

# Bandit's Knife



## In-Game Description

A knife with a slightly broad single edge.  
Its tip is shaped to leave a wound that won't easily close.

Designed for unsavory work,  
and beloved by those of unsavory ilk.

## Availability

### Dark Souls 2 & Scholar of the First Sin:

- Hollow Infantry (Dagger) drop - very rare.
- Huntsman's Copse treasure. Starting from the Undead Refugee Bonfire, travel through the dark tunnel with many Great Moths until you reach a large building with white walls and boarded windows. Head inside and drop down to the ground floor, in the corner will be a corpse which contains the weapon.

## General Information

| Image | Dama<br>ge                               | Aux<br>Effect<br>s | Count<br>er<br>Stren<br>gth | Poise<br>Dama<br>ge | Stats<br>Neede<br>d<br>Stat<br>Bonus<br>es | Dama<br>ge<br>Reduc<br>tion | Aux<br>Effect<br>s<br>Reduc<br>tion | Stabili<br>ty | Durab<br>ility | Weigh<br>t | Encha<br>ntable<br>?<br>Items/<br>Spells |
|-------|--|--------------------|-----------------------------|---------------------|--|-----------------------------|-------------------------------------|---------------|----------------|------------|--|
|       | 65/0/0/<br>0/0<br><br>(Slash/<br>Thrust) | 0/67               | 130                         | 10                  | 3/11/0/<br>0<br><br>D/-/-/-<br>/-          | 45/10/<br>30/30/<br>20      | 15/25/<br>15/15                     | 15            | 60             | 1.0        | Yes/Ye<br>s                              |

# Move Set

+ show Move Set - hide Move Set

|                | One-Handed                  | Two-Handed                  |
|----------------|-----------------------------|-----------------------------|
| Light Attacks  | quick horizontal swipes     | quick horizontal swipes     |
| Heavy Attacks  | strong diagonal swipes      | downward then upward swipes |
| Rolling Attack | upward swipe                | downward diagonal swipe     |
| Running Attack | very quick horizontal slash | quick downward slash        |

## Notes

- Lesser damage, higher requirements, terrible scaling but increased critical hit multiplier compared to the Dagger. Causes bleeding.

## 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 |
|-------------------|------------|-------------|--------------|-------------------------|-------|
| Bandit's Knife +0 | 65/0/0/0/0 | 0/67        | D/-/-/-/-    | -                       | -     |
| Bandit's Knife +1 | 71/0/0/0/0 | 0/70        | D/-/-/-/-    | 1x Titanite Shard       | 430   |
| Bandit's Knife +2 | 78/0/0/0/0 | 0/73        | D/-/-/-/-    | 2x Titanite Shard       | 540   |
| Bandit's Knife +3 | 84/0/0/0/0 | 0/76        | D/-/-/-/-    | 3x Titanite Shard       | 640   |
| Bandit's Knife +4 | 91/0/0/0/0 | 0/80        | D/-/-/-/-    | 1x Large Titanite Shard | 850   |
| Bandit's Knife +5 | 97/0/0/0/0 | 0/83        | D/-/-/-/-    | 2x Large Titanite Shard | 960   |

|                    |             |       |           |                         |       |
|--------------------|-------------|-------|-----------|-------------------------|-------|
| Bandit's Knife +6  | 104/0/0/0/0 | 0/86  | D/-/-/-/- | 3x Large Titanite Shard | 1,070 |
| Bandit's Knife +7  | 110/0/0/0/0 | 0/90  | D/-/-/-/- | 1x Titanite Chunk       | 1,280 |
| Bandit's Knife +8  | 117/0/0/0/0 | 0/93  | D/-/-/-/- | 2x Titanite Chunk       | 1,390 |
| Bandit's Knife +9  | 123/0/0/0/0 | 0/96  | C/-/-/-/- | 3x Titanite Chunk       | 1,490 |
| Bandit's Knife +10 | 130/0/0/0/0 | 0/100 | C/-/-/-/- | 1x Titanite Slab        | 1,700 |

