nightIngameSecond	0	
aiSightRateStart_Morning_Hour	6	
aiSightRateStart_Morning_Minute	0	

Name	Value	Note
aiSightRateStart_Noon_Hour	10	
aiSightRateStart_Noon_Minute	0	
aiSightRateStart_Evening_Hour	18	
aiSightRateStart_Evening_Minute	0	
aiSightRateStart_Night_Hour	20	
aiSightRateStart_Night_Minute	0	
aiSightRateStart_Midnight_Hour	3	
aiSightRateStart_Midnight_Minute	0	
saLargeDamageHitSfx_Threshold	30	
saLargeDamageHitSfx_SfxId	900	
signCreatableDistFromSafePos	10	
guestResummonDist	999999	
guestLeavingMessageDistMax	999999	
guestLeavingMessageDistMin	999999	
guestLeaveSessionDist	999999	
retryPointAreaRadius	100	
sleepCollectorSpEffectId	5120	
recoverBelowMaxHpCompletionNoticeSpEffectId	29	
estusFlaskRecovery_AbsorptionProductionSfxId_byHp	30200	
estusFlaskRecovery_AbsorptionProductionSfxId_byMp	30300	
respawnSpecialEffectActiveCheckerSpEffectId	103520100	
onBuddySummon_inActivateRange_spEffectId_buddy	9541	
estusFlaskRecovery_AddEstusTime	1.65	
defeatMultiModeEnemyOfSoulCorrectRate_byHost	1	
defeatMultiModeEnemyOfSoulCorrectRate_byTeamGhost	1	
defeatMultiModeBossOfSoulCorrectRate_byHost	0.75	
defeatMultiModeBossOfSoulCorrectRate_byTeamGhost	0.25	
enemyHpGaugeScreenOffset_byUp	130	
playRegionCollectDist	150	
enemyDetectionSpEffect_ShootBulletDummypolyId	1	
bigRuneGreaterDemonBreakInGoodsNum	3	
bigRuneGreaterDemonBreakInGoodsId	135	
rideJumpRegionDefaultSfxId	806730	
saAttackRate_forVsRideAtk	2	
enemySpEffectIdAfterSleepCollectorItemLot	4431	

Name	Value	Note
afterEndingMapUid	11100000	
afterEndingReturnPointEntityId	11102020	
enemyDetectionSpEffect_BulletId_byCoopRing_RedHunter	-1	
enemyDetectionSpEffect_BulletId_byInvadeOrb_None	-1	
tutorialFlagOnAccessDistView	710610	
tutorialFlagOnAccessRetryPoint	710540	
tutorialFlagOnGetGroupReward	710630	
tutorialFlagOnEnterRideJumpRegion	710620	
tutorialCheckRideJumpRegionExpandRange	5	
retryPointActivatedPcAnimId	-1	
retryPointActivatedDialogDelayTime	0	
retryPointActivatedDialogTextId	8000	
signPuddleOpenPcAnimId	60010	
signPuddleOpenDialogDelayTime	0.5	
activityOfDeadSpEffect_BulletId	13700100	
activityOfDeadSpEffect_ShootBulletDummypolyId	5	
activityOfDeadSpEffect_DeadFadeOutTime	0.5	
ignorNetStateSyncTime_ForThrow	0.3	
netPenaltyPointLanDisconnect	0	
netPenaltyPointProfileSignout	0	
netPenaltyPointReboot	0	
netPnaltyPointSuspend	0	
netPenaltyForgiveItemLimitTime	0	
netPenaltyPointThreshold	100	
uncontrolledMoveThresholdTime	180	
enemyDetectionSpEffect_BulletId_byNpcEnemy	1000	
activityOfDeadTargetSearchSpEffect_OnHitSpEffect	103700100	
activityOfDeadTargetSearchSpEffect_MaxLength	10	
sightRangeLowerPromiseRate	0.2	
saLargeDamageHitSfx_MinDamage	-1	
saLargeDamageHitSfx_ForceDamage	-1	
soloBreakInMaxPoint	10000	
npcTalkTimeOutThreshold	30	
sendPlayLogIntervalTime	30	
item370_MaxSfxNum	32	Number of Rainbow Stone vfx that can be active

Name	Value	Note
chrActivateDist_forLeavePC	0	
summonDataCoopMatchingLevelUpperAbs	20	
summonDataCoopMatchingLevelUpperRel	20	
summonDataCoopMatchingWepLevelMul	10	
pickUpBerserkerSignSpEffectBulletId	70	
succeedBerserkerSelfKillingEffectId	9400	
machingLevelWhiteSignUpperRel	10	
machingLevelWhiteSignUpperAbs	10	
machingLevelRedSignUpperRel	10	
machingLevelRedSignUpperAbs	10	
machingWeaponLevelUpperWhiteSign_0	3	
machingWeaponLevelUpperWhiteSign_1	4	
machingWeaponLevelUpperWhiteSign_2	5	
machingWeaponLevelUpperWhiteSign_3	6	
machingWeaponLevelUpperWhiteSign_4	7	
machingWeaponLevelUpperWhiteSign_5	8	
machingWeaponLevelUpperWhiteSign_6	10	
machingWeaponLevelUpperWhiteSign_7	11	
machingWeaponLevelUpperWhiteSign_8	12	
machingWeaponLevelUpperWhiteSign_9	13	
machingWeaponLevelUpperWhiteSign_10	14	
machingWeaponLevelUpperRedSign_0	3	
machingWeaponLevelUpperRedSign_1	4	
machingWeaponLevelUpperRedSign_2	5	
machingWeaponLevelUpperRedSign_3	6	
machingWeaponLevelUpperRedSign_4	7	
machingWeaponLevelUpperRedSign_5	8	
machingWeaponLevelUpperRedSign_6	10	
machingWeaponLevelUpperRedSign_7	11	
machingWeaponLevelUpperRedSign_8	12	
machingWeaponLevelUpperRedSign_9	13	
machingWeaponLevelUpperRedSign_10	14	
autoInvadePoint_generateDist	40	
autoInvadePoint_cancelDist	20	
sendGlobalEventLogIntervalTime	300	

Name	Value	Note
addSoloBreakInPoint_White	0	
addSoloBreakInPoint_Black	0	
addSoloBreakInPoint_ForceJoin	0	
addSoloBreakInPoint_VisitorGuardian	0	
addSoloBreakInPoint_VisitorRedHunter	0	
invincibleTimer_forNetPC_initSync	0	
invincibleTimer_forNetPC	10	
redHunter_HostBossAreaGetSoulRate	0.05	
ghostFootprintDecalParamId	100010	
leaveAroundHostWarningTime	10	
hostModeCostItemId	150	
aJump_DecelerateParam	0.2	
buddyDisappearDelaySec	10	
aJump_AnimYMoveCorrectRate_onJumpOff	1	
stealthSystemSightRate_NotInStealthRigid_NotSightHide_StealthMode	0.8	
stealthSystemSightRate_NotInStealthRigid_SightHide_NotStealthMode	0.2	
stealthSystemSightRate_NotInStealthRigid_SightHide_StealthMode	0.2	
stealthSystemSightRate_InStealthRigid_NotSightHide_NotStealthMode	1	
stealthSystemSightRate_InStealthRigid_NotSightHide_StealthMode	0.2	
stealthSystemSightRate_InStealthRigid_SightHide_NotStealthMode	0.2	
stealthSystemSightRate_InStealthRigid_SightHide_StealthMode	0.2	
msbEventGeomTreasureInfo_actionButtonParamId_corpse	4200	
msbEventGeomTreasureInfo_itemGetAnimId_corpse	60070	
msbEventGeomTreasureInfo_actionButtonParamId_box	4300	
msbEventGeomTreasureInfo_itemGetAnimId_box	60090	
msbEventGeomTreasureInfo_actionButtonParamId_shine	4250	
msbEventGeomTreasureInfo_itemGetAnimId_shine	60070	
signPuddleAssetId	99015	
signPuddleAppearDmypolyId0	110	
signPuddleAppearDmypolyId1	111	
signPuddleAppearDmypolyId2	112	
signPuddleAppearDmypolyId3	113	
fallDamageRate_forRidePC	0.7	
fallDamageRate_forRideNPC	0.7	
OldMonkOfYellow_CreateSignSpEffectId	9100	

