

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	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
	150/0/0 /0/0 (Slash/T hrust)	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.¹

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
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
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
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
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
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

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
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
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
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
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
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

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
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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
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
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
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
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
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

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
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
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
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
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
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

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

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>
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.</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"> • 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).
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:	The durability of the weapon.
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:	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.
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Footnotes 1. Tested on wet/dry enemies in Doors of Pharros.

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