# 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 Bandit's Knife +0 | 58/12/0/0/0  | 0/60        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Magic Bandit's Knife +1 | 64/14/0/0/0  | 0/63        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Magic Bandit's Knife +2 | 70/15/0/0/0  | 0/66        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Magic Bandit's Knife +3 | 76/16/0/0/0  | 0/69        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Magic Bandit's Knife +4 | 81/18/0/0/0  | 0/72        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Magic Bandit's Knife +5 | 87/19/0/0/0  | 0/75        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Magic Bandit's Knife +6 | 93/20/0/0/0  | 0/78        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Magic Bandit's Knife +7 | 99/22/0/0/0  | 0/81        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Magic Bandit's Knife +8 | 105/23/0/0/0 | 0/84        | D/-/C/-/-    | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1   |

|                          |              |      |           |                          |                     |
|--------------------------|--------------|------|-----------|--------------------------|---------------------|
| Magic Bandit's Knife +9  | 111/24/0/0/0 | 0/87 | D/-/C/-/- | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1 |
| Magic Bandit's Knife +10 | 117/25/0/0/0 | 0/90 | D/-/C/-/- | 44.1/16.6/29.1/29.1/19.1 | 14.1/24.1/14.1/14.1 |

## 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 Bandit's Knife +0  | 58/0/12/0/0  | 0/60        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +1  | 64/0/14/0/0  | 0/63        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +2  | 70/0/15/0/0  | 0/66        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +3  | 76/0/16/0/0  | 0/69        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +4  | 81/0/18/0/0  | 0/72        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +5  | 87/0/19/0/0  | 0/75        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +6  | 93/0/20/0/0  | 0/78        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +7  | 99/0/22/0/0  | 0/81        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +8  | 105/0/23/0/0 | 0/84        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +9  | 111/0/24/0/0 | 0/87        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |
| Fire Bandit's Knife +10 | 117/0/25/0/0 | 0/90        | D/-/-/C/-/-  | 44.1/9.1/36.6/29.1/19.1 | 14.1/24.1/14.1/14.1   |

## 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 Bandit's Knife +0  | 58/0/0/12/0  | 0/60        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +1  | 64/0/0/14/0  | 0/63        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +2  | 70/0/0/15/0  | 0/66        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +3  | 76/0/0/16/0  | 0/69        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +4  | 81/0/0/18/0  | 0/72        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +5  | 87/0/0/19/0  | 0/75        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +6  | 93/0/0/20/0  | 0/78        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +7  | 99/0/0/22/0  | 0/81        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +8  | 105/0/0/23/0 | 0/84        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +9  | 111/0/0/24/0 | 0/87        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |
| Lightning Bandit's Knife +10 | 117/0/0/25/0 | 0/90        | D/-/-/C/-    | 44.1/9.1/29.1/36.6/19.1 | 14.1/24.1/14.1/14.1   |

## 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 Bandit's Knife +0  | 58/0/0/0/12  | 0/60        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +1  | 64/0/0/0/14  | 0/63        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +2  | 70/0/0/0/15  | 0/66        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +3  | 76/0/0/0/16  | 0/69        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +4  | 81/0/0/0/18  | 0/72        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +5  | 87/0/0/0/19  | 0/75        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +6  | 93/0/0/0/20  | 0/78        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +7  | 99/0/0/0/22  | 0/81        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +8  | 105/0/0/0/23 | 0/84        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +9  | 111/0/0/0/24 | 0/87        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |
| Dark Bandit's Knife +10 | 117/0/0/0/25 | 0/90        | D/-/-/-/C    | 44.1/9.1/29.1/29.1/26.6 | 14.1/24.1/14.1/14.1   |

## 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 Bandit's Knife +0 | 58/0/0/0/00 | 96/60       | D/-/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9   |
| Poison Bandit's Knife +1 | 64/0/0/0/0  | 98/63       | D/-/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9   |

|                           |             |        |           |                         |                     |
|---------------------------|-------------|--------|-----------|-------------------------|---------------------|
| Poison Bandit's Knife +2  | 70/0/0/0/0  | 100/66 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |
| Poison Bandit's Knife +3  | 76/0/0/0/0  | 103/69 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |
| Poison Bandit's Knife +4  | 81/0/0/0/0  | 105/72 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |
| Poison Bandit's Knife +5  | 87/0/0/0/0  | 108/75 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |
| Poison Bandit's Knife +6  | 93/0/0/0/0  | 110/78 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |
| Poison Bandit's Knife +7  | 99/0/0/0/0  | 112/81 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |
| Poison Bandit's Knife +8  | 105/0/0/0/0 | 115/84 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |
| Poison Bandit's Knife +9  | 111/0/0/0/0 | 117/87 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |
| Poison Bandit's Knife +10 | 117/0/0/0/0 | 120/90 | D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 31.6/22.9/12.9/12.9 |