Name	Value	Note
StragglerActivateDist	15	
SpEffectId_EnableUseltem_StragglerActivate	8979	
SpEffectId_StragglerWakeUp	8971	
SpEffectId_StragglerTarget	8975	
SpEffectId_StragglerOppose	8972	
buddyWarp_TriggerTimeRayBlocked	5	
buddyWarp_TriggerDistToPlayer	33	
buddyWarp_ThresholdTimePathStacked	3	
buddyWarp_ThresholdRangePathStacked	1	
aiSightRate_morning	1	
aiSightRate_noonA	1	
buddyPassThroughTriggerTime	0.5	
aiSightRate_evening	1	
aiSightRate_night	0.5	
aiSightRate_midnightA	0.5	
reserve4_2	[0]0[0]0	
aiSightRate_sunloss_light	1	
aiSightRate_sunloss_dark	0.9	
aiSightRate_sunloss_veryDark	0.8	
stealthSystemSightAngleReduceRate_NotInStealthRigid_NotSightHide_StealthMode	20	
stealthSystemSightAngleReduceRate_NotInStealthRigid_SightHide_NotStealthMode	80	
stealthSystemSightAngleReduceRate_NotInStealthRigid_SightHide_StealthMode	80	
stealthSystemSightAngleReduceRate_InStealthRigid_NotSightHide_NotStealthMode	0	
stealthSystemSightAngleReduceRate_InStealthRigid_NotSightHide_StealthMode	80	
stealthSystemSightAngleReduceRate_InStealthRigid_SightHide_NotStealthMode	80	
stealthSystemSightAngleReduceRate_InStealthRigid_SightHide_StealthMode	80	
weatherLotConditionStart_Morning_Hour	6	
weatherLotConditionStart_Morning_Minute	0	
weatherLotConditionStart_Day_Hour	10	
weatherLotConditionStart_Day_Minute	0	
weatherLotConditionStart_Evening_Hour	18	
weatherLotConditionStart_Evening_Minute	0	
weatherLotConditionStart_Night_Hour	20	
weatherLotConditionStart_Night_Minute	0	
weatherLotConditionStart_DayBreak_Hour	3	

Name	Value	Note
weatherLotConditionStart_DayBreak_Minute	0	
weatherLotCondition_reserved	[0 0]	
pclightScaleChangeStart_Hour	18	
pclightScaleChangeStart_Minute	0	
pclightScaleChangeEnd_Hour	5	
pclightScaleChangeEnd_Minute	0	
pclightScaleByTimezone	1.5	
bigRuneGreaterDemon_SummonBuddySpecialEffectId_Buddy	500042	
bigRuneGreaterDemon_SummonBuddySpecialEffectId_Pc	500040	
homeBonfireParamId	111000	
machingWeaponLevelUpperWhiteSign_11	15	
machingWeaponLevelUpperWhiteSign_12	17	
machingWeaponLevelUpperWhiteSign_13	18	
machingWeaponLevelUpperWhiteSign_14	19	
machingWeaponLevelUpperWhiteSign_15	20	
machingWeaponLevelUpperWhiteSign_16	21	
machingWeaponLevelUpperWhiteSign_17	22	
machingWeaponLevelUpperWhiteSign_18	24	
machingWeaponLevelUpperWhiteSign_19	25	
machingWeaponLevelUpperWhiteSign_20	25	
machingWeaponLevelUpperWhiteSign_21	25	
machingWeaponLevelUpperWhiteSign_22	25	
machingWeaponLevelUpperWhiteSign_23	25	
machingWeaponLevelUpperWhiteSign_24	25	
machingWeaponLevelUpperWhiteSign_25	25	
machingWeaponLevelUpperRedSign_11	15	
machingWeaponLevelUpperRedSign_12	17	
machingWeaponLevelUpperRedSign_13	18	
machingWeaponLevelUpperRedSign_14	19	
machingWeaponLevelUpperRedSign_15	20	
machingWeaponLevelUpperRedSign_16	21	
machingWeaponLevelUpperRedSign_17	22	
machingWeaponLevelUpperRedSign_18	24	
machingWeaponLevelUpperRedSign_19	25	
machingWeaponLevelUpperRedSign_20	25	

Name	Value	Note
machingWeaponLevelUpperRedSign_21	25	
machingWeaponLevelUpperRedSign_22	25	
machingWeaponLevelUpperRedSign_23	25	
machingWeaponLevelUpperRedSign_24	25	
machingWeaponLevelUpperRedSign_25	25	
menuTimezoneStart_Morning_Hour	6	
menuTimezoneStart_Morning_Minute	0	
menuTimezoneStart_Day1_Hour	10	
menuTimezoneStart_Day1_Minute	0	
menuTimezoneStart_Day2_Hour	14	
menuTimezoneStart_Day2_Minute	0	
menuTimezoneStart_Evening_Hour	18	
menuTimezoneStart_Evening_Minute	0	
menuTimezoneStart_Night_Hour	20	
menuTimezoneStart_Night_Minute	0	
menuTimezoneStart_Midnight_Hour	3	
menuTimezoneStart_Midnight_Minute	0	
remotePlayerThreatLvNotify_ThreatLv	2	
remotePlayerThreatLvNotify_NotifyDist	999.9	
remotePlayerThreatLvNotify_EndNotifyDist	40	
worldMapPointDiscoveryExpandRange	0	
worldMapPointReentryExpandRange	50	
remotePlayerThreatLvNotify_NotifyTime	10	
breakIn_A_rebreakInGoodsNum	3	
breakIn_A_rebreakInGoodsId	107	
rideJumpoff_SfxId	-1	
rideJumpoff_SfxHeightOffset	0	
rideJumpoff_SpEffectId	184	
rideJumpoff_SpEffectIdPc	185	
unlockExchangeMenuEventFlagId	60120	
unlockMessageMenuEventFlagId	60210	
breakInOnce_A_rebreakInGoodsNum	3	
breakIn_B_rebreakInGoodsNum	3	
breakInOnce_A_rebreakInGoodsId	113	
breakIn_B_rebreakInGoodsId	114	

Name	Value	Note
actionButtonInputCancelTime	0.5	
blockClearBonusDelayTime	3.2	
bonfireCheckEnemyRange	5	
reserved_124	[1 173 7 0 10 10 3 4 5 6 7 8 10 11 12 13 14 15 17 18 19 20 21 22 24 25 25 25 25 25 25 25 0 0 22	

[Find which ID an enemy uses here](#)

MultiPlayCornerRadius	Multipliers for 1 Summon														Multipliers for 2 Summons														Multipliers for 3 Summons															
	HP	Phys Dmg	Magic Dmg	Fire Dmg	Light Dmg	Holy Dmg	Physical Res	Fire Res	Light Res	Holy Res	Speed Res	Mad Res	Death Res	Point [5]	HP	Phys Dmg	Magic Dmg	Fire Dmg	Light Dmg	Holy Dmg	Physical Res	Fire Res	Light Res	Holy Res	Speed Res	Mad Res	Death Res	Point [5]	HP	Phys Dmg	Magic Dmg	Fire Dmg	Light Dmg	Holy Dmg	Physical Res	Fire Res	Light Res	Holy Res	Speed Res	Mad Res	Death Res	Point [7]		
100	1.25	1	1	1	1	1	1.5	1.5	1.5	1.5	1.5	1.5	1	1	1.35	1	1	1	1	1	1.5	1.5	1.5	1.5	1.5	1.5	1	1	1.5	1	1	1	1	1	2	2	2	2	2	2	1	1		
200	1.3	1	1	1	1	1	1.5	1.5	1.5	1.5	1.5	1.5	1	1	1.5	1	1	1	1	1	1.5	1.5	1.5	1.5	1.5	1.5	1	1	1.6	1	1	1	1	1	2	2	2	2	2	2	1	1		
300	1.6	1	1	1	1	1	1.5	1.5	1.5	1.5	1.5	1.5	1	1.667	2.3	1.1	1.1	1.1	1.1	1.1	2	1.5	1.5	1.5	1.5	1.5	1	2.867	2.7	1.15	1.15	1.15	1.15	1.15	2.5	2	2	2	2	2	1	4		
400	1.6	1	1	1	1	1	1.5	1.5	1.5	1.5	1.5	1.5	1	1.667	2.3	1.1	1.1	1.1	1.1	1.1	2	1.5	1.5	1.5	1.5	1.5	1	2.867	2.7	1.15	1.15	1.15	1.15	1.15	2.5	2	2	2	2	2	1	4		

