

Bastard Sword

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In-Game Description

A standard greatsword.

Heavy greatswords are designed to be wielded two-handed.

Normally swung in large arcs and effective against multiple foes, be wary that such attacks leave the wielder wide open.

Availability

Dark Souls 2:

- Forest of Fallen Giants treasure. In the Soldier's Rest, the corner building with the accessible roof has a small Hollow Infantry ambush near the back door. The sword is on a corpse in the alcove, concealed by some boxes.

Scholar of the First Sin:

- Forest of Fallen Giants treasure. In the Soldier's Rest, on top of the corner building with the accessible roof. The sword is on a corpse guarded by three Old Ironclad Soldiers.

Dark Souls 2 & Scholar of the First Sin:

- One sold by Steady Hand McDuff for 3,000 souls.
- Hollow Soldier (Greatsword) drop.

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 |
|-------|---|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
| | 140/0/0 /0/0 (Slash/T hrust) | 0/0 | 120 | 35 | 20/11/0 /0 C/C/-/- /- | 60/10/4 0/40/20 | 20/20/2 0/20 | 40 | 60 | 6.0 |

Move Set

+ show Move Set - hide Move Set

| | One-Handed | Two-Handed |
|----------------|---------------------------|-----------------------------------|
| Light Attack | Horizontal swings | Upward horizontal swings |
| Heavy Attack | Overhead slash then swing | Circular swing, then upward swing |
| Rolling Attack | Forward thrust | Circular swing |
| Running Attack | Circular swing | Circular swing |

Notes

- Has the same move set as the Mastodon Greatsword, Black Dragon Greatsword, and Old Knight Greatsword.
 - See the notes on the Old Knight Greatsword for a comparison of these greatswords

Upgrades

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

Standard upgrade path.
Requires:

- Titanite

| Name | Damage | Aux Effects | Stat Bonuses | Materials Cost | Souls |
|-------------------|-------------|-------------|--------------|-------------------------|-------|
| Bastard Sword +0 | 140/0/0/0/0 | 0/0 | C/C/-/-/- | - | - |
| Bastard Sword +1 | 154/0/0/0/0 | 0/0 | C/C/-/-/- | 1x Titanite Shard | 540 |
| Bastard Sword +2 | 168/0/0/0/0 | 0/0 | C/C/-/-/- | 2x Titanite Shard | 680 |
| Bastard Sword +3 | 182/0/0/0/0 | 0/0 | C/C/-/-/- | 3x Titanite Shard | 810 |
| Bastard Sword +4 | 196/0/0/0/0 | 0/0 | C/C/-/-/- | 1x Large Titanite Shard | 1,080 |
| Bastard Sword +5 | 210/0/0/0/0 | 0/0 | C/C/-/-/- | 2x Large Titanite Shard | 1,210 |
| Bastard Sword +6 | 224/0/0/0/0 | 0/0 | C/C/-/-/- | 3x Large Titanite Shard | 1,350 |
| Bastard Sword +7 | 238/0/0/0/0 | 0/0 | C/C/-/-/- | 1x Titanite Chunk | 1,620 |
| Bastard Sword +8 | 252/0/0/0/0 | 0/0 | C/C/-/-/- | 2x Titanite Chunk | 1,750 |
| Bastard Sword +9 | 266/0/0/0/0 | 0/0 | C/C/-/-/- | 3x Titanite Chunk | 1,890 |
| Bastard Sword +10 | 280/0/0/0/0 | 0/0 | C/C/-/-/- | 1x Titanite Slab | 2,150 |

