

Old Mundane Stone

In-Game Description

*An altered state of titanite.
use to imbue weapons with power of the mundane.
Cannot be used on shields.*

*People do not look favorably on the banal,
but sometimes even the most mundane of objects
can cast things in a most pleasant light.*

Use

Used to infuse weapons with the power of the Mundane. See details below.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Mundane gain a special scaling with your lowest stat while lowering base damage and removing current scaling. The Dull Ember is required to perform infusions.

Availability

Where to buy:

Merchant Sold By	Price	Stock
Stone Trader Chloanne	7,000 souls	3 after Undead Crypt

Enemy drops:

- Dropped by Gyrm Warriors.
- Dropped by Primal Knights.
- Dropped by Undead Steelworkers.
- Dropped by a Crystal Lizard near the first dragon in Dragon Aerie.

- Two dropped by a Crystal Lizard in Dragon's Sanctum.

Other sources:

- Two hidden inside an ash statue in Brume Tower, after opening the first set of large doors.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.
- Found in Doors of Pharros on a corpse with Gyrm Great hammer (unconfirmed)

Notes

- Most weapons can be infused. Infusion is a one time process that will consume one stone of the element desired.
 - Cuts base damage in half for all damage types. Removes normal scaling for all damage types, but physical damage gains the special scaling explained below.
 - Crossbows, however, lose 85% of their base damage when Mundane infused.
 - As of Calibration 1.11, Daggers lose approximately 25% of standard Mundane scaling (depends on the dagger). A level 20, Mundane infused Dagger gives a level bonus of 127(74.7% of 170) , instead of 170. A level 99, Mundane infused Dagger gives a level bonus of 187(74.7% of 250) , instead of 250. Several daggers have different adjustments. For example the Shadow Dagger only loses 20% of the standard Mundane scaling. And the Bandit's Knife loses more than 25%, as the bonus is spread between damage and bleed.
 - Bonus physical damage is a flat 50 added to the scaling factor of the lowest stat (i.e. $(50+(6*4))=50+24=74$).
 - For weapons with native elemental damage, the mundane infusion will lower the base elemental damage and the elemental damage scaling. It will not add any additional bonus elemental damage that scales off the lowest stat.
 - Mundane infusion is almost always worse in terms of pure damage than the standard path, even at very high levels, because mundane scaling doesn't offset the loss of damage from halving base damage, losing normal scaling and the access to Flynn's Ring (as you go over 14 vitality). It also halves damage from weapon buffs, as they scale with base damage only.
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Scaling Table

Lowest Player Stat	Scaling Bonus
4	74
5	80
6	86
7	92
8	98
9	104
10	110
11	116
12	122
13	128
14	134
15	140
16	146
17	152
18	158
19	164
20	170
21	173
22	176
23	179
24	182
25	185
26	188
27	191
28	194
29	197
30	200
31	201
32	202
33	203
34	204
35	205
36	206
37	207

38	208
39	209
40	210
41	211
50	225
99	250

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