

# Twinblades

- [Curved Twinblade](#)
- [Dragonrider Twinblade](#)
- [Red Iron Twinblade](#)
- [Sorcerer's Twinblade](#)
- [Stone Twinblade](#)
- [Twinblade](#)

# Curved Twinblade


## In-Game Description

*A twinblade imported from a foreign land.  
The razor-sharp blades cause bleeding,  
but as a result, are easily worn and dulled.*

*When wielded by a master, this dual-tipped  
blade is an unparalleled weapon that hardly  
allows a foe the opportunity to retaliate.*

## Availability

- Reach +1 rank in the Brotherhood of Blood covenant.
- One sold by Chancellor Wellager for 10,000 souls in NG++ and higher (Note: Using Bonfire Ascetics won't work).

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	113/0/0 /0/0  (Slash/T hrust)	0/27	110	25	16/20/0 /0  E/B/-/-/ /-	60/10/4 0/40/30	20/30/2 0/30	30	125	10

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	alternating upward slashes	three spin slashes, then two more
Heavy Attack	overhead swing then horizontal	very delayed horizontal swing, then spin into overhead
Rolling Attack	three quick spin slashes	quick spinning slash
Running Attack	delayed horizontal slash	quick spinning diagonal slash

# Notes

- Due to the nature of twinblades multiple hit attacks, the weapon breaks very easily. Usage of Bracing Knuckle Ring is recommended.
- Due to the fast attack speed provided by twinblade weapons, they are very good at inflicting status effects such as poison and bleed.
- Using the Two-Handed strong attack after a two-handed weak attack will cut off the spin animation, making the attack near-immediate.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
--

# Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Curved Twinblade +0	113/0/0/0/0	0/27	E/B/-/-/-	-	-
Curved Twinblade +1	124/0/0/0/0	0/29	E/B/-/-/-	1	1,370
Curved Twinblade +2	135/0/0/0/0	0/32	E/B/-/-/-	2	1,710
Curved Twinblade +3	147/0/0/0/0	0/34	E/B/-/-/-	3	2,050

Curved Twinblade +4	158/0/0/0/0	0/37	E/B/-/-/-	4	2,730
Curved Twinblade +5	170/0/0/0/0	0/40	E/B/-/-/-	5	3,070

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Curved Twinblade +0	84/56/0/0/0	0/20	E/C/C/-/-	57.9/26.6/17.9/17.9/27.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +1	93/62/0/0/0	0/22	E/C/C/-/-	57.9/26.6/17.9/17.9/27.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +2	101/67/0/0/0	0/24	E/C/C/-/-	57.9/26.6/17.9/17.9/27.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +3	110/73/0/0/0	0/26	E/C/C/-/-	57.9/26.6/17.9/17.9/27.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +4	118/79/0/0/0	0/28	E/C/C/-/-	57.9/26.6/17.9/17.9/27.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +5	127/85/0/0/0	0/30	E/C/C/-/-	57.9/26.6/17.9/17.9/27.9	17.9/27.9/17.9/17.9/7.9

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.  
Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Curved Twinblade +0	84/0/56/0/0	0/20	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +1	93/0/62/0/0	0/22	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +2	101/0/67/0/0	0/24	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +3	110/0/73/0/0	0/26	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +4	118/0/79/0/0	0/28	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +5	127/0/85/0/0	0/30	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Curved Twinblade +0	84/0/0/56/0	0/20	E/C/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +1	93/0/0/62/0	0/22	E/C/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +2	101/0/0/67/0	0/24	E/C/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +3	110/0/0/73/0	0/26	E/C/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +4	118/0/0/79/0	0/28	E/C/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +5	127/0/0/85/0	0/30	E/C/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Curved Twinblade +0	84/0/0/0/56	0/20	E/C/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +1	93/0/0/0/62	0/22	E/C/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +2	101/0/0/0/67	0/24	E/C/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +3	110/0/0/0/73	0/26	E/C/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +4	118/0/0/0/79	0/28	E/C/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +5	127/0/0/0/85	0/30	E/C/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Curved Twinblade +0	101/0/0/0/0	96/24	E/C/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
Poison Curved Twinblade +1	111/0/0/0/0	100/26	E/C/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
Poison Curved Twinblade +2	122/0/0/0/0	105/28	E/C/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
Poison Curved Twinblade +3	132/0/0/0/0	110/31	E/C/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
Poison Curved Twinblade +4	142/0/0/0/0	115/33	E/C/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9

Poison Curved Twinblade +5	153/0/0/0/0	120/36	E/C/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
----------------------------	-------------	--------	-----------	-------------------------	---------------------

# Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Curved Twinblade +0	108/0/0/0/0	0/38	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +1	119/0/0/0/0	0/42	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +2	130/0/0/0/0	0/46	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +3	141/0/0/0/0	0/50	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +4	152/0/0/0/0	0/53	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +5	163/0/0/0/0	0/57	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1

# Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Curved Twinblade +0	129/0/0/0/0	0/31	E/E/-/-/-	60/10/40/40/30	20/30/20/20
Raw Curved Twinblade +1	143/0/0/0/0	0/34	E/E/-/-/-	60/10/40/40/30	20/30/20/20

Raw Curved Twinblade +2	156/0/0/0/0	0/37	E/E/-/-/-	60/10/40/40/30	20/30/20/20
Raw Curved Twinblade +3	169/0/0/0/0	0/40	E/E/-/-/-	60/10/40/40/30	20/30/20/20
Raw Curved Twinblade +4	182/0/0/0/0	0/43	E/E/-/-/-	60/10/40/40/30	20/30/20/20
Raw Curved Twinblade +5	195/0/0/0/0	0/46	E/E/-/-/-	60/10/40/40/30	20/30/20/20

