

# Curved Nil Greatsword


## In-Game Description

*A great curved sword with an ominous blade.  
One of the forbidden weapons sealed away  
by the Ivory King.*

*Formed by rock, tree, and the remnants  
of a most peculiar soul.*

*It is said that the farther its wielder travels,  
the deadlier the blade becomes.*

## Availability

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

Frozen Eleum Loyce treasure. Inside a metal chest blocked by three Facsimile Giants after the Inner Wall bonfire.

## 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
	207/0/ 0/0/0  (Slash)	0/0	110	45	28/26/ 0/0  A/C/-/- /-/-	60/10/ 40/40/ 30	20/20/ 20/20	40	50	17.0	No/No

# Move Set

+ show Move Set - hide Move Set

- Has the standard one-handed move set of the Murakumo.
- Two Handed:
  - has unique light attacks similar to the Murakumo from Dark Souls (1).
  - has a strong attack that spins twice normally and a third time (in quick succession) if the trigger is pressed mid-way through the animation.
  - has its parry replaced with a circular swing from the left very similar to the motion of the running attack.
  - has the standard running and rolling attacks of the Murakumo.

## Notes

- Scales based on the number of playthroughs the character has completed:
  - Has +5 AR and a red aura in NG+.
  - Subsequent New Games give +11.875 AR (Attack Rating) through NG+9 for a total of +100 AR in NG+9 and beyond.

## Upgrades

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

### Basic

Special upgrade path.

Requires:

- Twinkling Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Curved Nil Greatsword +0	207/0/0/0/0	A/C/-/-/-	-	-
Curved Nil Greatsword +1	223/0/0/0/0	A/C/-/-/-	1x Twinkling Titanite	1,590
Curved Nil Greatsword +2	240/0/0/0/0	A/C/-/-/-	2x Twinkling Titanite	1,990

Curved Nil Greatsword +3	256/0/0/0/0	A/C/-/-/-	3x Twinkling Titanite	2,390
Curved Nil Greatsword +4	273/0/0/0/0	A/C/-/-/-	4x Twinkling Titanite	3,180
Curved Nil Greatsword +5	290/0/0/0/0	S/B/-/-/-	5x Twinkling Titanite	3,580

# 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 Nil Greatsword +0	130/159/0/0/0	0/0	B/D/S/-/-	57.7/28.3/37.7/37.7/27.7	17.7/17.7/17.7/17.7
Magic Curved Nil Greatsword +1	140/172/0/0/0	0/0	B/D/S/-/-	57.7/28.3/37.7/37.7/27.7	17.7/17.7/17.7/17.7
Magic Curved Nil Greatsword +2	151/184/0/0/0	0/0	B/D/S/-/-	57.7/28.3/37.7/37.7/27.7	17.7/17.7/17.7/17.7
Magic Curved Nil Greatsword +3	161/197/0/0/0	0/0	B/C/S/-/-	57.7/28.3/37.7/37.7/27.7	17.7/17.7/17.7/17.7
Magic Curved Nil Greatsword +4	172/210/0/0/0	0/0	B/C/S/-/-	57.7/28.3/37.7/37.7/27.7	17.7/17.7/17.7/17.7
Magic Curved Nil Greatsword +5	182/223/0/0/0	0/0	B/C/S/-/-	57.7/28.3/37.7/37.7/27.7	17.7/17.7/17.7/17.7

## 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 Nil Greatsword +0	130/0/159/0/0	0/0	B/D/-/S/-/-	57.7/7.7/58.3/37.7/27.7	17.7/17.7/17.7/17.7
Fire Curved Nil Greatsword +1	140/0/172/0/0	0/0	B/D/-/S/-/-	57.7/7.7/58.3/37.7/27.7	17.7/17.7/17.7/17.7
Fire Curved Nil Greatsword +2	151/0/184/0/0	0/0	B/D/-/S/-/-	57.7/7.7/58.3/37.7/27.7	17.7/17.7/17.7/17.7
Fire Curved Nil Greatsword +3	161/0/197/0/0	0/0	B/C/-/S/-/-	57.7/7.7/58.3/37.7/27.7	17.7/17.7/17.7/17.7
Fire Curved Nil Greatsword +4	172/0/210/0/0	0/0	B/C/-/S/-/-	57.7/7.7/58.3/37.7/27.7	17.7/17.7/17.7/17.7
Fire Curved Nil Greatsword +5	182/0/223/0/0	0/0	B/C/-/S/-/-	57.7/7.7/58.3/37.7/27.7	17.7/17.7/17.7/17.7

## 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 Nil Greatsword +0	130/0/0/159/0	0/0	B/D/-/-/S/-	57.7/7.7/37.7/58.3/27.7	17.7/17.7/17.7/17.7
Lightning Curved Nil Greatsword +1	140/0/0/172/0	0/0	B/D/-/-/S/-	57.7/7.7/37.7/58.3/27.7	17.7/17.7/17.7/17.7
Lightning Curved Nil Greatsword +2	151/0/0/184/0	0/0	B/D/-/-/S/-	57.7/7.7/37.7/58.3/27.7	17.7/17.7/17.7/17.7
Lightning Curved Nil Greatsword +3	161/0/0/197/0	0/0	B/C/-/-/S/-	57.7/7.7/37.7/58.3/27.7	17.7/17.7/17.7/17.7
Lightning Curved Nil Greatsword +4	172/0/0/210/0	0/0	B/C/-/-/S/-	57.7/7.7/37.7/58.3/27.7	17.7/17.7/17.7/17.7