## 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 Bandit's Knife +0 | 62/0/0/0/0 | 0/96        | D/-/-/-/-    | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1   |
| Bleed Bandit's Knife +1 | 68/0/0/0/0 | 0/101       | D/-/-/-/-    | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1   |
| Bleed Bandit's Knife +2 | 74/0/0/0/0 | 0/105       | D/-/-/-/-    | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1   |
| Bleed Bandit's Knife +3 | 81/0/0/0/0 | 0/110       | D/-/-/-/-    | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1   |
| Bleed Bandit's Knife +4 | 87/0/0/0/0 | 0/115       | D/-/-/-/-    | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1   |

|                          |             |       |           |                         |                     |
|--------------------------|-------------|-------|-----------|-------------------------|---------------------|
| Bleed Bandit's Knife +5  | 93/0/0/0/0  | 0/120 | D/-/-/-/- | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1 |
| Bleed Bandit's Knife +6  | 99/0/0/0/0  | 0/124 | D/-/-/-/- | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1 |
| Bleed Bandit's Knife +7  | 106/0/0/0/0 | 0/129 | D/-/-/-/- | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1 |
| Bleed Bandit's Knife +8  | 112/0/0/0/0 | 0/134 | D/-/-/-/- | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1 |
| Bleed Bandit's Knife +9  | 118/0/0/0/0 | 0/139 | D/-/-/-/- | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1 |
| Bleed Bandit's Knife +10 | 124/0/0/0/0 | 0/143 | D/-/-/-/- | 44.1/9.1/29.1/29.1/19.1 | 14.1/31.6/14.1/14.1 |

# 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 Bandit's Knife +0 | 74/0/0/0/0  | 0/77        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Raw Bandit's Knife +1 | 82/0/0/0/0  | 0/80        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Raw Bandit's Knife +2 | 89/0/0/0/0  | 0/84        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Raw Bandit's Knife +3 | 97/0/0/0/0  | 0/88        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Raw Bandit's Knife +4 | 104/0/0/0/0 | 0/92        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Raw Bandit's Knife +5 | 112/0/0/0/0 | 0/96        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Raw Bandit's Knife +6 | 119/0/0/0/0 | 0/99        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Raw Bandit's Knife +7 | 127/0/0/0/0 | 0/103       | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |



|                        |             |       |           |                |             |
|------------------------|-------------|-------|-----------|----------------|-------------|
| Raw Bandit's Knife +8  | 134/0/0/0/0 | 0/107 | E/-/-/-/- | 45/10/30/30/20 | 15/25/15/15 |
| Raw Bandit's Knife +9  | 142/0/0/0/0 | 0/111 | E/-/-/-/- | 45/10/30/30/20 | 15/25/15/15 |
| Raw Bandit's Knife +10 | 149/0/0/0/0 | 0/115 | E/-/-/-/- | 45/10/30/30/20 | 15/25/15/15 |

# 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 Bandit's Knife +0  | 65/0/0/0/0  | 0/67        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +1  | 71/0/0/0/0  | 0/70        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +2  | 78/0/0/0/0  | 0/73        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +3  | 84/0/0/0/0  | 0/76        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +4  | 91/0/0/0/0  | 0/80        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +5  | 97/0/0/0/0  | 0/83        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +6  | 104/0/0/0/0 | 0/86        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +7  | 110/0/0/0/0 | 0/90        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +8  | 117/0/0/0/0 | 0/93        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +9  | 123/0/0/0/0 | 0/96        | E/-/D/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |
| Enchanted Bandit's Knife +10 | 130/0/0/0/0 | 0/100       | E/-/C/-/-/-  | 45/10/30/30/20   | 15/25/15/15           |

# 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 Bandit's Knife +0  | 32/0/0/0/0 | 0/33        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +1  | 35/0/0/0/0 | 0/35        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +2  | 39/0/0/0/0 | 0/36        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +3  | 42/0/0/0/0 | 0/38        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +4  | 45/0/0/0/0 | 0/40        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +5  | 48/0/0/0/0 | 0/41        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +6  | 52/0/0/0/0 | 0/43        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +7  | 55/0/0/0/0 | 0/45        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +8  | 58/0/0/0/0 | 0/46        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +9  | 61/0/0/0/0 | 0/48        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |
| Mundane Bandit's Knife +10 | 65/0/0/0/0 | 0/50        | E/-/-/-/-    | 45/10/30/30/20   | 15/25/15/15           |

# 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.<br/>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.<br/>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,<br/>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.<br/>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing<br/>the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength)<br/>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. |
|-----------------------------------|---|

---

Revision #1  
Created 17 December 2024 08:11:04 by jade  
Updated 17 December 2024 08:11:04 by jade