

# Bewitched Alonne Sword

## In-Game Description

*Katana forged from the soul of Sir Alonne.  
The captivating, undulating design serves to  
enhance this weapon's mystical allure.*

*Alonne came from the east, and soon became  
the Iron King's most trusted knight.  
When he departed, the Old Iron King bequeathed  
Sir Alonne's name to his iron warriors.*

## Availability

Trade Soul of Sir Alonne and 18,000 souls with Weaponsmith Ornifex.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	150/0/0 /0/0  (Slash/Thrust)	0/53	150	20	22/30/0 /0  -/B/-/-/-	45/10/3 0/30/20	15/15/1 5/15	30	30	9.0

## Move Set

+ show Move Set - hide Move Set

- One-handed: has wide-sweeping light attacks and standard katana running attack, heavy (thrusting then sweeping) attack, and rolling attack.
- Two-handed: has wide-sweeping light attacks, the Berserker Blade's overhead then sweeping heavy attack, the Claymore's overhead roll attack, and the standard katana running attack.
- The parry is replaced by a self-buff by way of covering the sword in the wielder's flaming blood for 30 seconds.
- The player thrusts the sword into their midsection, causing Bleed build-up and damaging themselves for 500 HP in addition to losing 2-3 weapon durability.
- The buff lasts approximately 30 seconds after the character pulls the sword out, does not get increased duration from the Lingering Dragoncrest Ring.

**Moveset Demonstration:** <https://www.youtube.com/watch?v=F4rRf8CCfC0>

## Notes

- Buffing with a resin/spell and then using the sword's strong attack buff will remove the previously applied resin/spell and vice-versa.
- You do not have to wait for the buff to run out for it to be reapplied.
- Buff does slightly more damage to the player if used while the previous buff is still active.
- The strong attack buff, despite its appearance, does not seem to inflict fire damage.<sup>1</sup>

## 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 Cost
Bewitched Alonne Sword +0	150/0/0/0/0	0/53	-/B/-/-/-	-	-
Bewitched Alonne Sword +1	156/0/0/0/0	0/58	-/A/-/-/-	1x Petrified Dragon Bone	1,170

Bewitched Alonne Sword +2	162/0/0/0/0	0/63	-/S/-/-/-	2x Petrified Dragon Bone	1,470
Bewitched Alonne Sword +3	168/0/0/0/0	0/69	-/S/-/-/-	3x Petrified Dragon Bone	1,760
Bewitched Alonne Sword +4	174/0/0/0/0	0/74	-/S/-/-/-	4x Petrified Dragon Bone	2,340
Bewitched Alonne Sword +5	180/0/0/0/0	0/80	-/S/-/-/-	5x Petrified Dragon Bone	2,640

## 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 Bewitched Alonne Sword +0	135/90/0/0/0	0/47	-/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9/2.9
Magic Bewitched Alonne Sword +1	140/93/0/0/0	0/52	-/B/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9/2.9
Magic Bewitched Alonne Sword +2	145/97/0/0/0	0/57	-/A/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9/2.9
Magic Bewitched Alonne Sword +3	151/100/0/0/0	0/62	-/A/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9/2.9
Magic Bewitched Alonne Sword +4	156/104/0/0/0	0/67	-/S/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9/2.9
Magic Bewitched Alonne Sword +5	162/108/0/0/0	0/72	-/S/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9/2.9

### 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 Bewitched Alonne Sword +0	135/0/90/0/0	0/47	-/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Bewitched Alonne Sword +1	140/0/93/0/0	0/52	-/B/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Bewitched Alonne Sword +2	145/0/97/0/0	0/57	-/A/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Bewitched Alonne Sword +3	151/0/100/0/0	0/62	-/A/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Bewitched Alonne Sword +4	156/0/104/0/0	0/67	-/S/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Bewitched Alonne Sword +5	162/0/108/0/0	0/72	-/S/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9

## 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 Bewitched Alonne Sword +0	135/0/0/90/0	0/47	-/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Bewitched Alonne Sword +1	140/0/0/93/0	0/52	-/B/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Bewitched Alonne Sword +2	145/0/0/97/0	0/57	-/A/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Bewitched Alonne Sword +3	151/0/0/100/0	0/62	-/A/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9

Lightning Bewitched Alonne Sword +4	156/0/0/104/0	0/67	-/S/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Bewitched Alonne Sword +5	162/0/0/108/0	0/72	-/S/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9