Lightning Curved Nil Greatsword +5	182/0/0/223/0	0/0	B/C/-/-/S/-	57.7/7.7/37.7/58.3/27.7	17.7/17.7/17.7/17.7
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## 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 Curved Nil Greatsword +0	130/0/0/0/159	0/0	B/D/-/-/-/S	57.7/7.7/37.7/37.7/48.3	17.7/17.7/17.7/17.7
Dark Curved Nil Greatsword +1	140/0/0/0/172	0/0	B/D/-/-/-/S	57.7/7.7/37.7/37.7/48.3	17.7/17.7/17.7/17.7
Dark Curved Nil Greatsword +2	151/0/0/0/184	0/0	B/D/-/-/-/S	57.7/7.7/37.7/37.7/48.3	17.7/17.7/17.7/17.7
Dark Curved Nil Greatsword +3	161/0/0/0/197	0/0	B/C/-/-/-/S	57.7/7.7/37.7/37.7/48.3	17.7/17.7/17.7/17.7
Dark Curved Nil Greatsword +4	172/0/0/0/210	0/0	B/C/-/-/-/S	57.7/7.7/37.7/37.7/48.3	17.7/17.7/17.7/17.7
Dark Curved Nil Greatsword +5	182/0/0/0/223	0/0	B/C/-/-/-/S	57.7/7.7/37.7/37.7/48.3	17.7/17.7/17.7/17.7

## 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 Nil Greatsword +0	130/0/0/0/0	123/0	B/D/-/-/-/-	57.7/7.7/37.7/37.7/27.7	38.3/17.7/17.7/17.7

Poison Curved Nil Greatsword +1	140/0/0/0/0	129/0	B/D/-/-/-	57.7/7.7/37.7/37.7/27.7	38.3/17.7/17.7/17.7
Poison Curved Nil Greatsword +2	151/0/0/0/0	135/0	B/D/-/-/-	57.7/7.7/37.7/37.7/27.7	38.3/17.7/17.7/17.7
Poison Curved Nil Greatsword +3	161/0/0/0/0	141/0	B/C/-/-/-	57.7/7.7/37.7/37.7/27.7	38.3/17.7/17.7/17.7
Poison Curved Nil Greatsword +4	172/0/0/0/0	147/0	B/C/-/-/-	57.7/7.7/37.7/37.7/27.7	38.3/17.7/17.7/17.7
Poison Curved Nil Greatsword +5	182/0/0/0/0	154/0	B/C/-/-/-	57.7/7.7/37.7/37.7/27.7	38.3/17.7/17.7/17.7

## 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
Lacerating Curved Nil Greatsword +0	130/0/0/0/0	0/123	B/D/-/-/-	57.7/7.7/37.7/37.7/27.7	17.7/38.3/17.7/17.7
Lacerating Curved Nil Greatsword +1	140/0/0/0/0	0/129	B/D/-/-/-	57.7/7.7/37.7/37.7/27.7	17.7/38.3/17.7/17.7
Lacerating Curved Nil Greatsword +2	151/0/0/0/0	0/135	B/D/-/-/-	57.7/7.7/37.7/37.7/27.7	17.7/38.3/17.7/17.7
Lacerating Curved Nil Greatsword +3	161/0/0/0/0	0/141	B/C/-/-/-	57.7/7.7/37.7/37.7/27.7	17.7/38.3/17.7/17.7
Lacerating Curved Nil Greatsword +4	172/0/0/0/0	0/147	B/C/-/-/-	57.7/7.7/37.7/37.7/27.7	17.7/38.3/17.7/17.7
Lacerating Curved Nil Greatsword +5	182/0/0/0/0	0/154	B/C/-/-/-	57.7/7.7/37.7/37.7/27.7	17.7/38.3/17.7/17.7

## 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 Nil Greatsword +0	238/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Nil Greatsword +1	257/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Nil Greatsword +2	276/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Nil Greatsword +3	295/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Nil Greatsword +4	314/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20
Raw Curved Nil Greatsword +5	333/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/30	20/20/20/20

## Enchanted

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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 Nil Greatsword +0	207/0/0/0/0	0/0	D/E/A/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Nil Greatsword +1	223/0/0/0/0	0/0	D/E/A/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Nil Greatsword +2	240/0/0/0/0	0/0	D/E/A/-/-	60/10/40/40/30	20/20/20/20

Enchanted Curved Nil Greatsword +3	256/0/0/0/0	0/0	D/E/A/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Nil Greatsword +4	273/0/0/0/0	0/0	D/E/A/-/-/-	60/10/40/40/30	20/20/20/20
Enchanted Curved Nil Greatsword +5	290/0/0/0/0	0/0	C/E/A/-/-/-	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 Nil Greatsword +0	103/0/0/0/0	0/0	C/D/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Nil Greatsword +1	111/0/0/0/0	0/0	C/D/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Nil Greatsword +2	120/0/0/0/0	0/0	C/D/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Nil Greatsword +3	128/0/0/0/0	0/0	C/D/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Nil Greatsword +4	136/0/0/0/0	0/0	C/D/-/-/-/-	60/10/40/40/30	20/20/20/20
Mundane Curved Nil Greatsword +5	145/0/0/0/0	0/0	C/D/-/-/-/-	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>
<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.</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>
<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>	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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