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# Dark Lothric Sword+10



Straight Sword  
 Standard/Thrust

Stance  
 FP cost - (17 / 20)  
 Weight 4.0

Durability 80 / 80

## Attack power

Physical 113 + 34  
 Magic 0  
 Fire 0  
 Lightning 0  
 Dark 118 + 231  
 Critical 110

## Guard absorption

Physical 42.7  
 Magic 33.2  
 Fire 23.7  
 Lightning 23.7  
 Dark 38.5  
 Stability 35

## Additional effects

0    0    0

## Attribute bonus

C    C    A    A

## Attribute requirement

11    18    0    0

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comcShadowGirlGroove User Info: DuneMan DuneMan 4 years ago 10 Like the patch notes, Dark scaling in DkS3 is vague and only discovered through needless trial and error.. Its to give faith builds the ability to use sorceries, but if you go about about 32 int (I believe thats int needed for soul spear) then you might as well just go to a regular staff.. Also, the Astora Greatsword is pretty much a dex ultra greatsword Though since it can be infused it works great when elemental infused (such as chaos or crystal).

The Archdeacons Great Staff has the highest dmg for sorceries if you have the faith for it but you need also the int requirment to use the spells.. Edit: You can also use caithas chime for dark miracles, and while the slight damage increase is nice you do lose out on the unfaltering prayer.


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Doing a quality intfth build is only good for pyro and dark spells, because you need both.. As for weapons, you can use dark, chaos, lightning or crystal Dark and Chaos will deal the most damage, but having a crystallightning weapon could be useful for enemies weak to those damage types. [Download Iso Windows 10 Mac](#)


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0



0



0

## Attribute bonus



C



C



A



A

## Attribute requirement



11



18



0



0

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So you need to have 2 or 3 of them around depending on what spell you use You would have less issue finding weaponcatalyst hybrids, like the immolation tinder (sorcery casting trident) or the pyro casting sword for warmage builds.. Contrary to dark souls 2, catalysts usually only perform well in one type of magic.. Arch deacon staff only scales of faith, doesnt increase damage from int at all All trademarks are property of their respective owners in the US and other countries.. The point of the staff is to have a faith char be able to use regular sorceries, the issue is that its made for a pure faith build, you only put int for spell req.. Like for the archdeacon staff, its a non-dark sorcery catalyst, you dont cast miracles with it.. Did you find this page helpful Yes No Hide How can we help Ask Question Search Game No, Thanks Hide Thanks for the feedback Boards Dark Souls III How does dark magic scaling work User Info: DeusMortem DeusMortem 4 years ago 1.. You could have 99 fth and it would have no impact if you are below the int cap youtube.. I really wouldnt recommend the Archdeacon greatstaff, it just makes sorceries scale with faith instead of int. b0d43de27c [Best Graph Tool For Mac](#)

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