## Enchanted

Reduces: Stat bonuses.  
 Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).  
 Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Curved Twinblade +0	113/0/0/0/0	0/27	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +1	124/0/0/0/0	0/29	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +2	135/0/0/0/0	0/32	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +3	147/0/0/0/0	0/34	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +4	158/0/0/0/0	0/37	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +5	170/0/0/0/0	0/40	E/D/D/-/-	60/10/40/40/30	20/30/20/20

## Mundane

Reduces: Base damage, stat bonuses.  
 Adds/Increases: Damage scaling from lowest stat.  
 Requires:



- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Curved Twinblade +0	56/0/0/0/0	0/13	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +1	62/0/0/0/0	0/14	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +2	67/0/0/0/0	0/16	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +3	73/0/0/0/0	0/17	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +4	79/0/0/0/0	0/18	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +5	85/0/0/0/0	0/20	E/D/-/-/-	60/10/40/40/30	20/30/20/20

## Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>

<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

# Dragonrider Twinblade


## In-Game Description

*Twinblade of the Dragonriders,  
King Vendrick's royal guard.  
Twinblades are wielded with an unusual  
technique. This one strikes hard, but is very  
heavy.*

*Demands great skill of its wielder, and thus  
served to test the worthiness of those  
who aspired to join the Dragonriders.*

## Availability

Trade Dragonrider Soul and 1,500 souls with Straid of Olaphis.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	74/80/0 /0/0  (Slash/T hrust)	0/0	120	25	20/22/0 /0  D/C/C/- /-/-	60/10/4 0/40/30	20/20/2 0/20	30	120	18

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	alternating upward slashes	three spin slashes, then two more
Heavy Attack	overhead swing then horizontal	very delayed horizontal swing, then spin into overhead
Rolling Attack	three quick spin slashes	quick spinning slash
Running Attack	delayed horizontal slash	quick spinning diagonal slash

# Notes

- Due to the nature of twinblades multiple hit attacks, the weapon breaks very easily. Usage of Bracing Knuckle Ring is highly recommended.
- Due to the fast attack speed provided by twinblade weapons, they are very good at inflicting status effects such as poison and bleed.
- Using the Two-Handed strong attack after a two-handed weak attack will cut off the spin animation, making the attack near-immediate.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
--

# Basic

Boss upgrade path.  
Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Dragonrider Twinblade +0	74/80/0/0/0	0/0	D/C/C/-/-/-	-	-
Dragonrider Twinblade +1	96/86/0/0/0	0/0	D/C/C/-/-/-	1x Petrified Dragon Bone	1,400
Dragonrider Twinblade +2	118/92/0/0/0	0/0	D/C/C/-/-/-	2x Petrified Dragon Bone	1,750
Dragonrider Twinblade +3	140/98/0/0/0	0/0	D/C/C/-/-/-	3x Petrified Dragon Bone	2,090

Dragonrider Twinblade +4	162/104/0/0/0	0/0	D/C/C/-/-/-	4x Petrified Dragon Bone	2,790
Dragonrider Twinblade +5	185/110/0/0/0	0/0	D/C/C/-/-/-	5x Petrified Dragon Bone	3,140

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Dragonrider Twinblade +0	56/114/0/0/0	0/0	E/D/C/-/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Dragonrider Twinblade +1	74/122/0/0/0	0/0	E/D/C/-/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Dragonrider Twinblade +2	91/131/0/0/0	0/0	E/D/C/-/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Dragonrider Twinblade +3	108/140/0/0/0	0/0	E/D/C/-/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Dragonrider Twinblade +4	125/148/0/0/0	0/0	E/D/C/-/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Dragonrider Twinblade +5	142/157/0/0/0	0/0	E/D/B/-/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.  
Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Dragonrider Twinblade +0	61/66/44/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +1	79/70/47/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +2	97/75/50/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +3	115/80/53/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +4	134/85/57/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +5	152/90/60/0/0	0/0	E/D/B/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Dragonrider Twinblade +0	61/66/0/44/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Dragonrider Twinblade +1	79/70/0/47/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Dragonrider Twinblade +2	97/75/0/50/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Dragonrider Twinblade +3	115/80/0/53/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Dragonrider Twinblade +4	134/85/0/57/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9

Lightning Dragonrider Twinblade +5	152/90/0/60/0	0/0	E/D/B/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
------------------------------------	---------------	-----	-------------	-------------------------	---------------------

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
 Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
 Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Dragonrider Twinblade +0	61/66/0/0/44	0/0	E/D/C/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Dragonrider Twinblade +1	79/70/0/0/47	0/0	E/D/C/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Dragonrider Twinblade +2	97/75/0/0/50	0/0	E/D/C/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Dragonrider Twinblade +3	115/80/0/0/53	0/0	E/D/C/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Dragonrider Twinblade +4	134/85/0/0/57	0/0	E/D/C/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Dragonrider Twinblade +5	152/90/0/0/60	0/0	E/D/B/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
 Adds/Increases: Base poison damage, poison damage reduction.  
 Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Dragonrider Twinblade +0	66/72/0/0/0	96/0	E/D/C/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9



Poison Dragonrider Twinblade +1	86/77/0/0/0	100/0	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +2	106/82/0/0/0	105/0	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +3	126/88/0/0/0	110/0	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +4	146/93/0/0/0	115/0	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +5	166/99/0/0/0	120/0	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9

## Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Dragonrider Twinblade +0	66/72/0/0/0	0/96	E/D/C/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +1	86/77/0/0/0	0/100	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +2	106/82/0/0/0	0/105	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +3	126/88/0/0/0	0/110	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +4	146/93/0/0/0	0/115	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +5	166/99/0/0/0	0/120	E/D/B/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9

# Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Dragonrider Twinblade +0	85/92/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +1	110/98/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +2	136/105/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +3	161/112/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +4	187/119/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +5	212/126/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20

# Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Dragonrider Twinblade +0	74/80/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +1	96/86/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20

Enchanted Dragonrider Twinblade +2	118/92/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +3	140/98/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +4	162/104/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +5	185/110/0/0/0	0/0	E/E/C/-/-	60/10/40/40/30	20/20/20/20

## Mundane

Reduces: Base damage, stat bonuses.  
 Adds/Increases: Damage scaling from lowest stat.  
 Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Dragonrider Twinblade +0	37/40/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +1	40/43/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +2	59/46/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +3	70/49/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +4	81/52/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +5	92/55/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"><li>• A is the Strength required</li><li>• B is the Dexterity required</li><li>• C is the Intelligence required</li><li>• D is the Faith required</li></ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>

<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	The durability of the weapon.
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<b>Enchantable? Items/Spells:</b>	Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.
-----------------------------------	---

# Red Iron Twinblade


## In-Game Description

*A twinblade with heavy blades on each end.  
More suited to smashing foes than slashing them.  
Requires a great deal of muscle to wield artfully.*

*The twinblade closely imitates the design of  
a foreign-made weapon that has blades affixed  
to both ends of its hilt.*

## Availability

Shrine of Amana treasure. Just after the Rhyol's Resting Place bonfire, it will be on a corpse in the open area where Peculiar Kindalur invades.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	170/0/0 /0/0  (Slash/T hrust)	0/0	120	30	26/20/0 /0  B/-/-/-/-	60/10/4 0/40/30	20/20/2 0/20	30	175	14

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	overhead swing then three quick spin slashes	horizontal slash then three spin slashes
Heavy Attack	forward thrust then slash	very delayed horizontal swing, then two circular swings
Rolling Attack	quick upward slash	horizontal slash
Running Attack	quick spin slash	quick diagonal slash

# Notes

- Due to the nature of twinblades multiple hit attacks, the weapon breaks very easily. Usage of Bracing Knuckle Ring is recommended.
- Due to the fast attack speed provided by twinblade weapons, they are very good at inflicting status effects such as poison and bleed.
- Second strong attack is the halberd strong attack.

# Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed	Raw	Enchanted	Mundane
------	--------	----------	-------	-------	------	-----------	------	--------	-------	-----	-----------	---------

# Basic

Standard upgrade path.  
Requires

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Red Iron Twinblade +0	170/0/0/0/0	0/0	B/-/-/-/-	-	-
Red Iron Twinblade +1	187/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Shard	850
Red Iron Twinblade +2	204/0/0/0/0	0/0	B/-/-/-/-	2x Titanite Shard	1,060
Red Iron Twinblade +3	221/0/0/0/0	0/0	B/-/-/-/-	3x Titanite Shard	1,270



Red Iron Twinblade +4	238/0/0/0/0	0/0	B/-/-/-/-	1x Large Titanite Shard	1,690
Red Iron Twinblade +5	255/0/0/0/0	0/0	B/-/-/-/-	2x Large Titanite Shard	1,900
Red Iron Twinblade +6	272/0/0/0/0	0/0	B/-/-/-/-	3x Large Titanite Shard	2,100
Red Iron Twinblade +7	289/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Chunk	2,540
Red Iron Twinblade +8	306/0/0/0/0	0/0	B/-/-/-/-	2x Titanite Chunk	2,750
Red Iron Twinblade +9	323/0/0/0/0	0/0	B/-/-/-/-	3x Titanite Chunk	2,960
Red Iron Twinblade +10	340/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Slab	3,380

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Red Iron Twinblade +0	119/119/0/0/0	0/0	B/-/C/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +1	130/130/0/0/0	0/0	B/-/C/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +2	142/142/0/0/0	0/0	B/-/C/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +3	154/154/0/0/0	0/0	B/-/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +4	166/166/0/0/0	0/0	B/-/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +5	178/178/0/0/0	0/0	B/-/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9

Magic Red Iron Twinblade +6	190/190/0/0/0	0/0	B/-/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +7	202/202/0/0/0	0/0	B/-/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +8	214/214/0/0/0	0/0	B/-/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +9	226/226/0/0/0	0/0	B/-/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Red Iron Twinblade +10	238/238/0/0/0	0/0	B/-/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.  
Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Red Iron Twinblade +0	119/0/119/0/0	0/0	B/-/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +1	130/0/130/0/0	0/0	B/-/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +2	142/0/142/0/0	0/0	B/-/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +3	154/0/154/0/0	0/0	B/-/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +4	166/0/166/0/0	0/0	B/-/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +5	178/0/178/0/0	0/0	B/-/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +6	190/0/190/0/0	0/0	B/-/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +7	202/0/202/0/0	0/0	B/-/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +8	214/0/214/0/0	0/0	B/-/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Red Iron Twinblade +9	226/0/226/0/0	0/0	B/-/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9

Fire Red Iron Twinblade +10	238/0/238/0/0	0/0	B/-/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
-----------------------------	---------------	-----	-------------	-------------------------	---------------------

# Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.  
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Red Iron Twinblade +0	119/0/0/119/0	0/0	B/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +1	130/0/0/130/0	0/0	B/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +2	142/0/0/142/0	0/0	B/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +3	154/0/0/154/0	0/0	B/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +4	166/0/0/166/0	0/0	B/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +5	178/0/0/178/0	0/0	B/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +6	190/0/0/190/0	0/0	B/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +7	202/0/0/202/0	0/0	B/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +8	214/0/0/214/0	0/0	B/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Red Iron Twinblade +9	226/0/0/226/0	0/0	B/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9

Lightning Red Iron Twinblade +10	238/0/0/238/0	0/0	B/-/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
----------------------------------	---------------	-----	-------------	-------------------------	---------------------

# Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Red Iron Twinblade +0	119/0/0/0/119	0/0	B/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +1	130/0/0/0/130	0/0	B/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +2	142/0/0/0/142	0/0	B/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +3	154/0/0/0/154	0/0	B/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +4	166/0/0/0/166	0/0	B/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +5	178/0/0/0/178	0/0	B/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +6	190/0/0/0/190	0/0	B/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +7	202/0/0/0/202	0/0	B/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +8	214/0/0/0/214	0/0	B/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +9	226/0/0/0/226	0/0	B/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Red Iron Twinblade +10	238/0/0/0/238	0/0	B/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9

# Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Red Iron Twinblade +0	119/0/0/0/0	112/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +1	130/0/0/0/0	114/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +2	142/0/0/0/0	117/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +3	154/0/0/0/0	120/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +4	166/0/0/0/0	123/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +5	178/0/0/0/0	126/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +6	190/0/0/0/0	128/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +7	202/0/0/0/0	131/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +8	214/0/0/0/0	134/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +9	226/0/0/0/0	137/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Red Iron Twinblade +10	238/0/0/0/0	140/0	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9

## Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Red Iron Twinblade +0	119/0/0/0/0	0/112	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9

Bleed Red Iron Twinblade +1	130/0/0/0/0	0/114	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +2	142/0/0/0/0	0/117	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +3	154/0/0/0/0	0/120	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +4	166/0/0/0/0	0/123	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +5	178/0/0/0/0	0/126	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +6	190/0/0/0/0	0/128	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +7	202/0/0/0/0	0/131	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +8	214/0/0/0/0	0/134	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +9	226/0/0/0/0	0/137	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Red Iron Twinblade +10	238/0/0/0/0	0/140	B/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9

# Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Red Iron Twinblade +0	195/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +1	215/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +2	234/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +3	254/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +4	273/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20

Raw Red Iron Twinblade +5	293/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +6	312/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +7	332/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +8	351/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +9	371/0/0/0/0	0/0	E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Red Iron Twinblade +10	391/0/0/0/0	0/0	D/-/-/-/-	60/10/40/40/30	20/20/20/20

# Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Red Iron Twinblade +0	170/0/0/0/0	0/0	D/-/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +1	187/0/0/0/0	0/0	D/-/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +2	204/0/0/0/0	0/0	D/-/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +3	221/0/0/0/0	0/0	D/-/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +4	238/0/0/0/0	0/0	D/-/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +5	255/0/0/0/0	0/0	D/-/D/-/-	60/10/40/40/30	20/20/20/20

Enchanted Red Iron Twinblade +6	272/0/0/0/0	0/0	D/-/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +7	289/0/0/0/0	0/0	D/-/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +8	306/0/0/0/0	0/0	D/-/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +9	323/0/0/0/0	0/0	D/-/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Red Iron Twinblade +10	340/0/0/0/0	0/0	D/-/C/-/-/-	60/10/40/40/30	20/20/20/20

# Mundane

Reduces: Base damage, stat bonuses.  
 Adds/Increases: Damage scaling from lowest stat.  
 Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Red Iron Twinblade +0	85/0/0/0/0	0/0	C/-/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +1	93/0/0/0/0	0/0	C/-/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +2	102/0/0/0/0	0/0	C/-/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +3	110/0/0/0/0	0/0	C/-/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +4	119/0/0/0/0	0/0	C/-/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +5	127/0/0/0/0	0/0	C/-/-/-/-/-	60/10/40/40/30	20/20/20/20



Mundane Red Iron Twinblade +6	136/0/0/0/0	0/0	C/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +7	144/0/0/0/0	0/0	C/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +8	153/0/0/0/0	0/0	C/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +9	161/0/0/0/0	0/0	C/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Red Iron Twinblade +10	170/0/0/0/0	0/0	C/-/-/-/-	60/10/40/40/30	20/20/20/20

# Key

<p><b>Damage:</b></p>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<p><b>Aux Effect:</b></p>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

# Sorcerer's Twinblade


## In-Game Description

*A twinblade originating in Melfia.  
Doubles as a catalyst for sorcery.*

*A rare weapon used by very few warriors,  
owing to its dependence on honed skills  
with both staff and sword.*

*Effect: use sorcery (strong attack)*

## Availability

Frozen Eleum Loyce treasure. There is a tower with three metal chests on the roof, which can be opened after the area is unfrozen. The weapon is in the middle chest.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/67/0/ 0/67  (Slash/ Spell)	0/0	120	15	100	11/20/ 20/6  E/E/C/- /-/-	60/20/ 40/40/ 30	20/30/ 20/20	30	100	10.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	alternating upward slashes	three spin slashes, then two more
Heavy Attack	cast spell	cast spell
Rolling Attack	three quick spin slashes	quick spinning slash
Running Attack	quick horizontal slash	quick spinning diagonal slash
Left Strong Attack		very delayed horizontal swing, then succeeding spins

- Has the Warped Sword powerstance heavy attack.

