

# Black Scorpion Stinger

## In-Game Description

*Manscorpion Tark's thrusting sword.*

*The scorpion pincer guard contains poison,  
which is injected into foes pierced by the blade.*

*Tark's past is a thing obscure.  
But then again, do any of us know who we are,  
let alone what we may have been?*

## Availability

## Dark Souls 2:

- Mimic (Doors of Pharros only) drop - guaranteed.

### ***Scholar of the First Sin:***

- Acquired from Manscorpion Tark after killing Duke Tseldora (or The Duke's Dear Freja?).
- Sold by Merchant Hag Melentia for 5000 souls after killing Manscorpion Tark.

# General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
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	200/0/0 /0/0  (Thrust)	67/0	100	10	10/18/0 /0  -/-/-/-/-	45/10/3 0/30/20	35/15/1 5/15	20	30	2.0
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# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	pokes	pokes
Heavy Attack	pokes	thrusts
Rolling Attack	quick poke	poke
Running Attack	poke	thrust

Video Showcase

# Notes

- It is possible to obtain two Black Scorpion Stingers per play-through. To do this, first talk to Manscorpion Tark to obtain the first one and then kill him. After killing him, Merchant Hag Melentia will sell you the second one. *(Scholar of the First Sin only)*

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

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Black Scorpion Stinger +0	200/0/0/0/0	67/0	-/-/-/-/-	-	-
Black Scorpion Stinger +1	220/0/0/0/0	73/0	-/-/-/-/-	1x Twinkling Titanite	1,010

Black Scorpion Stinger +2	240/0/0/0/0	80/0	-/-/-/-	2x Twinkling Titanite	1,260
Black Scorpion Stinger +3	260/0/0/0/0	86/0	-/-/-/-	3x Twinkling Titanite	1,520
Black Scorpion Stinger +4	280/0/0/0/0	93/0	-/-/-/-	4x Twinkling Titanite	2,020
Black Scorpion Stinger +5	300/0/0/0/0	100/0	-/-/-/-	5x Twinkling Titanite	2,270

# 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 Black Scorpion Stinger +0	150/40/0/0/0	50/0	-/-/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Magic Black Scorpion Stinger +1	165/44/0/0/0	55/0	-/-/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Magic Black Scorpion Stinger +2	180/48/0/0/0	60/0	-/-/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Magic Black Scorpion Stinger +3	195/52/0/0/0	65/0	-/-/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Magic Black Scorpion Stinger +4	210/56/0/0/0	70/0	-/-/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Magic Black Scorpion Stinger +5	225/60/0/0/0	75/0	-/-/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/31.6/12.9/12.9

## Fire

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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 Black Scorpion Stinger +0	150/0/40/0/0	50/0	-/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/31.6/12.9/12.9
Fire Black Scorpion Stinger +1	165/0/44/0/0	55/0	-/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/31.6/12.9/12.9
Fire Black Scorpion Stinger +2	180/0/48/0/0	60/0	-/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/31.6/12.9/12.9
Fire Black Scorpion Stinger +3	195/0/52/0/0	65/0	-/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/31.6/12.9/12.9
Fire Black Scorpion Stinger +4	210/0/56/0/0	70/0	-/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/31.6/12.9/12.9
Fire Black Scorpion Stinger +5	225/0/60/0/0	75/0	-/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/31.6/12.9/12.9

## Lightning

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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 Black Scorpion Stinger +0	150/0/0/40/0	50/0	-/-/-/C/-	42.9/7.9/27.9/46.6/17.9	32.9/31.6/12.9/12.9

Lightning Black Scorpion Stinger +1	165/0/0/44/0	55/0	-/-/-/C/-	42.9/7.9/27.9/46.6/17.9	32.9/31.6/12.9/12.9
Lightning Black Scorpion Stinger +2	180/0/0/48/0	60/0	-/-/-/C/-	42.9/7.9/27.9/46.6/17.9	32.9/31.6/12.9/12.9
Lightning Black Scorpion Stinger +3	195/0/0/52/0	65/0	-/-/-/C/-	42.9/7.9/27.9/46.6/17.9	32.9/31.6/12.9/12.9
Lightning Black Scorpion Stinger +4	210/0/0/56/0	70/0	-/-/-/C/-	42.9/7.9/27.9/46.6/17.9	32.9/31.6/12.9/12.9
Lightning Black Scorpion Stinger +5	225/0/0/60/0	75/0	-/-/-/C/-	42.9/7.9/27.9/46.6/17.9	32.9/31.6/12.9/12.9