	Base Game Scaling					
	Area	Health	Defense	Resistance	AtkRate	Stamina Damage
	Stranded Graveyard	1.000	1.000	2.000	1.000	1.000
	Limgrave Middle	1.141	1.013	2.018	1.097	1.021
	Limgrave South	1.281	1.026	2.035	1.202	1.031
	Limgrave North	1.656	1.039	2.053	1.495	1.052
	Stormveil Castle	1.813	1.053	2.070	1.495	1.119
	Siofra River	1.953	1.066	2.088	1.690	1.141
	South Liurnia/Academy	2.266	1.079	2.105	1.758	1.141
	North Liurnia/Academy	2.406	1.093	2.123	1.831	1.162
	Lower Mt. Gelmir/Ainsel River	2.688	1.106	2.140	2.000	1.189
	Upper Mt. Gelmir/West Caelid	3.250	1.119	2.158	2.279	1.211
	Altus Plateau/South Caelid	3.703	1.133	2.175	2.473	1.211
	Leyndell Capital/Nokstella	4.125	1.146	2.193	2.673	1.263
	Volcano Manor/North Caelid	4.844	1.159	2.210	3.244	1.285
	Leyndell Sewers	5.484	1.172	2.228	3.244	1.317
	Mountaintops/Early Farum Azula	6.563	1.186	2.245	3.530	1.317
	Late Farum Azula	6.688	1.200	2.280	3.585	1.340
	Ashen Leyndell/Snowfield	6.875	1.200	2.385	3.640	1.340
	Elden Throne	7.047	1.217	2.490	3.745	1.368
	Haligtreet/Mohgwyn Palace	7.203	1.220	2.595	3.796	1.374
	Elphael Brace of the Haligtreet	7.328	1.230	2.700	3.796	1.391
	Haligtreet Roots	7.422	1.232	2.733	3.796	1.394

	NG +							
	Area	Health	Defense	Resistance	PoiseDmgTaken	AtkRate	Stamina Damage	Soul Multiplier
	Stranded Graveyard	3.434	1.172	1.097	1.000	1.902	1.200	5.000
	Limgrave Middle	3.122	1.173	1.095	1.000	1.965	1.191	5.000
	Limgrave South	2.857	1.174	1.093	1.000	1.768	1.182	5.000
	Limgrave North	2.355	1.175	1.091	1.000	1.680	1.173	5.000
	Stormveil Castle	2.146	1.176	1.089	1.000	1.609	1.164	4.000
	Siofra River	2.099	1.177	1.087	1.000	1.483	1.155	4.000
	South Liurnia/Academy	1.845	1.178	1.085	1.000	1.400	1.146	4.000
	North Liurnia/Academy	1.523	1.179	1.083	1.000	1.314	1.137	3.000
	Lower Mt. Gelmir/Ainsel River	1.479	1.180	1.081	1.000	1.239	1.128	3.000
	Upper Mt. Gelmir/West Caelid	1.461	1.181	1.079	1.000	1.200	1.119	3.000
	Altus Plateau/South Caelid	1.296	1.182	1.077	1.000	1.150	1.110	3.000
	Leyndell Capital/Nokstella	1.253	1.183	1.075	1.000	1.141	1.101	3.000
	Volcano Manor/North Caelid	1.264	1.184	1.073	1.000	1.135	1.092	2.000
	Leyndell Sewers	1.191	1.185	1.071	1.000	1.134	1.083	2.000
	Mountaintops/Early Farum Azula	1.008	1.186	1.069	1.000	1.122	1.074	2.000
	Late Farum Azula	1.001	1.200	1.070	1.000	1.094	1.065	2.000
	Ashen Leyndell/Snowfield	1.015	1.200	1.070	1.000	1.134	1.070	2.000
	Elden Throne	1.001	1.200	1.070	1.000	1.094	1.065	2.000
	Haligtreet/Mohgwyn Palace	1.015	1.200	1.000	1.000	1.134	1.070	2.000
	Elphael Brace of the Haligtreet	1.015	1.200	1.000	1.000	1.134	1.070	2.000
	Haligtreet Roots	1.015	1.200	1.000	1.000	1.134	1.070	2.000
	NG+2 and beyond multiply from NG+ values							
	NG+2	1.100	1.025	1.015	0.950	1.100	1.400	1.100
	NG+3	1.150	1.050	1.030	0.900	1.150	1.500	1.125
	NG+4	1.200	1.100	1.045	0.850	1.200	1.600	1.200
	NG+5	1.300	1.150	1.060	0.800	1.300	1.700	1.225
	NG+6	1.350	1.200	1.075	0.700	1.350	1.800	1.250
	NG+7	1.400	1.300	1.090	0.600	1.450	1.900	1.275

				Bleed1	Bleed2
				Blood Dagger	Blood Great Knife
Bleed Damage1	$L\text{MaxHP} * 0.15J + 100$			Blood Parrying Dagger	Blood Bloodstained Dagger
Bleed Damage2	$L\text{MaxHP} * 0.15J + 200$			Blood Miséricorde	Blood Wakizashi
				Great Knife	Reduvia
Multiplication cannot round below 1				Heavy Great Knife	Blood Forked Greatsword
				Keen Great Knife	Blood Flamberge
Some enemies take reduced bleed damage, you can find which ones and how much here				Quality Great Knife	Scavenger's Blood Curved Sword
				Magic Great Knife	Morgott's Cursed Sword
				Fire Great Knife	Blood Uchigatana
Example Bleed1 Damage				Flame Art Great Knife	Blood Nagakiba
Target Max HP	Flat	Damage Done		Lightning Great Knife	Blood Forked Hatchet
500	100	175		Sacred Great Knife	Blood Great Omenkiller Cleaver
1000	100	250		Poison Great Knife	Blood Spiked Club
1500	100	325		Cold Great Knife	Blood Morning Star
2000	100	400		Occult Great Knife	Varré's Bouquet
2500	100	475		Bloodstained Dagger	Blood Flail
3000	100	550		Heavy Bloodstained Dagger	Blood Nightrider Flail
3500	100	625		Keen Bloodstained Dagger	Blood Chainlink Flail
4000	100	700		Quality Bloodstained Dagger	Blood Great Stars
4500	100	775		Magic Bloodstained Dagger	Blood Spiked Spear
5000	100	850		Fire Bloodstained Dagger	Blood Cross-Naginata
5500	100	925		Flame Art Bloodstained Dagger	Blood Vulgar Militia Saw
6000	100	1000		Lightning Bloodstained Dagger	Blood Scythe
6500	100	1075		Sacred Bloodstained Dagger	Blood Grave Scythe
7000	100	1150		Poison Bloodstained Dagger	Blood Thorned Whip
7500	100	1225		Cold Bloodstained Dagger	Hoslow's Petal Whip
8000	100	1300		Occult Bloodstained Dagger	Hoslow's Heavy Petal Whip
8500	100	1375		Blood Erdsteel Dagger	Hoslow's Keen Petal Whip
9000	100	1450		Wakizashi	Hoslow's Quality Petal Whip
9500	100	1525		Heavy Wakizashi	Hoslow's Magic Petal Whip

				Bleed1	Bleed2
	10000	100	1600	Keen Wakizashi	Hoslow's Fire Petal Whip
				Quality Wakizashi	Hoslow's Flame Art Petal Whip
	Example Bleed2 Damage			Magic Wakizashi	Hoslow's Lightning Petal Whip
	Target Max HP	Flat	Damage Done	Fire Wakizashi	Hoslow's Sacred Petal Whip
	500	200	275	Flame Art Wakizashi	Hoslow's Poison Petal Whip
	1000	200	350	Lightning Wakizashi	Hoslow's Blood Petal Whip
	1500	200	425	Sacred Wakizashi	Hoslow's Cold Petal Whip
	2000	200	500	Poison Wakizashi	Hoslow's Occult Petal Whip
	2500	200	575	Cold Wakizashi	Blood Spiked Caestus
	3000	200	650	Occult Wakizashi	Blood Star Fist
	3500	200	725	Celebrant's Blood Sickel	Blood Hookclaws
	4000	200	800	Blood Short Sword	Blood Bloodhound Claws
	4500	200	875	Bloody Longsword	Blood Raptor Talons
	5000	200	950	Blood Broadsword	Blood Shield of the Guilty
	5500	200	1025	Weathered Blood Straight Sword	Blood Spiralhorn Shield
	6000	200	1100	Lordsworn's Blood Straight Sword	Marred Blood Wooden Shield
	6500	200	1175	Noble's Blood Slender Sword	Marred Blood Leather Shield
	7000	200	1250	Blood Cane Sword	Blood Briar Greatshield
	7500	200	1325	Warhawk's Blood Talon	Blood Spiked Palisade Shield
	8000	200	1400	Bloody Bastard Sword	
	8500	200	1475	Blood Claymore	
	9000	200	1550	Blood Iron Greatsword	
	9500	200	1625	Lordsworn's Blood Greatsword	
	10000	200	1700	Knight's Blood Greatsword	
				Banished Knight's Blood Greatsword	
				Forked Greatsword	
				Heavy Forked Greatsword	
				Keen Forked Greatsword	
				Quality Forked Greatsword	
				Magic Forked Greatsword	

