

Curved Twinblade

In-Game Description

*A twinblade imported from a foreign land.
The razor-sharp blades cause bleeding,
but as a result, are easily worn and dulled.*

*When wielded by a master, this dual-tipped
blade is an unparalleled weapon that hardly
allows a foe the opportunity to retaliate.*

Availability

- Reach +1 rank in the Brotherhood of Blood covenant.
- One sold by Chancellor Wellager for 10,000 souls in NG++ and higher (Note: Using Bonfire Ascetics won't work).

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	113/0/0 /0/0 (Slash/Thrust)	0/27	110	25	16/20/0 /0 E/B/-/- /-	60/10/4 0/40/30	20/30/2 0/30	30	125	10

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	alternating upward slashes	three spin slashes, then two more
Heavy Attack	overhead swing then horizontal	very delayed horizontal swing, then spin into overhead
Rolling Attack	three quick spin slashes	quick spinning slash
Running Attack	delayed horizontal slash	quick spinning diagonal slash

Notes

- Due to the nature of twinblades multiple hit attacks, the weapon breaks very easily. Usage of Bracing Knuckle Ring is recommended.
- Due to the fast attack speed provided by twinblade weapons, they are very good at inflicting status effects such as poison and bleed.
- Using the Two-Handed strong attack after a two-handed weak attack will cut off the spin animation, making the attack near-immediate.

Upgrades

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

Basic

Special upgrade path.

Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Curved Twinblade +0	113/0/0/0/0	0/27	E/B/-/-/-	-	-
Curved Twinblade +1	124/0/0/0/0	0/29	E/B/-/-/-	1	1,370
Curved Twinblade +2	135/0/0/0/0	0/32	E/B/-/-/-	2	1,710

Curved Twinblade +3	147/0/0/0/0	0/34	E/B/-/-/-	3	2,050
Curved Twinblade +4	158/0/0/0/0	0/37	E/B/-/-/-	4	2,730
Curved Twinblade +5	170/0/0/0/0	0/40	E/B/-/-/-	5	3,070

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 Twinblade +0	84/56/0/0/0	0/20	E/C/C/-/-	57.9/26.6/17.9/17.9/7.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +1	93/62/0/0/0	0/22	E/C/C/-/-	57.9/26.6/17.9/17.9/7.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +2	101/67/0/0/0	0/24	E/C/C/-/-	57.9/26.6/17.9/17.9/7.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +3	110/73/0/0/0	0/26	E/C/C/-/-	57.9/26.6/17.9/17.9/7.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +4	118/79/0/0/0	0/28	E/C/C/-/-	57.9/26.6/17.9/17.9/7.9	17.9/27.9/17.9/17.9/7.9
Magic Curved Twinblade +5	127/85/0/0/0	0/30	E/C/C/-/-	57.9/26.6/17.9/17.9/7.9	17.9/27.9/17.9/17.9/7.9

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 Curved Twinblade +0	84/0/56/0/0	0/20	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +1	93/0/62/0/0	0/22	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +2	101/0/67/0/0	0/24	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +3	110/0/73/0/0	0/26	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +4	118/0/79/0/0	0/28	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9
Fire Curved Twinblade +5	127/0/85/0/0	0/30	E/C/-/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/27.9/17.9/17.9

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 Curved Twinblade +0	84/0/0/56/0	0/20	E/C/-/-/C/-/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +1	93/0/0/62/0	0/22	E/C/-/-/C/-/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +2	101/0/0/67/0	0/24	E/C/-/-/C/-/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +3	110/0/0/73/0	0/26	E/C/-/-/C/-/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +4	118/0/0/79/0	0/28	E/C/-/-/C/-/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9
Lightning Curved Twinblade +5	127/0/0/85/0	0/30	E/C/-/-/C/-/-	57.9/7.9/37.9/56.6/27.9	17.9/27.9/17.9/17.9

