

Ice Rapier

In-Game Description

*Rapier wielded by sorcerers of Eleum Loyce.
Imbued with a magic that is released
with a strong attack.*

*A great protective wall was erected to
protect Eleum Loyce from the encroaching
chaos, and these sorcerers were among its
defenders.*

Effect: special attack (strong attack)

Availability

Spellsword drop.

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
	169/0/0 /0/0 (Thrust)	0/40	140	10	13/15/0 /0 D/B/-/-/- /-	45/30/3 0/30/20	15/15/1 5/15	30	50	1.5

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	pokes	thrusts
Heavy Attack	launches delayed beam of ice	launches delayed beam of ice
Rolling Attack	quick poke	poke
Running Attack	poke	poke

https://www.youtube.com/watch?v=R-mYLAEYvJo

Notes

- Strong Attacks fires a projectile similar to Soul Spear at the cost of 10 Durability per discharge. Can double hit with the thrust and projectile. Projectile scales with the weapon's magic damage; infusing and/or enchanting it with magic will increase the damage.
- The further this projectile goes, the less damage it appears to deal.
- Has been reported to infinitely stun lock when alternating R1 attacks with certain weapons; the Bone Fist was one such weapon. Need confirmation of other weapons it is capable of achieving infinite stunlocks with.
- You can still be parried when you use the special attack if your opponent is at melee range, but it will still do damage due to the projectile.
- Ironically, despite its name and content as "ice", it can still be infused and buffed with fire sources without any negative impacts.

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
Ice Rapier +0	169/0/0/0/0	0/40	D/B/-/-/-	-	-
Ice Rapier +1	179/0/0/0/0	0/44	D/B/-/-/-	1x Twinkling Titanite	1,010
Ice Rapier +2	189/0/0/0/0	0/48	D/B/-/-/-	2x Twinkling Titanite	1,260
Ice Rapier +3	199/0/0/0/0	0/52	D/B/-/-/-	3x Twinkling Titanite	1,520
Ice Rapier +4	209/0/0/0/0	0/56	D/B/-/-/-	4x Twinkling Titanite	2,020
Ice Rapier +5	220/0/0/0/0	0/60	D/B/-/-/-	5x Twinkling Titanite	2,270

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 Ice Rapier +0	147/111/0/0/0	0/34	E/C/C/-/-	42.7/48.3/27.7/27.7/17.7	12.7/12.7/12.7/12.7
Magic Ice Rapier +1	155/118/0/0/0	0/38	E/C/C/-/-		
Magic Ice Rapier +2	164/125/0/0/0	0/41	E/C/C/-/-		
Magic Ice Rapier +3	173/131/0/0/0	0/45	E/C/C/-/-		
Magic Ice Rapier +4	182/138/0/0/0	0/48	E/C/C/-/-		
Magic Ice Rapier +5	191/145/0/0/0	0/52	E/C/B/-/-		

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 Ice Rapier +0	147/0/111/0/0	0/34	E/C/-/C/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Ice Rapier +1	155/0/118/0/0	0/38	E/C/-/C/-/-		
Fire Ice Rapier +2	164/0/125/0/0	0/41	E/C/-/C/-/-		
Fire Ice Rapier +3	173/0/131/0/0	0/45	E/C/-/C/-/-		
Fire Ice Rapier +4	182/0/138/0/0	0/48	E/C/-/C/-/-		
Fire Ice Rapier +5	191/0/145/0/0	0/52	E/C/-/B/-/-		

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 Ice Rapier +0	147/0/0/111/0	0/34	E/C/-/-/C/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Ice Rapier +1	155/0/0/118/0	0/38	E/C/-/-/C/-		
Lightning Ice Rapier +2	164/0/0/125/0	0/41	E/C/-/-/C/-		

Lightning Ice Rapier +3	173/0/0/131/0	0/45	E/C/-/-/C/-
Lightning Ice Rapier +4	182/0/0/138/0	0/48	E/C/-/-/C/-
Lightning Ice Rapier +5	191/0/0/145/0	0/52	E/C/-/-/B/-