				Bleed1		Bleed2
				Fire Forked Greatsword		
				Flame Art Forked Greatsword		
				Lightning Forked Greatsword		
				Sacred Forked Greatsword		
				Poison Forked Greatsword		
				Cold Forked Greatsword		
				Occult Forked Greatsword		
				Flamberge		
				Heavy Flamberge		
				Keen Flamberge		
				Quality Flamberge		
				Magic Flamberge		
				Fire Flamberge		
				Flame Art Flamberge		
				Lightning Flamberge		
				Sacred Flamberge		
				Poison Flamberge		
				Cold Flamberge		
				Occult Flamberge		
				Gargoyle's Blood Greatsword		
				Sword of Milos		
				Blood Zweihander		
				Blood Greatsword		
				Watchdog's Blood Greatsword		
				Troll's Golden Blood Sword		
				Blood Rapier		
				Blood Estoc		
				Noble's Blood Estoc		
				Cleanrot Knight's Blood Sword		
				Rogier's Blood Rapier		

				Bleed1		Bleed2
				Blood Antspur Rapier		
				Blood Great Épée		
				Blood Godskin Stitcher		
				Bloody Helice		
				Bloody Scimitar		
				Blood Falchion		
				Blood Shamshir		
				Blood Grossmesser		
				Bandit's Blood Curved Sword		
				Blood Shotel		
				Scavenger's Curved Sword		
				Scavenger's Heavy Curved Sword		
				Scavenger's Keen Curved Sword		
				Scavenger's Quality Curved Sword		
				Scavenger's Magic Curved Sword		
				Scavenger's Fire Curved Sword		
				Scavenger's Flame Art Curved Sword		
				Scavenger's Lightning Curved Sword		
				Scavenger's Sacred Curved Sword		
				Scavenger's Poison Curved Sword		
				Scavenger's Cold Curved Sword		
				Scavenger's Occult Curved Sword		
				Blood Mantis Blade		
				Beastman's Blood Curved Sword		
				Flowing Blood Curved Sword		
				Serpent-God's Blood Curved Sword		
				Blood Dismounter		
				Blood Omen Cleaver		
				Monk's Blood Flameblade		
				Beastman's Blood Cleaver		

				Bleed1		Bleed2
				Bloodhound's Fang		
				Uchigatana		
				Heavy Uchigatana		
				Keen Uchigatana		
				Quality Uchigatana		
				Magic Uchigatana		
				Fire Uchigatana		
				Flame Art Uchigatana		
				Lightning Uchigatana		
				Sacred Uchigatana		
				Poison Uchigatana		
				Cold Uchigatana		
				Occult Uchigatana		
				Nagakiba		
				Heavy Nagakiba		
				Keen Nagakiba		
				Quality Nagakiba		
				Magic Nagakiba		
				Fire Nagakiba		
				Flame Art Nagakiba		
				Lightning Nagakiba		
				Sacred Nagakiba		
				Poison Nagakiba		
				Cold Nagakiba		
				Occult Nagakiba		
				Meteoric Ore Blade		
				Moonveil		
				Rivers of Blood		
				Hand of Malenia		
				Bloody Twinblade		

				Bleed1		Bleed2
				Blood Twinned Knight Swords		
				Blood Godskin Peeler		
				Gargoyle's Blood Twinblade		
				Eleonora's Poleblade		
				Blood Hand Axe		
				Forked Hatchet		
				Heavy Forked Hatchet		
				Keen Forked Hatchet		
				Quality Forked Hatchet		
				Magic Forked Hatchet		
				Fire Forked Hatchet		
				Flame Art Forked Hatchet		
				Lightning Forked Hatchet		
				Sacred Forked Hatchet		
				Poison Forked Hatchet		
				Cold Forked Hatchet		
				Occult Forked Hatchet		
				Blood Battle Axe		
				Blood Warped Axe		
				Blood Jawbone Axe		
				Blood Iron Cleaver		
				Bloody Highland Axe		
				Celebrant's Blood Cleaver		
				Blood Sacrificial Axe		
				Blood Greataxe		
				Blood Crescent Moon Axe		
				Blood Longhaft Axe		
				Executioner's Blood Greataxe		
				Great Omenkiller Cleaver		
				Heavy Great Omenkiller Cleaver		

					Bleed1		Bleed2
					Keen Great Omenkiller Cleaver		
					Quality Great Omenkiller Cleaver		
					Magic Great Omenkiller Cleaver		
					Fire Great Omenkiller Cleaver		
					Flame Art Great Omenkiller Cleaver		
					Lightning Great Omenkiller Cleaver		
					Sacred Great Omenkiller Cleaver		
					Poison Great Omenkiller Cleaver		
					Cold Great Omenkiller Cleaver		
					Occult Great Omenkiller Cleaver		
					Blood Rusted Anchor		
					Blood Butchering Knife		
					Gargoyle's Blood Great Axe		
					Bloody Club		
					Blood Curved Club		
					Spiked Club		
					Heavy Spiked Club		
					Keen Spiked Club		
					Quality Spiked Club		
					Magic Spiked Club		
					Fire Spiked Club		
					Flame Art Spiked Club		
					Lightning Spiked Club		
					Sacred Spiked Club		
					Poison Spiked Club		
					Cold Spiked Club		
					Occult Spiked Club		
					Blood Stone Club		
					Blood Mace		
					Morning Star		

				Bleed1		Bleed2
				Heavy Morning Star		
				Keen Morning Star		
				Quality Morning Star		
				Magic Morning Star		
				Fire Morning Star		
				Flame Art Morning Star		
				Lightning Morning Star		
				Sacred Morning Star		
				Poison Morning Star		
				Cold Morning Star		
				Occult Morning Star		
				Blood Warpick		
				Blood Hammer		
				Monk's Blood Flamemace		
				Flail		
				Heavy Flail		
				Keen Flail		
				Quality Flail		
				Magic Flail		
				Fire Flail		
				Flame Art Flail		
				Lightning Flail		
				Sacred Flail		
				Poison Flail		
				Cold Flail		
				Occult Flail		
				Nightrider Flail		
				Heavy Nightrider Flail		
				Keen Nightrider Flail		
				Quality Nightrider Flail		

				Bleed1		Bleed2
				Magic Nightrider Flail		
				Fire Nightrider Flail		
				Flame Art Nightrider Flail		
				Lightning Nightrider Flail		
				Sacred Nightrider Flail		
				Poison Nightrider Flail		
				Cold Nightrider Flail		
				Occult Nightrider Flail		
				Chainlink Flail		
				Heavy Chainlink Flail		
				Keen Chainlink Flail		
				Quality Chainlink Flail		
				Magic Chainlink Flail		
				Fire Chainlink Flail		
				Flame Art Chainlink Flail		
				Lightning Chainlink Flail		
				Sacred Chainlink Flail		
				Poison Chainlink Flail		
				Cold Chainlink Flail		
				Occult Chainlink Flail		
				Blood Large Club		
				Blood Curved Great Club		
				Blood Great Mace		
				Blood Pickaxe		
				Blood Brick Hammer		
				Blood Battle Hammer		
				Blood Rotten Battle Hammer		
				Celebrant's Blood Skull		
				Great Stars		
				Heavy Great Stars		

				Bleed1		Bleed2
				Keen Great Stars		
				Quality Great Stars		
				Magic Great Stars		
				Fire Great Stars		
				Flame Art Great Stars		
				Lightning Great Stars		
				Sacred Great Stars		
				Poison Great Stars		
				Cold Great Stars		
				Occult Great Stars		
				Blood Greathorn Hammer		
				Blood Duelist Greataxe		
				Blood Rotten Greataxe		
				Golem's Blood Halberd		
				Blood Giant-Crusher		
				Prelate's Blood Inferno Crozier		
				Ghiza's Wheel		
				Blood Short Spear		
				Blood Iron Spear		
				Bloody Spear		
				Blood Partisan		
				Blood Pike		
				Spiked Spear		
				Heavy Spiked Spear		
				Keen Spiked Spear		
				Quality Spiked Spear		
				Magic Spiked Spear		
				Fire Spiked Spear		
				Flame Art Spiked Spear		
				Lightning Spiked Spear		