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 Curved Twinblade +0	84/0/0/0/56	0/20	E/C/-/-/-C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +1	93/0/0/0/62	0/22	E/C/-/-/-C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +2	101/0/0/0/67	0/24	E/C/-/-/-C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +3	110/0/0/0/73	0/26	E/C/-/-/-C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +4	118/0/0/0/79	0/28	E/C/-/-/-C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9
Dark Curved Twinblade +5	127/0/0/0/85	0/30	E/C/-/-/-C	57.9/7.9/37.9/37.9/46.6	17.9/27.9/17.9/17.9

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
Poison Curved Twinblade +0	101/0/0/0/0	96/24	E/C/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
Poison Curved Twinblade +1	111/0/0/0/0	100/26	E/C/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
Poison Curved Twinblade +2	122/0/0/0/0	105/28	E/C/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
Poison Curved Twinblade +3	132/0/0/0/0	110/31	E/C/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9

Poison Curved Twinblade +4	142/0/0/0/0	115/33	E/C/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9
Poison Curved Twinblade +5	153/0/0/0/0	120/36	E/C/-/-/-	57.9/7.9/37.9/37.9/27.9	36.6/27.9/17.9/17.9

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 Curved Twinblade +0	108/0/0/0/0	0/38	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +1	119/0/0/0/0	0/42	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +2	130/0/0/0/0	0/46	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +3	141/0/0/0/0	0/50	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +4	152/0/0/0/0	0/53	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1
Bleed Curved Twinblade +5	163/0/0/0/0	0/57	E/C/-/-/-	59.1/9.1/39.1/39.1/29.1	19.1/36.6/19.1/19.1

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 Twinblade +0	129/0/0/0/0	0/31	E/E/-/-/-	60/10/40/40/30	20/30/20/20

Raw Curved Twinblade +1	143/0/0/0/0	0/34	E/E/-/-/-	60/10/40/40/30	20/30/20/20
Raw Curved Twinblade +2	156/0/0/0/0	0/37	E/E/-/-/-	60/10/40/40/30	20/30/20/20
Raw Curved Twinblade +3	169/0/0/0/0	0/40	E/E/-/-/-	60/10/40/40/30	20/30/20/20
Raw Curved Twinblade +4	182/0/0/0/0	0/43	E/E/-/-/-	60/10/40/40/30	20/30/20/20
Raw Curved Twinblade +5	195/0/0/0/0	0/46	E/E/-/-/-	60/10/40/40/30	20/30/20/20

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 Twinblade +0	113/0/0/0/0	0/27	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +1	124/0/0/0/0	0/29	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +2	135/0/0/0/0	0/32	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +3	147/0/0/0/0	0/34	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +4	158/0/0/0/0	0/37	E/E/D/-/-	60/10/40/40/30	20/30/20/20
Enchanted Curved Twinblade +5	170/0/0/0/0	0/40	E/D/D/-/-	60/10/40/40/30	20/30/20/20

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 Twinblade +0	56/0/0/0/0	0/13	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +1	62/0/0/0/0	0/14	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +2	67/0/0/0/0	0/16	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +3	73/0/0/0/0	0/17	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +4	79/0/0/0/0	0/18	E/D/-/-/-	60/10/40/40/30	20/30/20/20
Mundane Curved Twinblade +5	85/0/0/0/0	0/20	E/D/-/-/-	60/10/40/40/30	20/30/20/20

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>
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<p>Aux Effect:</p>	<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
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p>Stats Needed:</p>	<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 x 2 = 28)</p>
<p>Stat Bonuses:</p>	<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"> • 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).

<p>Damage Reduction:</p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. 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
<p>Aux Effect Reduction:</p>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. 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
<p>Stability:</p>	<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>
<p>Durability:</p>	<p>The durability of the weapon.</p>
<p>Weight:</p>	<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>
<p>Enchantable? Items/Spells:</p>	<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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