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 Bastard Sword +0 | 98/98/0/0/0 | 0/0 | D/D/C/-/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |

| | | | | | |
|-------------------------|---------------|-----|-----------|--------------------------|---------------------|
| Magic Bastard Sword +1 | 107/107/0/0/0 | 0/0 | D/D/C/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +2 | 117/117/0/0/0 | 0/0 | D/D/C/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +3 | 127/127/0/0/0 | 0/0 | C/D/B/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +4 | 137/137/0/0/0 | 0/0 | C/D/B/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +5 | 147/147/0/0/0 | 0/0 | C/D/B/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +6 | 156/156/0/0/0 | 0/0 | C/D/B/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +7 | 166/166/0/0/0 | 0/0 | C/D/B/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +8 | 176/176/0/0/0 | 0/0 | C/D/B/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +9 | 186/186/0/0/0 | 0/0 | C/D/B/-/- | 57.9/26.6/37.9/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Magic Bastard Sword +10 | 196/196/0/0/0 | 0/0 | C/D/B/-/- | 57.9/26.6/37.9/37.9/17.9 | 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 Bastard Sword +0 | 98/0/98/0/0 | 0/0 | D/D/-/C/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +1 | 107/0/107/0/0 | 0/0 | D/D/-/C/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +2 | 117/0/117/0/0 | 0/0 | D/D/-/C/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +3 | 127/0/127/0/0 | 0/0 | C/D/-/B/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |

| | | | | | |
|------------------------|---------------|-----|-------------|-------------------------|---------------------|
| Fire Bastard Sword +4 | 137/0/137/0/0 | 0/0 | C/D/-/B/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +5 | 147/0/147/0/0 | 0/0 | C/D/-/B/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +6 | 156/0/156/0/0 | 0/0 | C/D/-/B/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +7 | 166/0/166/0/0 | 0/0 | C/D/-/B/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +8 | 176/0/176/0/0 | 0/0 | C/D/-/B/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +9 | 186/0/186/0/0 | 0/0 | C/D/-/B/-/- | 57.9/7.9/56.6/37.9/17.9 | 17.9/17.9/17.9/17.9 |
| Fire Bastard Sword +10 | 196/0/196/0/0 | 0/0 | C/D/-/B/-/- | 57.9/7.9/56.6/37.9/17.9 | 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 Bastard Sword +0 | 98/0/0/98/0 | 0/0 | D/D/-/-/C/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +1 | 107/0/0/107/0 | 0/0 | D/D/-/-/C/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +2 | 117/0/0/117/0 | 0/0 | D/D/-/-/C/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +3 | 127/0/0/127/0 | 0/0 | C/D/-/-/B/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +4 | 137/0/0/137/0 | 0/0 | C/D/-/-/B/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +5 | 147/0/0/147/0 | 0/0 | C/D/-/-/B/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +6 | 156/0/0/156/0 | 0/0 | C/D/-/-/B/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |

| | | | | | |
|-----------------------------|---------------|-----|-------------|-------------------------|---------------------|
| Lightning Bastard Sword +7 | 166/0/0/166/0 | 0/0 | C/D/-/-/B/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +8 | 176/0/0/176/0 | 0/0 | C/D/-/-/B/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +9 | 186/0/0/186/0 | 0/0 | C/D/-/-/B/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |
| Lightning Bastard Sword +10 | 196/0/0/196/0 | 0/0 | C/D/-/-/B/- | 57.9/7.9/37.9/56.6/17.9 | 17.9/17.9/17.9/17.9 |

Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.
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 Bastard Sword +0 | 98/0/0/0/98 | 0/0 | D/D/-/-/-/C | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +1 | 107/0/0/0/107 | 0/0 | D/D/-/-/-/C | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +2 | 117/0/0/0/117 | 0/0 | D/D/-/-/-/C | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +3 | 127/0/0/0/127 | 0/0 | C/D/-/-/-/B | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +4 | 137/0/0/0/137 | 0/0 | C/D/-/-/-/B | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +5 | 147/0/0/0/147 | 0/0 | C/D/-/-/-/B | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +6 | 156/0/0/0/156 | 0/0 | C/D/-/-/-/B | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +7 | 166/0/0/0/166 | 0/0 | C/D/-/-/-/B | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +8 | 176/0/0/0/176 | 0/0 | C/D/-/-/-/B | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |
| Dark Bastard Sword +9 | 186/0/0/0/186 | 0/0 | C/D/-/-/-/B | 57.9/7.9/37.9/37.9/36.6 | 17.9/17.9/17.9/17.9 |

