

# Drangleic Sword


## In-Game Description

*Greatsword of Drummond, Royal Army Captain.  
An old and unadorned sword, perhaps,  
but the pride and joy of the venerable captain.*

*An heirloom passed from grandfather to father,  
and then from father to son. Drummond,  
and those before him, used this sword to  
repel those who would threaten their great land.*

## Availability

Forest of Fallen Giants treasure. On a ledge shortly after defeating the Pursuer boss.

## 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
	180/0/0 /0/0  (Slash/T hrust)	0/0	120	35	25/20/0 /0  C/A/-/-/- /-	60/10/4 0/40/20	20/20/2 0/20	40	70	9.0

## Move Set

1H Light Attack - Lateral horizontal sweeps. Can hit multiple enemies.

1H Strong Attack - Forward thrust, followed by a 360 turn and horizontal slash, followed by another forward thrust.

2H Light Attack - Oblique downward slashes.

2H Strong Attack - A slower, more powerful horizontal slash with a flourish at the end.

# 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
Drangleic Sword +0	180/0/0/0/0	0/0	C/A/-/-/-	-	-
Drangleic Sword +1	198/0/0/0/0	0/0	C/A/-/-/-	1x Twinkling Titanite	1,180
Drangleic Sword +2	216/0/0/0/0	0/0	C/A/-/-/-	2x Twinkling Titanite	1,470
Drangleic Sword +3	234/0/0/0/0	0/0	C/A/-/-/-	3x Twinkling Titanite	1,760
Drangleic Sword +4	252/0/0/0/0	0/0	C/A/-/-/-	4x Twinkling Titanite	2,350
Drangleic Sword +5	270/0/0/0/0	0/0	C/A/-/-/-	5x Twinkling Titanite	2,640

# 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 Drangleic Sword +0	126/126/0/0/0	0/0	D/B/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Drangleic Sword +1	138/138/0/0/0	0/0	D/B/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Drangleic Sword +2	151/151/0/0/0	0/0	D/B/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Drangleic Sword +3	163/163/0/0/0	0/0	D/B/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Drangleic Sword +4	176/176/0/0/0	0/0	D/B/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Drangleic Sword +5	189/189/0/0/0	0/0	D/B/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9

## 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 Drangleic Sword +0	126/0/126/0/0	0/0	D/B/-/C/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Drangleic Sword +1	138/0/138/0/0	0/0	D/B/-/C/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Drangleic Sword +2	151/0/151/0/0	0/0	D/B/-/C/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Drangleic Sword +3	163/0/163/0/0	0/0	D/B/-/B/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Drangleic Sword +4	176/0/176/0/0	0/0	D/B/-/B/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Drangleic Sword +5	189/0/189/0/0	0/0	D/B/-/B/-	57.9/7.9/56.6/37.9/17.9	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 Drangleic Sword +0	126/0/0/126/0	0/0	D/B/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Drangleic Sword +1	138/0/0/138/0	0/0	D/B/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Drangleic Sword +2	151/0/0/151/0	0/0	D/B/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Drangleic Sword +3	163/0/0/163/0	0/0	D/B/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Drangleic Sword +4	176/0/0/176/0	0/0	D/B/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Drangleic Sword +5	189/0/0/189/0	0/0	D/B/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

# Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

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 Drangleic Sword +0	126/0/0/0/126	0/0	D/B/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

Dark Drangleic Sword +1	138/0/0/0/138	0/0	D/B/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Drangleic Sword +2	151/0/0/0/151	0/0	D/B/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Drangleic Sword +3	163/0/0/0/163	0/0	D/B/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Drangleic Sword +4	176/0/0/0/176	0/0	D/B/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Drangleic Sword +5	189/0/0/0/189	0/0	D/B/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

## 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 Drangleic Sword +0	126/0/0/0/0	112/0	D/B/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Drangleic Sword +1	138/0/0/0/0	117/0	D/B/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Drangleic Sword +2	151/0/0/0/0	123/0	D/B/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Drangleic Sword +3	163/0/0/0/0	128/0	D/B/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Drangleic Sword +4	176/0/0/0/0	134/0	D/B/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Drangleic Sword +5	189/0/0/0/0	140/0	D/B/-/-/-/-	57.9/7.9/37.9/37.9/17.9	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 Drangleic Sword +0	126/0/0/0/0	0/112	D/B/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Drangleic Sword +1	138/0/0/0/0	0/117	D/B/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Drangleic Sword +2	151/0/0/0/0	0/123	D/B/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Drangleic Sword +3	163/0/0/0/0	0/128	D/B/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Drangleic Sword +4	176/0/0/0/0	0/134	D/B/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Drangleic Sword +5	189/0/0/0/0	0/140	D/B/-/-/-	57.9/7.9/37.9/37.9/17.9	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 Drangleic Sword +0	207/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Drangleic Sword +1	227/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Drangleic Sword +2	248/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Drangleic Sword +3	269/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Drangleic Sword +4	289/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Drangleic Sword +5	310/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	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 Drangleic Sword +0	180/0/0/0/0	0/0	E/D/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Drangleic Sword +1	198/0/0/0/0	0/0	E/D/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Drangleic Sword +2	216/0/0/0/0	0/0	E/D/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Drangleic Sword +3	234/0/0/0/0	0/0	E/D/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Drangleic Sword +4	252/0/0/0/0	0/0	E/D/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Drangleic Sword +5	270/0/0/0/0	0/0	E/D/D/-/-/-	60/10/40/40/20	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 Drangleic Sword +0	90/0/0/0/0	0/0	D/C/-/-/-/-	60/10/40/40/20	20/20/20/20

Mundane Drangleic Sword +1	99/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Drangleic Sword +2	108/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Drangleic Sword +3	117/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Drangleic Sword +4	126/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Drangleic Sword +5	135/0/0/0/0	0/0	D/C/-/-/-	60/10/40/40/20	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>



<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>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>
<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.</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>
<p><b>Damage Reduction:</b></p>	<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. 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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