				Bleed1		Bleed2
				Sacred Spiked Spear		
				Poison Spiked Spear		
				Cold Spiked Spear		
				Occult Spiked Spear		
				Cross-Naginata		
				Heavy Cross-Naginata		
				Keen Cross-Naginata		
				Quality Cross-Naginata		
				Magic Cross-Naginata		
				Fire Cross-Naginata		
				Flame Art Cross-Naginata		
				Lightning Cross-Naginata		
				Sacred Cross-Naginata		
				Poison Cross-Naginata		
				Cold Cross-Naginata		
				Occult Cross-Naginata		
				Clayman's Blood Harpoon		
				Celebrant's Blood Rib-Rake		
				Inquisitor's Girandole		
				Bloody Lance		
				Mohgwyn's Sacred Spear		
				Blood Halberd		
				Banished Knight's Blood Halberd		
				Blood Lucerne		
				Blood Glaive		
				Blood Vulgar Militia Shotel		
				Vulgar Militia Saw		
				Heavy Vulgar Militia Saw		
				Keen Vulgar Militia Saw		
				Quality Vulgar Militia Saw		

					Bleed1		Bleed2
					Magic Vulgar Militia Saw		
					Fire Vulgar Militia Saw		
					Flame Art Vulgar Militia Saw		
					Lightning Vulgar Militia Saw		
					Sacred Vulgar Militia Saw		
					Poison Vulgar Militia Saw		
					Cold Vulgar Militia Saw		
					Occult Vulgar Militia Saw		
					Guardian's Blood Swordspear		
					Gargoyle's Blood Halberd		
					Blood Nightrider Glaive		
					Pest's Blood Glaive		
					Scythe		
					Heavy Scythe		
					Keen Scythe		
					Quality Scythe		
					Magic Scythe		
					Fire Scythe		
					Flame Art Scythe		
					Lightning Scythe		
					Sacred Scythe		
					Poison Scythe		
					Cold Scythe		
					Occult Scythe		
					Grave Scythe		
					Heavy Grave Scythe		
					Keen Grave Scythe		
					Quality Grave Scythe		
					Magic Grave Scythe		
					Fire Grave Scythe		

				Bleed1		Bleed2
				Flame Art Grave Scythe		
				Lightning Grave Scythe		
				Sacred Grave Scythe		
				Poison Grave Scythe		
				Cold Grave Scythe		
				Occult Grave Scythe		
				Halo Scythe		
				Winged Scythe		
				Blood Whip		
				Thorned Whip		
				Heavy Thorned Whip		
				Keen Thorned Whip		
				Quality Thorned Whip		
				Magic Thorned Whip		
				Fire Thorned Whip		
				Flame Art Thorned Whip		
				Lightning Thorned Whip		
				Sacred Thorned Whip		
				Poison Thorned Whip		
				Cold Thorned Whip		
				Occult Thorned Whip		
				Blood Urumi		
				Blood Caestus		
				Spiked Caestus		
				Heavy Spiked Caestus		
				Keen Spiked Caestus		
				Quality Spiked Caestus		
				Magic Spiked Caestus		
				Fire Spiked Caestus		
				Flame Art Spiked Caestus		

				Bleed1		Bleed2
				Lightning Spiked Caestus		
				Sacred Spiked Caestus		
				Poison Spiked Caestus		
				Cold Spiked Caestus		
				Occult Spiked Caestus		
				Blood Katar		
				Blood Iron Ball		
				Star Fist		
				Heavy Star Fist		
				Keen Star Fist		
				Quality Star Fist		
				Magic Star Fist		
				Fire Star Fist		
				Flame Art Star Fist		
				Lightning Star Fist		
				Sacred Star Fist		
				Poison Star Fist		
				Cold Star Fist		
				Occult Star Fist		
				Hookclaws		
				Heavy Hookclaws		
				Keen Hookclaws		
				Quality Hookclaws		
				Magic Hookclaws		
				Fire Hookclaws		
				Flame Art Hookclaws		
				Lightning Hookclaws		
				Sacred Hookclaws		
				Poison Hookclaws		
				Cold Hookclaws		

				Bleed1		Bleed2
				Occult Hookclaws		
				Bloodhound Claws		
				Heavy Bloodhound Claws		
				Keen Bloodhound Claws		
				Quality Bloodhound Claws		
				Magic Bloodhound Claws		
				Fire Bloodhound Claws		
				Flame Art Bloodhound Claws		
				Lightning Bloodhound Claws		
				Sacred Bloodhound Claws		
				Poison Bloodhound Claws		
				Cold Bloodhound Claws		
				Occult Bloodhound Claws		
				Blood Venomous Fang		
				Raptor Talons		
				Heavy Raptor Talons		
				Keen Raptor Talons		
				Quality Raptor Talons		
				Magic Raptor Talons		
				Fire Raptor Talons		
				Flame Art Raptor Talons		
				Lightning Raptor Talons		
				Sacred Raptor Talons		
				Poison Raptor Talons		
				Cold Raptor Talons		
				Occult Raptor Talons		
				Staff of the Guilty		
				Bloody Rickety Shield		
				Blood Riveted Wooden Shield		
				Blood Blue-White Wooden Shield		

				Bleed1		Bleed2
				Blood Scripture Wooden Shield		
				Bloody Red Thorn Roundshield		
				Blood Pillory Shield		
				Bloody Buckler		
				Bloody Iron Roundshield		
				Gilded Blood Iron Shield		
				Man-Serpent's Blood Shield		
				Blood Ice Crest Shield		
				Blood Rift Shield		
				Perfumer's Blood Shield		
				Shield of the Guilty		
				Heavy Shield of the Guilty		
				Keen Shield of the Guilty		
				Quality Shield of the Guilty		
				Magic Shield of the Guilty		
				Fire Shield of the Guilty		
				Flame Art Shield of the Guilty		
				Lightning Shield of the Guilty		
				Sacred Shield of the Guilty		
				Poison Shield of the Guilty		
				Cold Shield of the Guilty		
				Occult Shield of the Guilty		
				Spiralhorn Shield		
				Heavy Spiralhorn Shield		
				Keen Spiralhorn Shield		
				Quality Spiralhorn Shield		
				Magic Spiralhorn Shield		
				Fire Spiralhorn Shield		
				Flame Art Spiralhorn Shield		
				Lightning Spiralhorn Shield		

					Bleed1		Bleed2
					Sacred Spiralhorn Shield		
					Poison Spiralhorn Shield		
					Cold Spiralhorn Shield		
					Occult Spiralhorn Shield		
					Blood Hawk Crest Wooden Shield		
					Blood Horse Crest Wooden Shield		
					Blood Candletree Wooden Shield		
					Blood Flame Crest Wooden Shield		
					Marred Wooden Shield		
					Marred Heavy Wooden Shield		
					Marred Keen Wooden Shield		
					Marred Quality Wooden Shield		
					Marred Magic Wooden Shield		
					Marred Fire Wooden Shield		
					Marred Flame Art Wooden Shield		
					Marred Lightning Wooden Shield		
					Marred Sacred Wooden Shield		
					Marred Poison Wooden Shield		
					Marred Cold Wooden Shield		
					Marred Occult Wooden Shield		
					Blood Sun Realm Shield		
					Blood Round Shield		
					Bloody Large Leather Shield		
					Blood Black Leather Shield		
					Marred Leather Shield		
					Marred Heavy Leather Shield		
					Marred Keen Leather Shield		
					Marred Quality Leather Shield		
					Marred Magic Leather Shield		
					Marred Fire Leather Shield		

					Bleed1		Bleed2
					Marred Flame Art Leather Shield		
					Marred Lightning Leather Shield		
					Marred Sacred Leather Shield		
					Marred Poison Leather Shield		
					Marred Cold Leather Shield		
					Marred Occult Leather Shield		
					Blood Heater Shield		
					Blood Blue Crest Heater Shield		
					Blood Red Crest Heater Shield		
					Blood Beast Crest Heater Shield		
					Blood Inverted Hawk Heater Shield		
					Blood Eclipse Crest Heater Shield		
					Blood Kite Shield		
					Blood Blue-Gold Kite Shield		
					Blood Scorpion Kite Shield		
					Blood Twinbird Kite Shield		
					Blood Brass Shield		
					Banished Knight's Blood Shield		
					Blood Albinauric Shield		
					Beastman's Blood Jar-Shield		
					Carian Knight's Bloody Shield		
					Blood Great Turtle Shell		
					Blood Wooden Greatshield		
					Blood Lordsworn's Shield		
					Briar Greatshield		
					Heavy Briar Greatshield		
					Keen Briar Greatshield		
					Quality Briar Greatshield		
					Magic Briar Greatshield		
					Fire Briar Greatshield		

