

# Curved Dragon Greatsword


## In-Game Description

*A curved greatsword forged from the soul of the Ancient Dragon.*

*In the Age of Ancients, the world was unformed, shrouded by fog. A land of grey crags, archtrees, and everlasting dragons.*

*Effect: special attack (strong attack)*

## Availability

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

- Trade Ancient Dragon Soul and 1,500 souls with Weaponsmith Ornifex.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	160/0/ 0/0/0  (Slash)	0/0	110	45	30/18/ 0/0  B/S/-/- /-/-	60/10/ 40/40/ 30	30/30/ 30/30	40	60	18.0	Yes/Yes

## Move Set

+ show Move Set - hide Move Set

	One-handed	Two-handed
Light Attack	the Greatswords' horizontal slash to the left then right	slash at a steep diagonal downward and to the left then right
Rolling Attack	quick downward smash	delayed circular slash
Running Attack	delayed circular slash	heavy circular slash
Heavy Attack	downward smash accompanied by gusts of wind	slower downward smash accompanied by three gusts of wind

## Notes

- Two-handed strong attack shoots gusts of wind that fan out and cover large distances, dealing significant damage. Costs 10 durability to use.
  - This can be reduced to 5 with the use of a Bracing Knuckle Ring +2.
- If the target is hit with the sword during a heavy attack they will take damage from the sword itself and the wind (which is a lot).
- The description is taken from the prologue of the first Dark Souls game.

## Upgrades

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

Boss upgrade path.  
Requires:

- Petrified Dragon Bone

Name	Damage	Stat Bonuses	Materials Cost	Souls
Curved Dragon Greatsword +0	160/0/0/0/0	B/S/-/-/-	-	-
Curved Dragon Greatsword +1	208/0/0/0/0	B/S/-/-/-	1x Petrified Dragon Bone	1,630
Curved Dragon Greatsword +2	256/0/0/0/0	B/S/-/-/-	2x Petrified Dragon Bone	2,040

Curved Dragon Greatsword +3	304/0/0/0/0	B/S/-/-	3x Petrified Dragon Bone	2,440
Curved Dragon Greatsword +4	352/0/0/0/0	B/S/-/-	4x Petrified Dragon Bone	3,250
Curved Dragon Greatsword +5	400/0/0/0/0	B/S/-/-	5x Petrified Dragon Bone	3,660

# 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 Curved Dragon Greatsword +0	156/67/0/0/0	0/0	C/A/C/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Curved Dragon Greatsword +1	203/87/0/0/0	0/0	C/A/B/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Curved Dragon Greatsword +2	250/107/0/0/0	0/0	C/A/B/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Curved Dragon Greatsword +3	297/197/0/0/0	0/0	C/A/B/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Curved Dragon Greatsword +4	344/147/0/0/0	0/0	C/A/B/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7
Magic Curved Dragon Greatsword +5	392/167/0/0/0	0/0	C/A/B/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7

## 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 Curved Dragon Greatsword +0	156/0/67/0/0	0/0	C/A/-/C/-/-	58.7/8.7/50/38.7/28.7	18.7/18.7/18.7/18.7
Fire Curved Dragon Greatsword +1	203/0/87/0/0	0/0	C/A/-/B/-/-	58.7/8.7/50/38.7/28.7	18.7/18.7/18.7/18.7
Fire Curved Dragon Greatsword +2	250/0/107/0/0	0/0	C/A/-/B/-/-/-	58.7/8.7/50/38.7/28.7	18.7/18.7/18.7/18.7
Fire Curved Dragon Greatsword +3	297/0/127/0/0	0/0	C/A/-/B/-/-/-	58.7/8.7/50/38.7/28.7	18.7/18.7/18.7/18.7
Fire Curved Dragon Greatsword +4	344/0/127/0/0	0/0	C/A/-/B/-/-/-	58.7/8.7/50/38.7/28.7	18.7/18.7/18.7/18.7
Fire Curved Dragon Greatsword +5	392/0/167/0/0	0/0	C/A/-/B/-/-	58.7/8.7/50/38.7/28.7	18.7/18.7/18.7/18.7

## 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 Curved Dragon Greatsword +0	156/0/0/67/0	0/0	C/A/-/-/C/-	58.7/8.7/38.7/50/28.7	18.7/18.7/18.7/18.7

Lightning Curved Dragon Greatsword +1	203/0/0/87/0	0/0	C/A/-/-/B/-	58.7/8.7/38.7/50/28.7	18.7/18.7/18.7/18.7
Lightning Curved Dragon Greatsword +2	250/0/0/107/0	0/0	C/A/-/-/B/-	58.7/8.7/38.7/50/28.7	18.7/18.7/18.7/18.7
Lightning Curved Dragon Greatsword +3	297/0/0/127/0	0/0	C/A/-/-/B/-	58.7/8.7/38.7/50/28.7	18.7/18.7/18.7/18.7
Lightning Curved Dragon Greatsword +4	344/0/0/144/0	0/0	C/A/-/-/B/-	58.7/8.7/38.7/50/28.7	18.7/18.7/18.7/18.7
Lightning Curved Dragon Greatsword +5	392/0/0/167/0	0/0	C/A/-/-/B/-	58.7/8.7/38.7/50/28.7	18.7/18.7/18.7/18.7