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 Ice Rapier +0	147/0/0/0/111	0/34	E/C/-/-/-/C	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Ice Rapier +1	155/0/0/0/118	0/38	E/C/-/-/-/C		
Dark Ice Rapier +2	164/0/0/0/125	0/41	E/C/-/-/-/C		
Dark Ice Rapier +3	173/0/0/0/131	0/45	E/C/-/-/-/C		
Dark Ice Rapier +4	182/0/0/0/138	0/48	E/C/-/-/-/C		
Dark Ice Rapier +5	191/0/0/0/145	0/52	E/C/-/-/-/B		

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 Ice Rapier +0	147/0/0/0/0	105/34	E/C/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7
Poison Ice Rapier +1	155/0/0/0/0	110/38	E/C/-/-/-		
Poison Ice Rapier +2	164/0/0/0/0	116/41	E/C/-/-/-		
Poison Ice Rapier +3	173/0/0/0/0	121/45	E/C/-/-/-		
Poison Ice Rapier +4	182/0/0/0/0	126/48	E/C/-/-/-		
Poison Ice Rapier +5	191/0/0/0/0	132/52	E/C/-/-/-		

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 Ice Rapier +0	141/0/0/0/0	0/62	E/C/-/-/-	43.7/28.7/28.7/28.7/18.7	13.7/25.0/13.7/13.7
Bleed Ice Rapier +1	150/0/0/0/0	0/68	E/C/-/-/-		
Bleed Ice Rapier +2	159/0/0/0/0	0/74	E/C/-/-/-		
Bleed Ice Rapier +3	167/0/0/0/0	0/81	E/C/-/-/-		
Bleed Ice Rapier +4	176/0/0/0/0	0/87	E/C/-/-/-		
Bleed Ice Rapier +5	184/0/0/0/0	0/93	E/C/-/-/-		

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 Ice Rapier +0	195/0/0/0/0	0/46	E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Ice Rapier +1	206/0/0/0/0	0/50	E/E/-/-/-		
Raw Ice Rapier +2	217/0/0/0/0	0/55	E/E/-/-/-		
Raw Ice Rapier +3	229/0/0/0/0	0/59	E/E/-/-/-		
Raw Ice Rapier +4	241/0/0/0/0	0/64	E/E/-/-/-		
Raw Ice Rapier +5	253/0/0/0/0	0/69	E/E/-/-/-		

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 Ice Rapier +0	169/0/0/0/0	0/40	E/E/D/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Ice Rapier +1	179/0/0/0/0	0/44	E/E/D/-/-		
Enchanted Ice Rapier +2	189/0/0/0/0	0/48	E/E/D/-/-		
Enchanted Ice Rapier +3	199/0/0/0/0	0/52	E/E/D/-/-		
Enchanted Ice Rapier +4	209/0/0/0/0	0/56	E/E/D/-/-		
Enchanted Ice Rapier +5	219/0/0/0/0	0/60	E/E/D/-/-		

Enchanted Ice Rapier +5	220/0/0/0/0	0/60	E/E/C/-/-/-
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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 Ice Rapier +0	84/0/0/0/0	0/20	E/D/-/-/-/-	45.0/30.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0/15.0
Mundane Ice Rapier +1	89/0/0/0/0	0/22	E/D/-/-/-/-		5.0
Mundane Ice Rapier +2	94/0/0/0/0	0/24	E/D/-/-/-/-		
Mundane Ice Rapier +3	99/0/0/0/0	0/26	E/D/-/-/-/-		
Mundane Ice Rapier +4	104/0/0/0/0	0/28	E/D/-/-/-/-		
Mundane Ice Rapier +5	110/0/0/0/0	0/30	E/D/-/-/-/-		

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>
Aux Effect:	<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
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<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. ($14 \times 2 = 28$)</p>

Stat Bonuses:	<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"> • 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).
Damage Reduction:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<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>
Durability:	The durability of the weapon.
Weight:	<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>

Enchantable? Items/Spells:	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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