				Bleed1		Bleed2
				Flame Art Briar Greatshield		
				Lightning Briar Greatshield		
				Sacred Briar Greatshield		
				Poison Briar Greatshield		
				Cold Briar Greatshield		
				Occult Briar Greatshield		
				Spiked Palisade Shield		
				Heavy Spiked Palisade Shield		
				Keen Spiked Palisade Shield		
				Quality Spiked Palisade Shield		
				Magic Spiked Palisade Shield		
				Fire Spiked Palisade Shield		
				Flame Art Spiked Palisade Shield		
				Lightning Spiked Palisade Shield		
				Sacred Spiked Palisade Shield		
				Poison Spiked Palisade Shield		
				Cold Spiked Palisade Shield		
				Occult Spiked Palisade Shield		
				Blood Golden Beast Crest Shield		
				Blood Manor Towershield		
				Blood Crossed-Tree Towershield		
				Blood Inverted Hawk Towershield		
				Blood Dragon Towershield		
				Distinguished Blood Greatshield		
				Blood Gilded Greatshield		
				Blood Cuckoo Greatshield		
				Blood Redmane Greatshield		
				Blood Golden Greatshield		
				Blood Haligtreet Crest Greatshield		
				Blood Fingerprint Stone Shield		

				Bleed1		Bleed2
				Blood Eclipse Crest Greatshield		
				Swarm Pot		
				Roped Fly Pot		
				Kukri		
				Blood Grease - Right		
				Blood Grease - Left		
				Drawstring Blood Grease - Right		
				Drawstring Blood Grease - Left		
				Briars of Sin		
				Briars of Punishment		
				Swarm of Flies		
				Swarm of Flies (Lingering)		
				Bloodflame Talons		
				Bloodboon		
				Bloodflame Blade		
				Reduvia - Reduvia Blood Blade		
				Mohgwyn's Sacred Spear - Bloodboon Ritual		
				Seppuku - Self Bleed		
				Seppuku - Buff (right)		
				Seppuku - Buff (left)		
				Blood Blade - Projectile		
				Bloody Slash - Projectile		

Frost Damage	$\lfloor \text{MaxHP} * 0.1 \rfloor + 30$																																									
Duration	30 seconds																																									
Other Effect	-20% damage negation for duration																																									
Multiplication cannot round below 1																																										
Damage only occurs on proc																																										
Some enemies take reduced frost damage, you can find which ones and how much here																																										
<table><tr><th colspan="2">Example Frost Damage</th></tr><tr><th>Target Max HP</th><th>Damage</th></tr><tr><td>500</td><td>80</td></tr><tr><td>1000</td><td>130</td></tr><tr><td>1500</td><td>180</td></tr><tr><td>2000</td><td>230</td></tr><tr><td>2500</td><td>280</td></tr><tr><td>3000</td><td>330</td></tr><tr><td>3500</td><td>380</td></tr><tr><td>4000</td><td>430</td></tr><tr><td>4500</td><td>480</td></tr><tr><td>5000</td><td>530</td></tr><tr><td>5500</td><td>580</td></tr><tr><td>6000</td><td>630</td></tr><tr><td>6500</td><td>680</td></tr><tr><td>7000</td><td>730</td></tr><tr><td>7500</td><td>780</td></tr><tr><td>8000</td><td>830</td></tr><tr><td>8500</td><td>880</td></tr><tr><td>9000</td><td>930</td></tr></table>			Example Frost Damage		Target Max HP	Damage	500	80	1000	130	1500	180	2000	230	2500	280	3000	330	3500	380	4000	430	4500	480	5000	530	5500	580	6000	630	6500	680	7000	730	7500	780	8000	830	8500	880	9000	930
Example Frost Damage																																										
Target Max HP	Damage																																									
500	80																																									
1000	130																																									
1500	180																																									
2000	230																																									
2500	280																																									
3000	330																																									
3500	380																																									
4000	430																																									
4500	480																																									
5000	530																																									
5500	580																																									
6000	630																																									
6500	680																																									
7000	730																																									
7500	780																																									
8000	830																																									
8500	880																																									
9000	930																																									

	9500	980	
	10000	1030	

	Madness Damage	$\lfloor \text{LMaxHP} * 0.15 \rfloor + 100$																																									
	Madness FP Drain	$\lfloor \text{LMaxFP} * 0.1 \rfloor + 30$																																									
	Multiplication cannot round below 1																																										
	Targets affected by Madness are immobile for roughly 2 seconds; currently lacking frame data																																										
	Some enemies take reduced madness damage, you can find which ones and how much here																																										
	<table><tr><th colspan="2">Example Madness Damage</th></tr><tr><th>Target Max HP</th><th>Damage</th></tr><tr><td>500</td><td>175</td></tr><tr><td>1000</td><td>250</td></tr><tr><td>1500</td><td>325</td></tr><tr><td>2000</td><td>400</td></tr><tr><td>2500</td><td>475</td></tr><tr><td>3000</td><td>550</td></tr><tr><td>3500</td><td>625</td></tr><tr><td>4000</td><td>700</td></tr><tr><td>4500</td><td>775</td></tr><tr><td>5000</td><td>850</td></tr><tr><td>5500</td><td>925</td></tr><tr><td>6000</td><td>1000</td></tr><tr><td>6500</td><td>1075</td></tr><tr><td>7000</td><td>1150</td></tr><tr><td>7500</td><td>1225</td></tr><tr><td>8000</td><td>1300</td></tr><tr><td>8500</td><td>1375</td></tr><tr><td>9000</td><td>1450</td></tr></table>			Example Madness Damage		Target Max HP	Damage	500	175	1000	250	1500	325	2000	400	2500	475	3000	550	3500	625	4000	700	4500	775	5000	850	5500	925	6000	1000	6500	1075	7000	1150	7500	1225	8000	1300	8500	1375	9000	1450
Example Madness Damage																																											
Target Max HP	Damage																																										
500	175																																										
1000	250																																										
1500	325																																										
2000	400																																										
2500	475																																										
3000	550																																										
3500	625																																										
4000	700																																										
4500	775																																										
5000	850																																										
5500	925																																										
6000	1000																																										
6500	1075																																										
7000	1150																																										
7500	1225																																										
8000	1300																																										
8500	1375																																										
9000	1450																																										

	9500	1525	
	10000	1600	
	Example Madness FP Drain		
	Target Max FP	FP Drain	
	50	107	
	65	109	
	80	112	
	95	114	
	110	116	
	125	118	
	140	121	
	155	123	
	170	125	
	185	127	
	200	130	
	215	132	
	230	134	
	245	136	
	260	139	
	275	141	
	290	143	
	305	145	
	320	148	
	335	150	
	350	152	

