

Ivory Straight Sword

In-Game Description

*Sword of Fabian, knight of Eleum Loyce.
This blade, crafted with ivory ore native
to the land, harnesses souls to slash foes.*

*Sir Fabian led the knights of Eleum Loyce
straight into the depths of chaos to exterminate
the terrible things that dwelled there,
but not one of the selfless knights returned.*

Availability

Trade Soul of Aava, the King's Pet and 8,000 souls with Weaponsmith Ornifex.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	212/0/0 /0/0 (Strike)	0/0	120	10	6/40/0/ 0 -/-/-/-/-	20/5/20 /20/10	15/15/1 5/15	5	250	0.5

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	diagonal slashes	diagonal slashes
Heavy Attack	delayed horizontal swipes with good range	delayed downward thrust into the ground dealing heavy damage
Rolling Attack	diagonal slash upwards	slower horizontal slash
Running Attack	near-instant diagonal slash	slower downward slash

Notes

- The sword magically extends when it's swung.
- Every attack with the sword damages its durability by ten points. This can be lowered down to five with the Bracing Knuckle Ring +2.
- Cannot be enchanted.
- Cannot be infused.
- Very little poise damage when hilt does not connect, making trading very risky.
- An attack with this weapon will still deal damage when parried.
- The riposte/backstab damage of this weapon is calculated like a dagger, not a straight sword.

Upgrades

Boss upgrade path.

Requires:

- Petrified Dragon Bone.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Ivory Straight Sword +0	212/0/0/0/0	0/0	-/-/-/-/-	-	-
Ivory Straight Sword +1	220/0/0/0/0	0/0	-/-/-/-/-	1x Petrified Dragon Bone	1,450
Ivory Straight Sword +2	229/0/0/0/0	0/0	-/-/-/-/-	2x Petrified Dragon Bone	1,810

Ivory Straight Sword +3	237/0/0/0/0	0/0	-/-/-/-/-	3x Petrified Dragon Bone	2,170
Ivory Straight Sword +4	246/0/0/0/0	0/0	-/-/-/-/-	4x Petrified Dragon Bone	2,890
Ivory Straight Sword +5	255/0/0/0/0	0/0	-/-/-/-/-	5x Petrified Dragon Bone	3,250

Key

<p>Damage:</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"> • 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>
<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

Aux Effect Reduction:	<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
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:	<p>The durability of the weapon.</p>
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:	<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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