

Lost Sinner's Sword

In-Game Description

*An ultra greatsword forged from the soul of the Lost Sinner.
Its blade saps the life of its wielder.
The true nature of this sword is unknown, even to the
Lost Sinner herself.*

*Those who choose this sword will share the burden
of the Lost Sinner's misdeeds.*

Effect: Attacks also damage player.

Availability

Trade Soul of the Lost Sinner and 5000 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
	184/0/0 /0/0 (Slash/T hrust)	0/0	130	50	24/18/0 /0 D/D/-/-/ /-	70/10/5 0/50/35	25/25/2 5/25	45	50	12

Move Set

+ show Move Set - hide Move Set

1 Handed Right	mirror for 1 Handed Left
Light — Light	Vertical slash into horizontal slash
Strong — Strong	Heavy horizontal roundhouse that knocks enemies down into fast vertical slamdown
Roll — Light	Medium speed, good tracking horizontal 360 spin
Backstep or Run — Light	circular sweep
Forward + Light	Guard break.
Forward + Strong	Jumping Slam Attack
2 Handed Right	mirror for 2 Handed Left
Light — Light	Vertical downwards slash into vertical upwards slash from the floor
Strong — Strong	Heavy horizontal knock-down left to right sweep into fast diagonal right to left knock-down slam
Roll — Light	Heavy thrust
Backstep or Run — Light	Diagonal home-run (Launcher)
Forward + Light	Guard break.
Forward + Strong	Jumping Slam Attack.
Left Light	Guard
Left Strong	Parry
Power Stance	
Left Light — Left Light	Diagonal left to right slash with both weapons mirrored into the second attack
Left Strong	Overhead slam down with both weapons

Notes

- With a weight of 12.0, the Lost Sinner's Sword is one of the lightest ultra greatswords, along with the Drakewing Ultra Greatsword and the Zweihander.
- This weapon scales negatively with sin up to 30, in addition to regular scaling. This sin modifier lowers the total AR linearly to be 0 at 30 sin, meaning at 0 sin it has regular scaling, then each point of sin reduces the scaling by the same amount until at 30 sin the scaling is equal to the base damage but negative, resulting in a total AR of 0. However, despite the AR reaching 0 on screen, the sword will still have an effective AR equal to its base damage. Thus, Raw upgrade path is recommended for high levels of sin.

- Confirmed ways to affect the sin scaling:
 - Killing NPCs will increase your sin by 1 and lower the scaling.
 - Killing another player as a Black Phantom using a Cracked Red Eye Orb will increase your sin by 1 and lower the scaling.
 - Being defeated by a Blue Phantom will lower your sin by 1 and increase the scaling.
- Even at maximum strength and dexterity, only 8 sin will put the scaling into the negatives. So, due to the fact that Blue Phantom can only invade you once you reach 10 points of sin, there is no way to increase the scaling again if you are between 0-9 points, except by invading a Way of Blue member and then being killed by a Blue Sentinel who comes to assist them.

Upgrades

Fold
 Unfold
 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
Lost Sinner's Sword +0	184/0/0/0/0	0/0	D/D/-/-/-	-	-
Lost Sinner's Sword +1	239/0/0/0/0	0/0	C/D/-/-/-	1x Petrified Dragon Bone	1,630
Lost Sinner's Sword +2	294/0/0/0/0	0/0	C/D/-/-/-	2x Petrified Dragon Bone	2,040
Lost Sinner's Sword +3	349/0/0/0/0	0/0	C/D/-/-/-	3x Petrified Dragon Bone	2,440
Lost Sinner's Sword +4	404/0/0/0/0	0/0	C/D/-/-/-	4x Petrified Dragon Bone	3,250
Lost Sinner's Sword +5	460/0/0/0/0	0/0	B/D/-/-/-	5x Petrified Dragon Bone	3,660

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 Lost Sinner's Sword +0	128/128/0/0/0	0/0	D/D/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/22.9
Magic Lost Sinner's Sword +1	167/167/0/0/0	0/0	D/D/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/22.9
Magic Lost Sinner's Sword +2	206/206/0/0/0	0/0	D/D/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/22.9
Magic Lost Sinner's Sword +3	244/244/0/0/0	0/0	C/D/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/22.9
Magic Lost Sinner's Sword +4	283/283/0/0/0	0/0	C/D/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/22.9
Magic Lost Sinner's Sword +5	322/322/0/0/0	0/0	C/D/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9/22.9

