

Ivory Straight Sword

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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 | 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 |
|-------|---------------------------------|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
| | 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 |

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|-------------------------|-------------|-----|-----------|--------------------------|-------|
| 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

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| 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> |

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| <p>Stats Needed:</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"> • 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,</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. ($14 \times 2 = 28$)</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.</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). |
| <p>Damage Reduction:</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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage |

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|-----------------------------------|--|
| 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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