				Poison1	Poison2	Poison3	Poison4	Poison5	Poison6	Poison7
				Poison Dagger	Serpentbone Blade	Poison Venomous Fang	Fetid Pot	Poison Spraymist	Poisonous Mist	Some PvE enemies
Poison1 Damage	$\lfloor \text{MaxHP} * 0.0007 \rfloor + 7$			Poison Parrying Dagger	Venomous Fang					
Poison1 Duration	90 seconds			Poison Miséricorde	Heavy Venomous Fang					
Poison2 Damage	$\lfloor \text{MaxHP} * 0.0014 \rfloor + 14$			Poison Great Knife	Keen Venomous Fang					
Poison2 Duration	30 seconds			Poison Bloodstained Dagger	Quality Venomous Fang					
Poison3 Damage	$\lfloor \text{MaxHP} * 0.0014 \rfloor + 14$			Poison Erdsteel Dagger	Magic Venomous Fang					
Poison3 Duration	90 seconds			Poison Wakizashi	Fire Venomous Fang					
Poison4 Damage	$\lfloor \text{MaxHP} * 0.0014 \rfloor + 12$			Celebrant's Poison Sickie	Flame Art Venomous Fang					
Poison4 Duration	30 seconds			Poison Short Sword	Lightning Venomous Fang					
Poison5 Damage	$\lfloor \text{MaxHP} * 0.0021 \rfloor + 21$			Poison Longsword	Sacred Venomous Fang					
Poison5 Duration	30 seconds			Poison Broadsword	Blood Venomous Fang					
Poison6 Damage	$\lfloor \text{MaxHP} * 0.001 \rfloor + 8$			Weathered Poison Straight Sword	Cold Venomous Fang					
Poison6 Duration	40 seconds			Lordsworn's Poison Straight Sword	Occult Venomous Fang					
Poison7 Damage	$\lfloor \text{MaxHP} * 0.0042 \rfloor + 18$			Noble's Poison Slender Sword	Roped Fetid Pot					
Poison7 Duration	30 seconds			Poison Cane Sword	Poison Moth Flight					
				Warhawk's Poison Talon	Coil Shield - Viper Bite					
	Multiplication cannot round below 1			Poison Bastard Sword						
	Damage ticks once per second			Poison Claymore						
				Poison Iron Greatsword						
	Example Poison1 Damage			Lordsworn's Poison Greatsword						
	Target Max HP	Tick Damage	Total Damage	Knight's Poison Greatsword						
	500	8	720	Banished Knight's Poison Greatsword						
	1000	8	720	Poison Forked Greatsword						
	1500	8	720	Poison Flamberge						
	2000	8	720	Gargoyle's Poison Greatsword						
	2500	8	720	Poison Zweihander						
	3000	9	810	Poison Greatsword						
	3500	9	810	Watchdog's Poison Greatsword						
	4000	9	810	Troll's Golden Poison Sword						
	4500	10	900	Poison Rapier						
	5000	10	900	Poison Estoc						
	5500	10	900	Noble's Poison Estoc						
	6000	11	990	Cleanrot Knight's Poison Sword						
	6500	11	990	Rogier's Poison Rapier						
	7000	11	990	Poison Antspur Rapier						
	7500	12	1080	Poison Great Épée						
	8000	12	1080	Poison Godskin Stitcher						
	8500	12	1080	Poison Scimitar						
	9000	13	1170	Poison Falchion						
	9500	13	1170	Poison Shamshir						
	10000	14	1260	Poison Grossmesser						
				Bandit's Poison Curved Sword						
	Example Poison2 Damage			Poison Shotel						
	Target Max HP	Tick Damage	Total Damage	Scavenger's Poison Curved Sword						
	500	15	450	Poison Mantis Blade						
	1000	15	450	Beastman's Poison Curved Sword						
	1500	16	480	Flowing Poison Curved Sword						
	2000	16	480	Serpent-God's Poison Curved Sword						

				Poison1	Poison2	Poison3	Poison4	Poison5	Poison6	Poison7
	2500	17	510	Poison Dismounter						
	3000	18	540	Poison Omen Cleaver						
	3500	18	540	Monk's Poison Flameblade						
	4000	19	570	Beastman's Poison Cleaver						
	4500	20	600	Poison Uchigatana						
	5000	21	630	Poison Nagakiba						
	5500	21	630	Poison Twinblade						
	6000	22	660	Poison Twinned Knight Swords						
	6500	23	690	Poison Godskin Peeler						
	7000	23	690	Gargoyle's Poison Twinblade						
	7500	24	720	Poison Hand Axe						
	8000	25	750	Poison Forked Hatchet						
	8500	25	750	Poison Battle Axe						
	9000	26	780	Poison Warped Axe						
	9500	27	810	Poison Jawbone Axe						
	10000	28	840	Poison Iron Cleaver						
				Poison Highland Axe						
				Celebrant's Poison Cleaver						
				Poison Sacrificial Axe						
				Poison Greataxe						
				Poison Crescent Moon Axe						
				Poison Longhaft Axe						
				Executioner's Poison Greataxe						
				Poison Great Omenkiller Cleaver						
				Poison Rusted Anchor						
				Poison Butchering Knife						
				Gargoyle's Poison Great Axe						
				Poison Club						
				Poison Curved Club						
				Poison Spiked Club						
				Poison Stone Club						
				Poison Mace						
				Poison Morning Star						
				Poison Warpick						
				Poison Hammer						
				Monk's Poison Flamemace						
				Poison Flail						
				Poison Nightrider Flail						
				Poison Chainlink Flail						
				Poison Large Club						
				Poison Curved Great Club						
				Poison Great Mace						
				Poison Pickaxe						
				Poison Brick Hammer						
				Poison Battle Hammer						
				Poison Rotten Battle Hammer						
				Celebrant's Poison Skull						
				Poison Great Stars						

				Poison1	Poison2	Poison3	Poison4	Poison5	Poison6	Poison7
	3500	16	480	Poison Greathorn Hammer						
	4000	17	510	Poison Duelist Greataxe						
	4500	18	540	Poison Rotten Greataxe						
	5000	19	570	Golem's Poison Halberd						
	5500	19	570	Poison Giant-Crusher						
	6000	20	600	Prelate's Poison Inferno Crozier						
	6500	21	630	Poison Short Spear						
	7000	21	630	Poison Iron Spear						
	7500	22	660	Poison Spear						
	8000	23	690	Poison Partisan						
	8500	23	690	Poison Pike						
	9000	24	720	Poison Spiked Spear						
	9500	25	750	Poison Cross-Naginata						
	10000	26	780	Clayman's Poison Harpoon						
				Celebrant's Poison Rib-Rake						
	Example Poison5 Damage			Poison Lance						
	Target Max HP	Tick Damage	Total Damage	Poison Halberd						
	500	22	660	Banished Knight's Poison Halberd						
	1000	23	690	Poison Lucerne						
	1500	24	720	Poison Glaive						
	2000	25	750	Poison Vulgar Militia Shotel						
	2500	26	780	Poison Vulgar Militia Saw						
	3000	27	810	Guardian's Poison Swordspear						
	3500	28	840	Gargoyle's Poison Halberd						
	4000	29	870	Poison Nightrider Glaive						
	4500	30	900	Pest's Poison Glaive						
	5000	31	930	Poison Scythe						
	5500	32	960	Poison Grave Scythe						
	6000	33	990	Poison Whip						
	6500	34	1020	Poison Thorned Whip						
	7000	35	1050	Poison Urumi						
	7500	36	1080	Hoslow's Poison Petal Whip						
	8000	37	1110	Poison Caestus						
	8500	38	1140	Poison Spiked Caestus						
	9000	39	1170	Poison Katar						
	9500	40	1200	Poison Iron Ball						
	10000	42	1260	Poison Star Fist						
				Poison Hookclaws						
	Example Poison6 Damage			Poison Bloodhound Claws						
	Target Max HP	Tick Damage	Total Damage	Poison Raptor Talons						
	500	9	360	Serpent Bow						
	1000	9	360	Poison Rickety Shield						
	1500	9	360	Poison Riveted Wooden Shield						
	2000	10	400	Poison Blue-White Wooden Shield						
	2500	10	400	Poison Scripture Wooden Shield						
	3000	11	440	Poison Red Thorn Roundshield						
	3500	11	440	Poison Pillory Shield						
	4000	12	480	Poison Buckler						

				Poison1	Poison2	Poison3	Poison4	Poison5	Poison6	Poison7
	4500	12	480	Poison Iron Roundshield						
	5000	13	520	Gilded Poison Iron Shield						
	5500	13	520	Man-Serpent's Poison Shield						
	6000	14	560	Poison Ice Crest Shield						
	6500	14	560	Poison Rift Shield						
	7000	15	600	Perfumer's Poison Shield						
	7500	15	600	Poison Shield of the Guilty						
	8000	16	640	Poison Spiralhorn Shield						
	8500	16	640	Coil Shield						
	9000	17	680	Poison Hawk Crest Wooden Shield						
	9500	17	680	Poison Horse Crest Wooden Shield						
	10000	18	720	Poison Candletree Wooden Shield						
				Poison Flame Crest Wooden Shield						
				Marred Poison Wooden Shield						
				Poison Sun Realm Shield						
				Poison Round Shield						
				Poison Large Leather Shield						
				Poison Black Leather Shield						
				Marred Poison Leather Shield						
				Poison Heater Shield						
				Poison Blue Crest Heater Shield						
				Poison Red Crest Heater Shield						
				Poison Beast Crest Heater Shield						
				Poison Inverted Hawk Heater Shield						
				Poison Eclipse Crest Heater Shield						
				Poison Kite Shield						
				Poison Blue-Gold Kite Shield						
				Poison Scorpion Kite Shield						
				Poison Twinbird Kite Shield						
				Poison Brass Shield						
				Banished Knight's Poison Shield						
				Poison Albinauric Shield						
				Beastman's Poison Jar-Shield						
				Carian Knight's Poison Shield						
				Poison Great Turtle Shell						
				Poison Wooden Greatshield						
				Poison Lordsworn's Shield						
				Poison Briar Greatshield						
				Poison Spiked Palisade Shield						
				Poison Golden Beast Crest Shield						
				Poison Manor Towershield						
				Poison Crossed-Tree Towershield						
				Poison Inverted Hawk Towershield						
				Poison Dragon Towershield						
				Distinguished Poison Greatshield						
				Poison Gilded Greatshield						
				Poison Cuckoo Greatshield						
				Poison Redmane Greatshield						