## 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 Curved Dragon Greatsword +0	156/0/0/0/67	0/0	C/A/-/-/-/C	58.7/8.7/38.7/38.7/40	18.7/18.7/18.7/18.7/8.7
Dark Curved Dragon Greatsword +1	203/0/0/0/87	0/0	C/A/-/-/-/B	58.7/8.7/38.7/38.7/40	18.7/18.7/18.7/18.7/8.7
Dark Curved Dragon Greatsword +2	250/0/0/0/107	0/0	C/A/-/-/-/B	58.7/8.7/38.7/38.7/40	18.7/18.7/18.7/18.7/8.7
Dark Curved Dragon Greatsword +3	297/0/0/0/127	0/0	C/A/-/-/-/B	58.7/8.7/38.7/38.7/40	18.7/18.7/18.7/18.7/8.7
Dark Curved Dragon Greatsword +4	344/0/0/0/144	0/0	C/A/-/-/-/B	58.7/8.7/38.7/38.7/40	18.7/18.7/18.7/18.7/8.7

Dark Curved Dragon Greatsword +5	392/0/0/0/167	0/0	C/A/-/-/-/B	58.7/8.7/38.7/38.7/40	18.7/18.7/18.7/18.7
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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 Curved Dragon Greatsword +0	156/0/0/0/0	67/0	C/A/-/-/-/-	58.7/8.7/38.7/38.7/28.7	30/18.7/18.7/18.7
Poison Curved Dragon Greatsword +1	203/0/0/0/0	70/0	C/A/-/-/-/-	58.7/8.7/38.7/38.7/28.7	30/18.7/18.7/18.7
Poison Curved Dragon Greatsword +2	250/0/0/0/0	73/0	C/A/-/-/-/-	58.7/8.7/38.7/38.7/28.7	30/18.7/18.7/18.7
Poison Curved Dragon Greatsword +3	297/0/0/0/0	77/0	C/A/-/-/-/-	58.7/8.7/38.7/38.7/28.7	30/18.7/18.7/18.7
Poison Curved Dragon Greatsword +4	344/0/0/0/0	80/0	C/A/-/-/-/-	58.7/8.7/38.7/38.7/28.7	30/18.7/18.7/18.7
Poison Curved Dragon Greatsword +5	392/0/0/0/0	83/0	C/A/-/-/-/-	58.7/8.7/38.7/38.7/28.7	30/18.7/18.7/18.7

## 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 Curved Dragon Greatsword +0	156/0/0/0/0	0/67	C/A/-/-/-	58.7/8.7/38.7/38.7/28.7	18.7/30/18.7/18.7
Bleed Curved Dragon Greatsword +1	203/0/0/0/0	0/70	C/A/-/-/-	58.7/8.7/38.7/38.7/28.7	18.7/30/18.7/18.7
Bleed Curved Dragon Greatsword +2	250/0/0/0/0	0/73	C/A/-/-/-	58.7/8.7/38.7/38.7/28.7	18.7/30/18.7/18.7
Bleed Curved Dragon Greatsword +3	297/0/0/0/0	0/77	C/A/-/-/-	58.7/8.7/38.7/38.7/28.7	18.7/30/18.7/18.7
Bleed Curved Dragon Greatsword +4	344/0/0/0/0	0/80	C/A/-/-/-	58.7/8.7/38.7/38.7/28.7	18.7/30/18.7/18.7
Bleed Curved Dragon Greatsword +5	392/0/0/0/0	0/83	C/A/-/-/-	58.7/8.7/38.7/38.7/28.7	18.7/30/18.7/18.7

# 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 Curved Dragon Greatsword +0	184/0/0/0/0	0/0	E/D/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Dragon Greatsword +1	239/0/0/0/0	0/0	E/D/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Dragon Greatsword +2	294/0/0/0/0	0/0	E/D/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Dragon Greatsword +3	349/0/0/0/0	0/0	E/D/-/-/-	60/10/40/40/30	20/20/20/20

Raw Curved Dragon Greatsword +4	404/0/0/0/0	0/0	E/D/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Dragon Greatsword +5	460/0/0/0/0	0/0	E/D/-/-/-	60/10/40/40/30	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 Curved Dragon Greatsword +0	160/0/0/0/0	0/0	E/D/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Dragon Greatsword +1	208/0/0/0/0	0/0	E/D/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Dragon Greatsword +2	256/0/0/0/0	0/0	D/D/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Dragon Greatsword +3	304/0/0/0/0	0/0	D/D/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Dragon Greatsword +4	352/0/0/0/0	0/0	D/D/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Dragon Greatsword +5	400/0/0/0/0	0/0	D/D/C/-/-	60/10/40/40/30	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 Curved Dragon Greatsword +0	80/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Dragon Greatsword +1	104/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Dragon Greatsword +2	128/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Dragon Greatsword +3	152/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Dragon Greatsword +4	176/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Dragon Greatsword +5	200/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/30	20/20/20/20

## 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>	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>	<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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