

# Curved Swords

Icon	Name	Damage	Poise Damage	Counter Strength	Durability	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Eleum Loyce	137/0/0/0/0  Bleed 40  (Slash/Thrust)	20	110	55	3.5	18*/27/0/11  E/S/-/-/-	Traded by Weaponsmith Ornifex for Soul of Alsanna, Silent Oracle.	Petrified Dragon Bone	Strong Attack can heal the wielder or friendly phantom/host.  DLC item.
	Falchion	120/0/0/0/0  Bleed 53  (Slash)	20	110	45	2.5	9*/13/0/0  E/B/-/-/-	Belfry Luna treasure (enchanted).  Armored Skeleton drop.  Skeleton drop.  Sold by Blacksmith Lenigrast.	Titanite	-
	Manikin Sabre	122/0/0/0/0  Bleed 64  (Slash)	15	110	45	2.5	6*/19/0/0  D/B/-/-/-	Manikin (Curved Sword) drop	Titanite	-
	Melu Scimitar	125/0/0/0/0  (Slash)	15	100	50	4	12*/9/0/0  D/C/-/-/-	Laddersmith Gilligan drop/gift.	Titanite	-
	Monastery Scimitar	95/0/0/0/0  (Slash)	15	110	40	1.5	9*/22/0/0  D/B/-/-/-	Painting Guardian Phantom drop.	Titanite	-
	Red Rust Scimitar	180/0/0/0/0  (Slash)	25	100	60	6.0	18*/15/0/0  C/E/-/-/-	Sold by Head of Vengarl.	Twinkling Titanite	-
	Scimitar	110/0/0/0/0  (Slash)	20	120	40	1.5	7*/16/0/0  E/B/-/-/-	The Lost Bastille treasure.  Varangian Sailor (Dual Swords) drop.	Titanite	-

	Shotel	100/0/0/0/0 (Slash)	15	110	45	2.5	10*/16/0/0 E/C/-/-/-	Black Gulch treasure.  Invader Rhoy the Explorer drop.	Titanite	Strong Attack pierces shields.
	Spider Fang	84/0/0/0/0 (Slash)	10	110	40	2	10*/25/0/0 E/A/-/-/-	Traded by Weaponsmith Ornifex for Soul of the Duke's Dear Freja.	Petrified Dragon Bone	Strong Attack launches a ball that slows enemies.
	Warped Sword	100/0/0/0/0 (Slash)	25	130	50	3.5	15*/25/0/0 E/A/-/-/-	Traded by Straid of Olaphis for Flexile Sentry Soul.	Petrified Dragon Bone	-

\* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

# 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>
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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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