				Poison1		Poison2	Poison3	Poison4	Poison5	Poison6	Poison7
				Poison Golden Greatshield							
				Poison Haligtree Crest Greatshield							
				Poison Fingerprint Stone Shield							
				Poison Eclipse Crest Greatshield							
				Ant's Skull Plate							
				Poison Pot							
				Roped Poison Pot							
				Poisonbone Dart							
				Poisoned Stone							
				Poisoned Stone Clump							
				Poison Grease - Right							
				Poison Grease - Left							
				Drawstring Poison Grease - Right							
				Drawstring Poison Grease - Left							
				Poison Mist							
				Poison Armament							

	Scarlet Rot1 Damage [8]	$\lfloor \text{MaxHP} * 0.0018 \rfloor + 15$		Malenia's Rot Damage	$\lfloor \text{MaxHP} * 0.033 \rfloor + 26$	
	Scarlet Rot1 Duration	90 seconds		Malenia's Rot Duration	300 seconds	
	Scarlet Rot2 Damage [9]	$\lfloor \text{MaxHP} * 0.0033 \rfloor + 13$				
	Scarlet Rot2 Duration [10]	90 seconds		Caelid Swamp Rot Dmg	$\lfloor \text{MaxHP} * 0.02 \rfloor + 8$	
				Caelid Swamp Rot Dur	180 seconds	
				Lake of Rot Damage	$\lfloor \text{MaxHP} * 0.02 \rfloor + 30$	
				Lake of Rot Duration	180 seconds	
Multiplication cannot round below 1						
Damage ticks once per second						
Example Scarlet Rot1 Damage				Example Malenia's Scarlet Rot Damage		
Target Max HP	Tick Damage	Total Damage		Target Max HP	Tick Damage	Total Damage
500	16	1440		500	42	12600
1000	16	1440		600	45	13500
1500	17	1530		700	49	14700
2000	18	1620		800	52	15600
2500	19	1710		900	55	16500
3000	20	1800		1000	59	17700
3500	21	1890		1100	62	18600
4000	22	1980		1200	65	19500
4500	23	2070		1300	68	20400
5000	24	2160		1400	72	21600
5500	24	2160		1500	75	22500
6000	25	2250		1600	78	23400
6500	26	2340		1700	82	24600
7000	27	2430		1800	85	25500
7500	28	2520		1900	88	26400
8000	29	2610		2000	92	27600

	8500	30	2700		2100	95	28500
	9000	31	2790		2200	98	29400
	9500	32	2880		2300	101	30300
	10000	33	2970		2400	105	31500
	Example Scarlet Rot2 Damage				Example Caelid Swamp Scarlet Rot Damage		
	Target Max HP	Tick Damage	Total Damage		Target Max HP	Tick Damage	Total Damage
	500	14	1260		500	18	3240
	1000	16	1440		600	20	3600
	1500	17	1530		700	22	3960
	2000	19	1710		800	24	4320
	2500	21	1890		900	26	4680
	3000	22	1980		1000	28	5040
	3500	24	2160		1100	30	5400
	4000	26	2340		1200	32	5760
	4500	27	2430		1300	34	6120
	5000	29	2610		1400	36	6480
	5500	31	2790		1500	38	6840
	6000	32	2880		1600	40	7200
	6500	34	3060		1700	42	7560
	7000	36	3240		1800	44	7920
	7500	37	3330		1900	46	8280
	8000	39	3510		2000	48	8640
	8500	41	3690		2100	50	9000
	9000	42	3780		2200	52	9360
	9500	44	3960		2300	54	9720
	10000	46	4140		2400	56	10080
					Example Lake of Rot Scarlet Rot Damage		
					Target Max HP	Tick Damage	Total Damage

					500	40	7200
					600	42	7560
					700	44	7920
					800	46	8280
					900	48	8640
					1000	50	9000
					1100	52	9360
					1200	54	9720
					1300	56	10080
					1400	58	10440
					1500	60	10800
					1600	62	11160
					1700	64	11520
					1800	66	11880
					1900	68	12240
					2000	70	12600
					2100	72	12960
					2200	74	13320
					2300	76	13680
					2400	78	14040

	Sleep FP Drain	$\lfloor \text{LMaxFP} * 0.1 \rfloor + 30$																																								
	Multiplication cannot round below 1																																									
	Targets affected by Sleep are immobile for roughly 1 second (PvP); currently lacking frame data																																									
	PvE targets will sleep for 60 seconds or until hit																																									
	Some enemies take reduced sleep damage, you can find which ones and how much here																																									
	<table><tr><th colspan="2">Example Madness FP Drain</th></tr><tr><th>Target FP</th><th>FP Drain</th></tr><tr><td>50</td><td>107</td></tr><tr><td>65</td><td>109</td></tr><tr><td>80</td><td>112</td></tr><tr><td>95</td><td>114</td></tr><tr><td>110</td><td>116</td></tr><tr><td>125</td><td>118</td></tr><tr><td>140</td><td>121</td></tr><tr><td>155</td><td>123</td></tr><tr><td>170</td><td>125</td></tr><tr><td>185</td><td>127</td></tr><tr><td>200</td><td>130</td></tr><tr><td>215</td><td>132</td></tr><tr><td>230</td><td>134</td></tr><tr><td>245</td><td>136</td></tr><tr><td>260</td><td>139</td></tr><tr><td>275</td><td>141</td></tr><tr><td>290</td><td>143</td></tr><tr><td>305</td><td>145</td></tr></table>		Example Madness FP Drain		Target FP	FP Drain	50	107	65	109	80	112	95	114	110	116	125	118	140	121	155	123	170	125	185	127	200	130	215	132	230	134	245	136	260	139	275	141	290	143	305	145
Example Madness FP Drain																																										
Target FP	FP Drain																																									
50	107																																									
65	109																																									
80	112																																									
95	114																																									
110	116																																									
125	118																																									
140	121																																									
155	123																																									
170	125																																									
185	127																																									
200	130																																									
215	132																																									
230	134																																									
245	136																																									
260	139																																									
275	141																																									
290	143																																									
305	145																																									

	320	148	
	335	150	
	350	152	

	Standard	Somber	Standard Range	Somber Range
	0	0	0 - 3	0 - 1
	1		0 - 4	0 - 1
	2	1	0 - 5	0 - 2
	3		0 - 6	0 - 2
	4		1 - 7	1 - 3
	5	2	2 - 8	1 - 3
	6		3 - 10	2 - 4
	7	3	4 - 11	2 - 4
	8		5 - 12	2 - 5
	9		6 - 13	3 - 5
	10	4	6 - 14	3 - 5
	11		7 - 15	3 - 6
	12	5	8 - 17	4 - 7
	13		9 - 18	4 - 7
	14		10 - 19	4 - 7
	15	6	11 - 20	5 - 8
	16		12 - 21	5 - 8
	17	7	12 - 22	5 - 9
	18		13 - 24	6 - 9
	19		14 - 25	6 - 10
	20	8	15 - 25	6 - 10
	21		16 - 25	7 - 10
	22	9	17 - 25	7 - 10
	23		18 - 25	8 - 10
	24		18 - 25	8 - 10
	25	10	19 - 25	8 - 10

[1] seconds

[2] Ally must have Old Lord's Talisman equipped

[3] AoE is also 2.5x larger than others

[4] Ally must have Old Lord's Talisman equipped

[5] What actually happens is the poise damage received is reduced, but the values below represent an effective multiplier.

[6] What actually happens is the poise damage received is reduced, but the values below represent an effective multiplier.

[7] What actually happens is the poise damage received is reduced, but the values below represent an effective multiplier.

[8] Player weapon sources

[9] Scarlet Aeonian

Rotten Breath

Ekzykes's Decay

Most PvE attacks applied to the player use this

[10] Versions used by most PvE attacks on the player lasts for 180 seconds