

# Dragonrider Twinblade

## In-Game Description

*Twinblade of the Dragonriders,  
King Vendrick's royal guard.  
Twinblades are wielded with an unusual  
technique. This one strikes hard, but is very  
heavy.*

*Demands great skill of its wielder, and thus  
served to test the worthiness of those  
who aspired to join the Dragonriders.*

## Availability

Trade Dragonrider Soul and 1,500 souls with Straid of Olaphis.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	74/80/0 /0/0  (Slash/T hrust)	0/0	120	25	20/22/0 /0  D/C/C/ -/-	60/10/4 0/40/30	20/20/2 0/20	30	120	18

## Move Set

+ show Move Set - hide Move Set

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

Boss upgrade path.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Dragonrider Twinblade +0	74/80/0/0/0	0/0	D/C/C/-/-	-	-
Dragonrider Twinblade +1	96/86/0/0/0	0/0	D/C/C/-/-	1x Petrified Dragon Bone	1,400
Dragonrider Twinblade +2	118/92/0/0/0	0/0	D/C/C/-/-	2x Petrified Dragon Bone	1,750
Dragonrider Twinblade +3	140/98/0/0/0	0/0	D/C/C/-/-	3x Petrified Dragon Bone	2,090

Dragonrider Twinblade +4	162/104/0/0/0	0/0	D/C/C/-/-	4x Petrified Dragon Bone	2,790
Dragonrider Twinblade +5	185/110/0/0/0	0/0	D/C/C/-/-	5x Petrified Dragon Bone	3,140

# Infusions

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## Magic

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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 Dragonrider Twinblade +0	56/114/0/0/0	0/0	E/D/C/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7/8.7
Magic Dragonrider Twinblade +1	74/122/0/0/0	0/0	E/D/C/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7/8.7
Magic Dragonrider Twinblade +2	91/131/0/0/0	0/0	E/D/C/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7/8.7
Magic Dragonrider Twinblade +3	108/140/0/0/0	0/0	E/D/C/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7/8.7
Magic Dragonrider Twinblade +4	125/148/0/0/0	0/0	E/D/C/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7/8.7
Magic Dragonrider Twinblade +5	142/157/0/0/0	0/0	E/D/B/-/-	58.7/20/38.7/38.7/28.7	18.7/18.7/18.7/18.7/8.7

## 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 Dragonrider Twinblade +0	61/66/44/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +1	79/70/47/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +2	97/75/50/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +3	115/80/53/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +4	134/85/57/0/0	0/0	E/D/C/C/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9
Fire Dragonrider Twinblade +5	152/90/60/0/0	0/0	E/D/B/B/-/-	57.9/7.9/56.6/37.9/27.9	17.9/17.9/17.9/17.9

## 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 Dragonrider Twinblade +0	61/66/0/44/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Dragonrider Twinblade +1	79/70/0/47/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Dragonrider Twinblade +2	97/75/0/50/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Dragonrider Twinblade +3	115/80/0/53/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9

Lightning Dragonrider Twinblade +4	134/85/0/57/0	0/0	E/D/C/-/C/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9
Lightning Dragonrider Twinblade +5	152/90/0/60/0	0/0	E/D/B/-/B/-	57.9/7.9/37.9/56.6/27.9	17.9/17.9/17.9/17.9

## 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 Dragonrider Twinblade +0	61/66/0/0/44	0/0	E/D/C/-/I/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9/7.9
Dark Dragonrider Twinblade +1	79/70/0/0/47	0/0	E/D/C/-/I/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9/7.9
Dark Dragonrider Twinblade +2	97/75/0/0/50	0/0	E/D/C/-/I/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9/7.9
Dark Dragonrider Twinblade +3	115/80/0/0/53	0/0	E/D/C/-/I/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9/7.9
Dark Dragonrider Twinblade +4	134/85/0/0/57	0/0	E/D/C/-/I/C	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9/7.9
Dark Dragonrider Twinblade +5	152/90/0/0/60	0/0	E/D/B/-/I/B	57.9/7.9/37.9/37.9/46.6	17.9/17.9/17.9/17.9/7.9

## 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
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Poison Dragonrider Twinblade +0	66/72/0/0/0	96/0	E/D/C/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +1	86/77/0/0/0	100/0	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +2	106/82/0/0/0	105/0	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +3	126/88/0/0/0	110/0	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +4	146/93/0/0/0	115/0	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9
Poison Dragonrider Twinblade +5	166/99/0/0/0	120/0	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	36.6/17.9/17.9/17.9

## 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 Dragonrider Twinblade +0	66/72/0/0/0	0/96	E/D/C/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +1	86/77/0/0/0	0/100	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +2	106/82/0/0/0	0/105	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +3	126/88/0/0/0	0/110	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9

Bleed Dragonrider Twinblade +4	146/93/0/0/0	0/115	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9
Bleed Dragonrider Twinblade +5	166/99/0/0/0	0/120	E/D/B/-/-	57.9/7.9/37.9/37.9/27.9	17.9/36.6/17.9/17.9

## 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 Dragonrider Twinblade +0	85/92/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +1	110/98/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +2	136/105/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +3	161/112/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +4	187/119/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Raw Dragonrider Twinblade +5	212/126/0/0/0	0/0	E/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
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Enchanted Dragonrider Twinblade +0	74/80/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +1	96/86/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +2	118/92/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +3	140/98/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +4	162/104/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20
Enchanted Dragonrider Twinblade +5	185/110/0/0/0	0/0	E/E/C/-/-	60/10/40/40/30	20/20/20/20

## Mundane

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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 Dragonrider Twinblade +0	37/40/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +1	40/43/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +2	59/46/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +3	70/49/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20

Mundane Dragonrider Twinblade +4	81/52/0/0/0	0/0	E/E/E/-/-	60/10/40/40/30	20/20/20/20
Mundane Dragonrider Twinblade +5	92/55/0/0/0	0/0	E/E/D/-/-	60/10/40/40/30	20/20/20/20

# 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>
<p><b>Aux Effect:</b></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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<p><b>Counter Strength:</b></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><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p><b>Stats Needed:</b></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"> <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. (14 x 2 = 28)</p>
<p><b>Stat Bonuses:</b></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"> <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>
<p><b>Damage Reduction:</b></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"> <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. 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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