## 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 Black Scorpion Stinger +0	150/0/0/0/40	50/0	-/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/31.6/12.9/12.9
Dark Black Scorpion Stinger +1	165/0/0/0/44	55/0	-/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/31.6/12.9/12.9
Dark Black Scorpion Stinger +2	180/0/0/0/48	60/0	-/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/31.6/12.9/12.9
Dark Black Scorpion Stinger +3	195/0/0/0/52	65/0	-/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/31.6/12.9/12.9
Dark Black Scorpion Stinger +4	210/0/0/0/56	70/0	-/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/31.6/12.9/12.9

Dark Black Scorpion Stinger +5	225/0/0/0/60	75/0	-/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/31.6/12.9/12.9
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# 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 Black Scorpion Stinger +0	192/0/0/0/0	96/0	-/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1
Poison Black Scorpion Stinger +1	211/0/0/0/0	105/0	-/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1
Poison Black Scorpion Stinger +2	230/0/0/0/0	115/0	-/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1
Poison Black Scorpion Stinger +3	249/0/0/0/0	124/0	-/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1
Poison Black Scorpion Stinger +4	268/0/0/0/0	134/0	-/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1
Poison Black Scorpion Stinger +5	287/0/0/0/0	143/0	-/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1

# 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 Black Scorpion Stinger +0	180/0/0/0/0	60/96	-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Black Scorpion Stinger +1	198/0/0/0/0	66/100	-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Black Scorpion Stinger +2	216/0/0/0/0	72/105	-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Black Scorpion Stinger +3	234/0/0/0/0	78/110	-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Black Scorpion Stinger +4	252/0/0/0/0	84/115	-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Black Scorpion Stinger +5	270/0/0/0/0	90/120	-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9

# 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 Black Scorpion Stinger +0	230/0/0/0/0	77/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Raw Black Scorpion Stinger +1	253/0/0/0/0	84/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Raw Black Scorpion Stinger +2	276/0/0/0/0	92/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Raw Black Scorpion Stinger +3	299/0/0/0/0	99/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15

Raw Black Scorpion Stinger +4	322/0/0/0/0	107/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Raw Black Scorpion Stinger +5	345/0/0/0/0	115/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15

## 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 Black Scorpion Stinger +0	200/0/0/0/0	67/0	-/-/D/-/-/-	45/10/30/30/20	35/15/15/15
Enchanted Black Scorpion Stinger +1	220/0/0/0/0	73/0	-/-/D/-/-/-	45/10/30/30/20	35/15/15/15
Enchanted Black Scorpion Stinger +2	240/0/0/0/0	80/0	-/-/D/-/-/-	45/10/30/30/20	35/15/15/15
Enchanted Black Scorpion Stinger +3	260/0/0/0/0	86/0	-/-/D/-/-/-	45/10/30/30/20	35/15/15/15
Enchanted Black Scorpion Stinger +4	280/0/0/0/0	93/0	-/-/D/-/-/-	45/10/30/30/20	35/15/15/15
Enchanted Black Scorpion Stinger +5	300/0/0/0/0	100/0	-/-/D/-/-/-	45/10/30/30/20	35/15/15/15

## 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 Black Scorpion Stinger +0	100/0/0/0/0	33/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Black Scorpion Stinger +1	110/0/0/0/0	36/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Black Scorpion Stinger +2	120/0/0/0/0	40/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Black Scorpion Stinger +3	130/0/0/0/0	43/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Black Scorpion Stinger +4	140/0/0/0/0	46/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Black Scorpion Stinger +5	150/0/0/0/0	50/0	-/-/-/-/-	45/10/30/30/20	35/15/15/15

## 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. See Weakness for physical reduction, Resistance for elemental reduction.</p>
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<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>

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