## 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 Bewitched Alonne Sword +0	135/0/0/0/90	0/47	-/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Bewitched Alonne Sword +1	140/0/0/0/93	0/52	-/B/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Bewitched Alonne Sword +2	145/0/0/0/97	0/57	-/A/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Bewitched Alonne Sword +3	151/0/0/0/100	0/62	-/A/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Bewitched Alonne Sword +4	156/0/0/0/104	0/67	-/S/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Bewitched Alonne Sword +5	162/0/0/0/108	0/72	-/S/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9

## 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 Bewitched Alonne Sword +0	135/0/0/0/0	96/47	-/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Bewitched Alonne Sword +1	140/0/0/0/0	100/52	-/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Bewitched Alonne Sword +2	145/0/0/0/0	105/57	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Bewitched Alonne Sword +3	151/0/0/0/0	110/62	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Bewitched Alonne Sword +4	156/0/0/0/0	115/67	-/S/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Bewitched Alonne Sword +5	162/0/0/0/0	120/72	-/S/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9

## 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 Bewitched Alonne Sword +0	126/0/0/0/0	0/82	-/C/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25.0/13.7/13.7/3.7
Bleed Bewitched Alonne Sword +1	131/0/0/0/0	0/91	-/B/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25.0/13.7/13.7/3.7
Bleed Bewitched Alonne Sword +2	136/0/0/0/0	0/99	-/A/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25.0/13.7/13.7/3.7
Bleed Bewitched Alonne Sword +3	141/0/0/0/0	0/107	-/A/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25.0/13.7/13.7/3.7
Bleed Bewitched Alonne Sword +4	146/0/0/0/0	0/116	-/S/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25.0/13.7/13.7/3.7
Bleed Bewitched Alonne Sword +5	151/0/0/0/0	0/124	-/S/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25.0/13.7/13.7/3.7

## 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 Bewitched Alonne Sword +0	172/0/0/0/0	0/60	-/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Bewitched Alonne Sword +1	179/0/0/0/0	0/67	-/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Bewitched Alonne Sword +2	186/0/0/0/0	0/73	-/D/-/-/-	45/10/30/30/20	15/15/15/15
Raw Bewitched Alonne Sword +3	193/0/0/0/0	0/79	-/D/-/-/-	45/10/30/30/20	15/15/15/15
Raw Bewitched Alonne Sword +4	200/0/0/0/0	0/85	-/D/-/-/-	45/10/30/30/20	15/15/15/15
Raw Bewitched Alonne Sword +5	207/0/0/0/0	0/92	-/D/-/-/-	45/10/30/30/20	15/15/15/15

## Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus.

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Bewitched Alonne Sword +0	150/0/0/0/0	0/53	-/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Bewitched Alonne Sword +1	156/0/0/0/0	0/58	-/D/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Bewitched Alonne Sword +2	162/0/0/0/0	0/63	-/D/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Bewitched Alonne Sword +3	168/0/0/0/0	0/69	-/C/D/-/-	45/10/30/30/20	15/15/15/15

Enchanted Bewitched Alonne Sword +4	174/0/0/0/0	0/74	-/C/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Bewitched Alonne Sword +5	180/0/0/0/0	0/80	-/C/C/-/-/-	45/10/30/30/20	15/15/15/15

## 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 Bewitched Alonne Sword +0	75/0/0/0/0	0/26	-/D/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Bewitched Alonne Sword +1	78/0/0/0/0	0/29	-/C/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Bewitched Alonne Sword +2	81/0/0/0/0	0/31	-/C/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Bewitched Alonne Sword +3	84/0/0/0/0	0/34	-/B/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Bewitched Alonne Sword +4	87/0/0/0/0	0/37	-/B/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Bewitched Alonne Sword +5	90/0/0/0/0	0/40	-/A/-/-/-/-	45/10/30/30/20	15/15/15/15

---

## 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. 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. (14 x 2 = 28)</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>
<p><b>Aux Effect Reduction:</b></p>	<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>
<p><b>Stability:</b></p>	<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>
<p><b>Durability:</b></p>	<p>The durability of the weapon.</p>
<p><b>Weight:</b></p>	<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:**

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.

Footnotes 1. Tested on wet/dry enemies in Doors of Pharros.

---

Revision #1

Created 17 December 2024 08:15:46 by jade

Updated 17 December 2024 08:15:46 by jade