## Notes

- Can be used as a staff. Using the strong attack will cast Sorceries. Can't cast Hexes, despite having base Dark damage.
- Enchanting Sorcerer's Twinblade with Magic Weapon/Great Magic Weapon/Crystal Magic Weapon increases its Magic damage, which also increases the damage of Sorceries cast with it.
- It uses more stamina to cast than other Spell Tools, probably due to casts counting as a "strong attack".
- Like all weapons in the left hand, stamina consumption is higher compared to swings on the right hand. However, unlike staves, the Sorcerer's Twinblade also loses damage on both swings and casts if wielded left-handed.
- The Sorcerer's Twinblade can be powerstanced, but strong attacking with the left weapon won't cast a spell, it will just use the powerstanced strong attack.
- Despite being classified as a 'twinblade' it is actually closer to being a Spell Tool as it can only be infused with Magic and Dark.

## Upgrades

FoldUnfold Upgrades Basic Magic Dark
--------------------------------------

### Basic

Standard upgrade path.

Requires

- Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Sorcerer's Twinblade +0	0/67/0/0/67	E/E/-/-/-/-	-	-
Sorcerer's Twinblade +1	0/70/0/0/70	E/E/-/-/-/-	1x Titanite Shard	680
Sorcerer's Twinblade +2	0/73/0/0/73	E/E/-/-/-/-	2x Titanite Shard	850
Sorcerer's Twinblade +3	0/76/0/0/76	E/E/-/-/-/-	3x Titanite Shard	1,020
Sorcerer's Twinblade +4	0/80/0/0/80	E/E/-/-/-/-	1x Large Titanite Shard	1,350
Sorcerer's Twinblade +5	0/83/0/0/83	E/E/-/-/-/-	2x Large Titanite Shard	1,520
Sorcerer's Twinblade +6	0/86/0/0/86	E/E/-/-/-/-	3x Large Titanite Shard	1,690
Sorcerer's Twinblade +7	0/90/0/0/90	E/E/-/-/-/-	1x Titanite Chunk	2,030
Sorcerer's Twinblade +8	0/93/0/0/93	E/E/-/-/-/-	2x Titanite Chunk	2,200
Sorcerer's Twinblade +9	0/96/0/0/96	E/E/-/-/-/-	3x Titanite Chunk	2,370
Sorcerer's Twinblade +10	0/100/0/0/100	E/E/-/-/-/-	1x Titanite Slab	2,700

## Infusions

---

### Magic

---

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Sorcerer's Twinblade +0	0/65/0/0/42	0/0	-/-/D/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +1	0/68/0/0/44	0/0	-/-/D/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +2	0/71/0/0/46	0/0	-/-/D/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +3	0/74/0/0/49	0/0	-/-/C/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +4	0/78/0/0/51	0/0	-/-/C/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +5	0/81/0/0/53	0/0	-/-/C/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +6	0/84/0/0/55	0/0	-/-/C/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +7	0/87/0/0/57	0/0	-/-/C/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +8	0/91/0/0/59	0/0	-/-/C/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +9	0/94/0/0/61	0/0	-/-/C/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +10	0/97/0/0/63	0/0	-/-/C/-/-/-	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7

## Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Sorcerer's Twinblade +0	0/42/0/0/65	0/0	-/-/-/-/D	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/8.7
Dark Sorcerer's Twinblade +1	0/44/0/0/68	0/0	-/-/-/-/D	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/8.7
Dark Sorcerer's Twinblade +2	0/46/0/0/71	0/0	-/-/-/-/D	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/8.7

Dark Sorcerer's Twinblade +3	0/46/0/0/74	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7
Dark Sorcerer's Twinblade +4	0/51/0/0/78	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7
Dark Sorcerer's Twinblade +5	0/53/0/0/81	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7
Dark Sorcerer's Twinblade +6	0/55/0/0/84	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7
Dark Sorcerer's Twinblade +7	0/57/0/0/87	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7
Dark Sorcerer's Twinblade +8	0/59/0/0/91	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7
Dark Sorcerer's Twinblade +9	0/61/0/0/94	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7
Dark Sorcerer's Twinblade +10	0/63/0/0/97	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7

# Key

<p><b>Damage:</b></p>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>A is Physical Damage</li> <li>B is Magical Damage</li> <li>C is Fire Damage</li> <li>D is Lightning Damage</li> <li>E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>Striking</li> <li>Slashing</li> <li>Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<p><b>Aux Effect:</b></p>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>A is Poison Effect</li> <li>B is Bleed Effect</li> </ul>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>



<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

# Stone Twinblade


## In-Game Description

*Twinblade of the castle stone soldiers.*

*Sir Velstadt could always be found at the King's side, and followed him when he fled. The knights in his service waited patiently for his return, but turned to stone before he did.*

## Availability

- Stone Knight drop - rare.
- Aurous Knight Phantom drop - very rare.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	90/0/0/ 0/0  (Slash/T hrust)	0/0	120	25	18/22/0 /0  B/D/-/-/ /-	60/10/4 0/40/30	20/20/2 0/20	30	120	10

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
--	------------	------------

Light Attack	alternating upward slashes	three spin slashes, then two more
Heavy Attack	overhead swing then horizontal	very delayed horizontal swing, then spin into overhead
Rolling Attack	three quick spin slashes	quick spinning slash
Running Attack	delayed horizontal slash	quick spinning diagonal slash

# Notes

- Due to the nature of twinblades multiple hit attacks, the weapon breaks very easily. Usage of Bracing Knuckle Ring is highly recommended.
- Due to the fast attack speed provided by twinblade weapons, they are very good at inflicting status effects such as poison and bleed.
- Using the Two-Handed strong attack after a two-handed weak attack will cut off the spin animation, making the attack near-immediate.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
--

# Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Stone Twinblade +0	90/0/0/0/0	0/0	B/D/-/-/-	N/A	N/A
Stone Twinblade +1	99/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Shard	630
Stone Twinblade +2	108/0/0/0/0	0/0	B/D/-/-/-	2x Titanite Shard	790
Stone Twinblade +3	117/0/0/0/0	0/0	B/D/-/-/-	3x Titanite Shard	940
Stone Twinblade +4	126/0/0/0/0	0/0	B/D/-/-/-	1x Large Titanite Shard	1,250

Stone Twinblade +5	135/0/0/0/0	0/0	B/D/-/-/-	2x Large Titanite Shard	1,410
Stone Twinblade +6	144/0/0/0/0	0/0	B/D/-/-/-	3x Large Titanite Shard	1,570
Stone Twinblade +7	153/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Chunk	1,880
Stone Twinblade +8	162/0/0/0/0	0/0	B/D/-/-/-	2x Titanite Chunk	2,040
Stone Twinblade +9	171/0/0/0/0	0/0	B/D/-/-/-	3x Titanite Chunk	2,190
Stone Twinblade +10	180/0/0/0/0	0/0	A/D/-/-/-	1x Titanite Slab	2,500

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Stone Twinblade +0	63/63/0/0/0	0/0	B/E/C/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Stone Twinblade +1	69/69/0/0/0	0/0	B/E/C/-/-		
Magic Stone Twinblade +2	75/75/0/0/0	0/0	B/E/C/-/-		
Magic Stone Twinblade +3	81/81/0/0/0	0/0	B/E/B/-/-		
Magic Stone Twinblade +4	88/88/0/0/0	0/0	B/E/B/-/-		
Magic Stone Twinblade +5	94/94/0/0/0	0/0	B/E/B/-/-		
Magic Stone Twinblade +6	100/100/0/0/0	0/0	B/E/B/-/-		

Magic Stone Twinblade +7	107/107/0/0/0	0/0	B/E/B/-/-/-
Magic Stone Twinblade +8	113/113/0/0/0	0/0	B/E/B/-/-/-
Magic Stone Twinblade +9	119/119/0/0/0	0/0	B/E/B/-/-/-
Magic Stone Twinblade +10	126/126/0/0/0	0/0	B/E/B/-/-/-

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.  
Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Stone Twinblade +0	63/0/63/0/0	0/0	B/E/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Stone Twinblade +1	69/0/69/0/0	0/0	B/E/-/C/-/-		
Fire Stone Twinblade +2	75/0/75/0/0	0/0	B/E/-/C/-/-		
Fire Stone Twinblade +3	81/0/81/0/0	0/0	B/E/-/B/-/-		
Fire Stone Twinblade +4	88/0/88/0/0	0/0	B/E/-/B/-/-		
Fire Stone Twinblade +5	94/0/94/0/0	0/0	B/E/-/B/-/-		
Fire Stone Twinblade +6	100/0/100/0/0	0/0	B/E/-/B/-/-		
Fire Stone Twinblade +7	107/0/107/0/0	0/0	B/E/-/B/-/-		
Fire Stone Twinblade +8	113/0/113/0/0	0/0	B/E/-/B/-/-		
Fire Stone Twinblade +9	119/0/119/0/0	0/0	B/E/-/B/-/-		
Fire Stone Twinblade +10	126/0/126/0/0	0/0	B/E/-/B/-/-		

# Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Stone Twinblade +0	63/0/0/63/0	0/0	B/E/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Stone Twinblade +1	69/0/0/69/0	0/0	B/E/-/-/C/-		
Lightning Stone Twinblade +2	75/0/0/75/0	0/0	B/E/-/-/C/-		
Lightning Stone Twinblade +3	81/0/0/81/0	0/0	B/E/-/-/B/-		
Lightning Stone Twinblade +4	88/0/0/88/0	0/0	B/E/-/-/B/-		
Lightning Stone Twinblade +5	94/0/0/94/0	0/0	B/E/-/-/B/-		
Lightning Stone Twinblade +6	100/0/0/100/0	0/0	B/E/-/-/B/-		
Lightning Stone Twinblade +7	107/0/0/107/0	0/0	B/E/-/-/B/-		
Lightning Stone Twinblade +8	113/0/0/113/0	0/0	B/E/-/-/B/-		
Lightning Stone Twinblade +9	119/0/0/119/0	0/0	B/E/-/-/B/-		
Lightning Stone Twinblade +10	126/0/0/126/0	0/0	B/E/-/-/B/-		

# Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Stone Twinblade +0	63/0/0/0/63	0/0	B/E/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Stone Twinblade +1	69/0/0/0/69	0/0	B/E/-/-/-/C		
Dark Stone Twinblade +2	75/0/0/0/75	0/0	B/E/-/-/-/C		
Dark Stone Twinblade +3	81/0/0/0/81	0/0	B/E/-/-/-/B		
Dark Stone Twinblade +4	88/0/0/0/88	0/0	B/E/-/-/-/B		
Dark Stone Twinblade +5	94/0/0/0/94	0/0	B/E/-/-/-/B		
Dark Stone Twinblade +6	100/0/0/0/100	0/0	B/E/-/-/-/B		
Dark Stone Twinblade +7	107/0/0/0/107	0/0	B/E/-/-/-/B		
Dark Stone Twinblade +8	113/0/0/0/113	0/0	B/E/-/-/-/B		
Dark Stone Twinblade +9	119/0/0/0/119	0/0	B/E/-/-/-/B		
Dark Stone Twinblade +10	126/0/0/0/126	0/0	B/E/-/-/-/B		

# Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
 Adds/Increases: Base poison damage, poison damage reduction.  
 Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Stone Twinblade +0	63/0/0/0/0	112/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Stone Twinblade +1	69/0/0/0/0	114/0	B/E/-/-/-/-		
Poison Stone Twinblade +2	75/0/0/0/0	117/0	B/E/-/-/-/-		



Poison Stone Twinblade +3	81/0/0/0/0	120/0	B/E/-/-/-/-
Poison Stone Twinblade +4	88/0/0/0/0	123/0	B/E/-/-/-/-
Poison Stone Twinblade +5	94/0/0/0/0	126/0	B/E/-/-/-/-
Poison Stone Twinblade +6	100/0/0/0/0	128/0	B/E/-/-/-/-
Poison Stone Twinblade +7	107/0/0/0/0	131/0	B/E/-/-/-/-
Poison Stone Twinblade +8	113/0/0/0/0	134/0	B/E/-/-/-/-
Poison Stone Twinblade +9	119/0/0/0/0	137/0	B/E/-/-/-/-
Poison Stone Twinblade +10	126/0/0/0/0	140/0	B/E/-/-/-/-

# Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Stone Twinblade +0	63/0/0/0/0	0/112	B/E/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Stone Twinblade +1	69/0/0/0/0	0/114	B/E/-/-/-/-		
Bleed Stone Twinblade +2	75/0/0/0/0	0/117	B/E/-/-/-/-		
Bleed Stone Twinblade +3	81/0/0/0/0	0/120	B/E/-/-/-/-		
Bleed Stone Twinblade +4	88/0/0/0/0	0/123	B/E/-/-/-/-		
Bleed Stone Twinblade +5	94/0/0/0/0	0/126	B/E/-/-/-/-		
Bleed Stone Twinblade +6	100/0/0/0/0	0/128	B/E/-/-/-/-		

Bleed Stone Twinblade +7	107/0/0/0/0	0/131	B/E/-/-/-/-
Bleed Stone Twinblade +8	113/0/0/0/0	0/134	B/E/-/-/-/-
Bleed Stone Twinblade +9	119/0/0/0/0	0/137	B/E/-/-/-/-
Bleed Stone Twinblade +10	126/0/0/0/0	0/140	B/E/-/-/-/-

## Raw

Reduces: Stat bonuses.  
 Adds/Increases: Base damage.  
 Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Stone Twinblade +0	103/0/0/0/0	0/0	E/E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Stone Twinblade +1	113/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +2	124/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +3	134/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +4	144/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +5	155/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +6	165/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +7	175/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +8	186/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +9	196/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Stone Twinblade +10	207/0/0/0/0	0/0	D/E/-/-/-/-		

# Enchanted

Reduces: Stat bonuses.  
Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).  
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Stone Twinblade +0	90/0/0/0/0	0/0	D/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Stone Twinblade +1	99/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +2	108/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +3	117/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +4	126/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +5	135/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +6	144/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +7	153/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +8	162/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +9	171/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Stone Twinblade +10	180/0/0/0/0	0/0	D/E/C/-/-/-		

# Mundane

Reduces: Base damage, stat bonuses.  
Adds/Increases: Damage scaling from lowest stat.  
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Stone Twinblade +0	45/0/0/0/0	0/0	C/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Stone Twinblade +1	49/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +2	54/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +3	58/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +4	63/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +5	67/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +6	72/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +7	76/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +8	81/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +9	85/0/0/0/0	0/0	C/E/-/-/-		
Mundane Stone Twinblade +10	90/0/0/0/0	0/0	C/E/-/-/-		

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
----------------	---

<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>

<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

# Twinblade

## In-Game Description

*A twinblade fashioned from rare geisteel.  
Designed for high-ranking Drangleic knights,  
hence the decorative design.*

*Geisteel equipment is of the finest make, but geisteel is so rare that very few of these weapons were actually used in combat.*

## Availability

- Sold by Weaponsmith Ornifex for 5,000 souls.
- Lost Bastille treasure. From the Servant's Quarters bonfire, make your way to the rooftop overlooking the well and the dogs. Drop down and climb the ladder in the corner. Drop into the room and smash the barrels ahead. Open the chest in the top right corner of the next room (point 19 on this map).
- Memory of the Old Iron King treasure (upgraded to +7). In the last room before Sir Alonne go down the stairs on the right-hand side and take the doorway to the right at the bottom of the stairs, follow the hallway and up the stairs, it's to your immediate right at the top of the stairs.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
-------	--------	-------------	------------------	--------------	------------------------------	------------------	-----------------------	-----------	------------	--------

	75/0/0/ 0/0	0/0	120	25	14/26/0 /0	60/10/4 0/40/30	20/20/2 0/20	50	210	8
	(Slash/T hrust)				C/C/-/-/- /-					

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	alternating upward slashes	three spin slashes, then two more
Heavy Attack	overhead swing then horizontal	very delayed horizontal swing, then spin into overhead
Rolling Attack	three quick spin slashes	quick spinning slash
Running Attack	delayed horizontal slash	quick spinning diagonal slash

# Notes

- Due to the nature of twinblades multiple hit attacks, the weapon breaks very easily. Usage of Bracing Knuckle Ring is highly recommended.
- Due to the fast attack speed provided by twinblade weapons, they are very good at inflicting status effects such as poison and bleed.
- Using the Two-Handed strong attack after a two-handed weak attack will cut off the spin animation, making the attack near-immediate.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
--