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 Lost Sinner's Sword +0	128/0/128/0/0	0/0	D/D/-/C/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9/22.9

Fire Lost Sinner's Sword +1	167/0/167/0/0	0/0	D/D/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Lost Sinner's Sword +2	206/0/206/0/0	0/0	D/D/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Lost Sinner's Sword +3	244/0/244/0/0	0/0	C/D/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Lost Sinner's Sword +4	283/0/283/0/0	0/0	C/D/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Lost Sinner's Sword +5	322/0/322/0/0	0/0	C/D/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9

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 Lost Sinner's Sword +0	128/0/0/128/0	0/0	D/D/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Lost Sinner's Sword +1	167/0/0/167/0	0/0	D/D/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Lost Sinner's Sword +2	206/0/0/206/0	0/0	D/D/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Lost Sinner's Sword +3	244/0/0/244/0	0/0	C/D/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Lost Sinner's Sword +4	283/0/0/283/0	0/0	C/D/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Lost Sinner's Sword +5	322/0/0/322/0	0/0	C/D/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9

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 Lost Sinner's Sword +0	128/0/0/0/128	0/0	D/D/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Lost Sinner's Sword +1	167/0/0/0/167	0/0	D/D/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Lost Sinner's Sword +2	206/0/0/0/206	0/0	D/D/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Lost Sinner's Sword +3	244/0/0/0/244	0/0	C/D/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Lost Sinner's Sword +4	283/0/0/0/283	0/0	C/D/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Lost Sinner's Sword +5	322/0/0/0/322	0/0	C/D/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

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 Lost Sinner's Sword +0	128/0/0/0/0	112/0	D/D/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9

Poison Lost Sinner's Sword +1	167/0/0/0/0	117/0	D/D/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Lost Sinner's Sword +2	206/0/0/0/0	123/0	D/D/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Lost Sinner's Sword +3	244/0/0/0/0	128/0	C/D/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Lost Sinner's Sword +4	283/0/0/0/0	134/0	C/D/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Lost Sinner's Sword +5	322/0/0/0/0	140/0	C/D/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9

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 Lost Sinner's Sword +0	128/0/0/0/0	0/112	D/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Lost Sinner's Sword +1	167/0/0/0/0	0/117	D/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Lost Sinner's Sword +2	206/0/0/0/0	0/123	D/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Lost Sinner's Sword +3	244/0/0/0/0	0/128	C/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Lost Sinner's Sword +4	283/0/0/0/0	0/134	C/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9

Bleed Lost Sinner's Sword +5	311/0/0/0/0	0/140	C/D/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
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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 Lost Sinner's Sword +0	211/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Lost Sinner's Sword +1	275/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Lost Sinner's Sword +2	338/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Lost Sinner's Sword +3	402/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Lost Sinner's Sword +4	465/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Lost Sinner's Sword +5	529/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25

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 Lost Sinner's Sword +0	184/0/0/0/0	0/0	E/E/D/-/-	70/10/50/50/35	25/25/25/25

Enchanted Lost Sinner's Sword +1	239/0/0/0/0	0/0	E/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Lost Sinner's Sword +2	294/0/0/0/0	0/0	E/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Lost Sinner's Sword +3	349/0/0/0/0	0/0	E/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Lost Sinner's Sword +4	404/0/0/0/0	0/0	E/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Lost Sinner's Sword +5	460/0/0/0/0	0/0	E/E/C/-/-/-	70/10/50/50/35	25/25/25/25

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 Lost Sinner's Sword +0	92/0/0/0/0	0/0	E/E/-/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Lost Sinner's Sword +1	119/0/0/0/0	0/0	E/E/-/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Lost Sinner's Sword +2	147/0/0/0/0	0/0	D/E/-/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Lost Sinner's Sword +3	174/0/0/0/0	0/0	D/E/-/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Lost Sinner's Sword +4	202/0/0/0/0	0/0	D/E/-/-/-/-	70/10/50/50/35	25/25/25/25

Mundane Lost Sinner's Sword +5	230/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
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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>

<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

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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