| | | | | | |
|---------------------------|---------------|-----|-------------|-------------------------|---------------------|
| Dark Bastard Sword +10 | 196/0/0/0/196 | 0/0 | C/D/-/-/-/B | 57.9/7.9/37.9/37.9/36.6 | 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 Bastard Sword +0 | 98/0/0/0/0 | 112/0 | D/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +1 | 107/0/0/0/0 | 114/0 | D/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +2 | 117/0/0/0/0 | 117/0 | D/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +3 | 127/0/0/0/0 | 120/0 | C/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +4 | 137/0/0/0/0 | 123/0 | C/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +5 | 147/0/0/0/0 | 126/0 | C/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +6 | 156/0/0/0/0 | 128/0 | C/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +7 | 161/0/0/0/0 | 131/0 | C/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +8 | 176/0/0/0/0 | 134/0 | C/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +9 | 186/0/0/0/0 | 137/0 | C/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 36.6/17.9/17.9/17.9 |
| Poison Bastard Sword +10 | 196/0/0/0/0 | 140/0 | C/D/-/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 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 |
|------------------------------|-------------|-------------|--------------|-------------------------|-----------------------|
| Lacerating Bastard Sword +0 | 98/0/0/0/0 | 0/112 | D/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +1 | 107/0/0/0/0 | 0/114 | D/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +2 | 117/0/0/0/0 | 0/117 | D/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +3 | 127/0/0/0/0 | 0/120 | C/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +4 | 137/0/0/0/0 | 0/123 | C/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +5 | 147/0/0/0/0 | 0/126 | C/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +6 | 156/0/0/0/0 | 0/128 | C/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +7 | 161/0/0/0/0 | 0/131 | C/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +8 | 176/0/0/0/0 | 0/134 | C/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +9 | 186/0/0/0/0 | 0/137 | C/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 17.9/36.6/17.9/17.9 |
| Lacerating Bastard Sword +10 | 196/0/0/0/0 | 0/140 | C/D/-/-/- | 57.9/7.9/37.9/37.9/17.9 | 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 Bastard Sword +0 | 161/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +1 | 177/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +2 | 193/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +3 | 209/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +4 | 225/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +5 | 241/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +6 | 257/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +7 | 273/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +8 | 289/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +9 | 305/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Raw Bastard Sword +10 | 322/0/0/0/0 | 0/0 | E/E/-/-/- | 60/10/40/40/20 | 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 Bastard Sword +0 | 140/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +1 | 154/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +2 | 168/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +3 | 182/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +4 | 196/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +5 | 210/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +6 | 224/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +7 | 238/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +8 | 252/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +9 | 266/0/0/0/0 | 0/0 | E/E/D/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Enchanted Bastard Sword +10 | 280/0/0/0/0 | 0/0 | E/E/C/-/-/- | 60/10/40/40/20 | 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 Bastard Sword +0 | 70/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +1 | 77/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +2 | 84/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +3 | 91/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +4 | 98/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +5 | 105/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +6 | 112/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +7 | 119/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +8 | 126/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +9 | 133/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |
| Mundane Bastard Sword +10 | 140/0/0/0/0 | 0/0 | D/E/-/-/-/- | 60/10/40/40/20 | 20/20/20/20 |

Key

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| Damage: | <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">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p> |
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| Aux Effect: | <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"> • A is Poison Effect • B is Bleed Effect |
| Counter Strength: | <p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p> |
| Poise Damage: | <p>The ability of the weapon to break the poise of an enemy.</p> |
| Stats Needed: | <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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <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. ($14 \times 2 = 28$)</p> |
| Stat Bonuses: | <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"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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). |

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| Damage Reduction: | <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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage |
| Aux Effect Reduction: | <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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect |
| Stability: | <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> |
| Durability: | <p>The durability of the weapon.</p> |
| Weight: | <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> |
| Enchantable? Items/Spells: | <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> |

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