## Basic

Standard upgrade path.  
Requires:

- Titanite



Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Twinblade +0	75/0/0/0/0	0/0	C/C/-/-/-	-	-
Twinblade +1	82/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Shard	630
Twinblade +2	90/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Shard	790
Twinblade +3	97/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Shard	940
Twinblade +4	105/0/0/0/0	0/0	C/C/-/-/-	1x Large Titanite Shard	1,250
Twinblade +5	112/0/0/0/0	0/0	C/C/-/-/-	2x Large Titanite Shard	1,410
Twinblade +6	120/0/0/0/0	0/0	C/C/-/-/-	3x Large Titanite Shard	1,570
Twinblade +7	127/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Chunk	1,880
Twinblade +8	135/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Chunk	2,040
Twinblade +9	142/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Chunk	2,190
Twinblade +10	150/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Slab	2,500

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Twinblade +0	52/52/0/0/0	0/0	D/D/C/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +1	57/57/0/0/0	0/0	D/D/C/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +2	63/63/0/0/0	0/0	D/D/C/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +3	68/68/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9

Magic Twinblade +4	73/73/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +5	78/78/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +6	84/84/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +7	89/89/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +8	94/94/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +9	99/99/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9
Magic Twinblade +10	105/105/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/27.9	17.9/17.9/17.9/17.9

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Twinblade +0	52/0/52/0/0	0/0	D/D/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +1	57/0/57/0/0	0/0	D/D/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +2	63/0/63/0/0	0/0	D/D/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +3	68/0/68/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +4	73/0/73/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +5	78/0/78/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +6	84/0/84/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +7	89/0/89/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9

Fire Twinblade +8	94/0/94/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +9	99/0/99/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Twinblade +10	105/0/105/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9

# Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.  
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Twinblade +0	52/0/0/52/0	0/0	D/D/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +1	57/0/0/57/0	0/0	D/D/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +2	63/0/0/63/0	0/0	D/D/-/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +3	68/0/0/68/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +4	73/0/0/73/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +5	78/0/0/78/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +6	84/0/0/84/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +7	89/0/0/89/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +8	94/0/0/94/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +9	99/0/0/99/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Twinblade +10	105/0/0/105/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9

# Dark

---

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Twinblade +0	52/0/0/0/52	0/0	D/D/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +1	57/0/0/0/57	0/0	D/D/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +2	63/0/0/0/63	0/0	D/D/-/-/-/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +3	68/0/0/0/68	0/0	D/D/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +4	73/0/0/0/73	0/0	D/D/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +5	78/0/0/0/78	0/0	D/D/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +6	84/0/0/0/84	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +7	89/0/0/0/89	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +8	94/0/0/0/94	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +9	99/0/0/0/99	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9
Dark Twinblade +10	105/0/0/0/105	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9

## Poison

---

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base poison damage, poison damage reduction.  
Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Twinblade +0	52/0/0/0/0	112/0	D/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +1	57/0/0/0/0	114/0	D/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +2	63/0/0/0/0	117/0	D/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +3	68/0/0/0/0	120/0	C/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +4	73/0/0/0/0	123/0	C/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +5	78/0/0/0/0	126/0	C/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +6	84/0/0/0/0	128/0	C/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +7	89/0/0/0/0	131/0	C/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +8	94/0/0/0/0	134/0	C/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +9	99/0/0/0/0	137/0	C/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Twinblade +10	105/0/0/0/0	140/0	C/D/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9

## Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Twinblade +0	52/0/0/0/0	0/112	D/D/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +1	57/0/0/0/0	0/114	D/D/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +2	63/0/0/0/0	0/117	D/D/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9

Bleed Twinblade +3	68/0/0/0/0	0/120	C/D/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +4	73/0/0/0/0	0/123	C/D/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +5	78/0/0/0/0	0/126	C/D/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +6	84/0/0/0/0	0/128	C/D/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +7	89/0/0/0/0	0/131	C/D/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +8	94/0/0/0/0	0/134	C/D/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +9	99/0/0/0/0	0/137	C/D/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Twinblade +10	105/0/0/0/0	0/140	C/D/-/-/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9

# Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Twinblade +0	86/0/0/0/0	0/0	E/E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +1	94/0/0/0/0	0/0	E/E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +2	103/0/0/0/0	0/0	E/E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +3	112/0/0/0/0	0/0	E/E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +4	120/0/0/0/0	0/0	E/E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +5	129/0/0/0/0	0/0	E/E/-/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +6	138/0/0/0/0	0/0	E/E/-/-/-/-	60/10/40/40/30	20/20/20/20

Raw Twinblade +7	146/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +8	155/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +9	163/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/30	20/20/20/20
Raw Twinblade +10	172/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/30	20/20/20/20

# Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Twinblade +0	75/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +1	82/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +2	90/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +3	97/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +4	105/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +5	112/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +6	120/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +7	127/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +8	135/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +9	142/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Twinblade +10	150/0/0/0/0	0/0	E/E/C/-/-/-	60/10/40/40/30	20/20/20/20

# Mundane

Reduces: Base damage, stat bonuses.  
Adds/Increases: Damage scaling from lowest stat.  
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Twinblade +0	37/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +1	41/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +2	45/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +3	48/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +4	52/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +5	56/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +6	60/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +7	63/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +8	67/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +9	71/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Twinblade +10	75/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20

# Key



<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>

<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	The durability of the weapon.
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<b>Enchantable? Items/Spells:</b>	Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.
-----------------------------------	---