

# Melu Scimitar

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## In-Game Description

*Scimitar of Laddersmith Gilligan.*

*Nothing notable about this weapon, except perhaps the luxurious jewels embedded in the hilt. If your aim is to appear dazzling on the battlefield, this might just do just the trick.*

## Availability

### Dark Souls 2 & Scholar of the First Sin:

- Acquired from Laddersmith Gilligan after buying the Long Ladder for 12,000 souls.
- Laddersmith Gilligan drop - guaranteed.

## General Information

| Image | Damage                     | Aux Effects | Counter Strength | Poise Damage | Stats Needed<br>Stat Bonuses | Damage Reduction | Aux Effects Reduction | Stability | Durability | Weight | Enchantable?<br>Items/Spells |
|-------|----------------------------|-------------|------------------|--------------|------------------------------|------------------|-----------------------|-----------|------------|--------|------------------------------|
|       | 125/0/0/0/0<br><br>(Slash) | 0/0         | 100              | 15           | 12/9/0/0<br><br>D/C/-/-/-/-  | 45/10/30/30/20   | 15/15/15/15           | 30        | 75         | 4.0    | Yes/Yes                      |

## Move Set

+ show Move Set - hide Move Set

|                | One-Handed   | Two-Handed   |
|----------------|--|--|
| Light Attack   | steep diagonal downward slash to the left then horizontal slash to the right         | steep diagonal downward slash to the left then right                                 |
| Heavy Attack   | delayed upward slash then spin and horizontal slash in front with excellent tracking | delayed upward slash then spin and horizontal slash in front with excellent tracking |
| Rolling Attack | spin and horizontal slash in front   | spin and diagonal slash in front   |
| Running Attack | quick, spinning two-hit attack   | quick upward slash   |

# Notes

- Swings like a Falchion and hits like a Scimitar, but is very heavy, does less critical & poise damage.
- You can acquire two per play-through if you buy his most expensive ladder first and then kill him after to drop a second one.
  - Note: If you already purchased the Ladder Miniature you will need to discard it first since you cannot have two in your inventory at the same time, which also means you won't be able to pick up the Melu Scimitar.

# Upgrades

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| FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane |
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# Basic

Standard upgrade path.  
Requires:

- Titanite

| Name             | Damage          | Stat Bonuses | Materials Cost    | Souls |
|------------------|-----------------|--------------|-------------------|-------|
| Melu Scimitar +0 | 125/0/0/0/0/0/0 | D/C/-/-/-    | -                 | -     |
| Melu Scimitar +1 | 137/0/0/0/0/0/0 | D/C/-/-/-    | 1x Titanite Shard | 490   |
| Melu Scimitar +2 | 150/0/0/0/0/0/0 | D/C/-/-/-    | 2x Titanite Shard | 610   |

|                   |                 |           |                         |       |
|-------------------|-----------------|-----------|-------------------------|-------|
| Melu Scimitar +3  | 162/0/0/0/0/0/0 | D/C/-/-/- | 3x Titanite Shard       | 740   |
| Melu Scimitar +4  | 175/0/0/0/0/0/0 | D/C/-/-/- | 1x Large Titanite Shard | 980   |
| Melu Scimitar +5  | 187/0/0/0/0/0/0 | D/C/-/-/- | 2x Large Titanite Shard | 1,100 |
| Melu Scimitar +6  | 200/0/0/0/0/0/0 | D/C/-/-/- | 3x Large Titanite Shard | 1,220 |
| Melu Scimitar +7  | 212/0/0/0/0/0/0 | D/C/-/-/- | 1x Titanite Chunk       | 1,470 |
| Melu Scimitar +8  | 225/0/0/0/0/0/0 | D/C/-/-/- | 2x Titanite Chunk       | 1,590 |
| Melu Scimitar +9  | 237/0/0/0/0/0/0 | D/C/-/-/- | 3x Titanite Chunk       | 1,710 |
| Melu Scimitar +10 | 250/0/0/0/0/0/0 | D/C/-/-/- | 1x Titanite Slab        | 1,950 |

# 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 Melu Scimitar +0 | 87/87/0/0/0   | 0/0         | E/D/C/-/-    | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Magic Melu Scimitar +1 | 96/96/0/0/0   | 0/0         | E/D/C/-/-    | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Magic Melu Scimitar +2 | 105/105/0/0/0 | 0/0         | E/D/C/-/-    | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Magic Melu Scimitar +3 | 113/113/0/0/0 | 0/0         | E/D/B/-/-    | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Magic Melu Scimitar +4 | 122/122/0/0/0 | 0/0         | E/D/B/-/-    | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Magic Melu Scimitar +5 | 131/131/0/0/0 | 0/0         | E/D/B/-/-    | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9   |

|                         |               |     |             |                          |                     |
|-------------------------|---------------|-----|-------------|--------------------------|---------------------|
| Magic Melu Scimitar +6  | 140/140/0/0/0 | 0/0 | E/D/B/-/-/- | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9 |
| Magic Melu Scimitar +7  | 148/148/0/0/0 | 0/0 | E/D/B/-/-/- | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9 |
| Magic Melu Scimitar +8  | 157/157/0/0/0 | 0/0 | E/D/B/-/-/- | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9 |
| Magic Melu Scimitar +9  | 166/166/0/0/0 | 0/0 | E/D/B/-/-/- | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9 |
| Magic Melu Scimitar +10 | 175/175/0/0/0 | 0/0 | E/D/B/-/-/- | 42.9/26.6/27.9/27.9/17.9 | 12.9/12.9/12.9/12.9 |

## 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 Melu Scimitar +0 | 87/0/87/0/0   | 0/0         | E/D/-/C/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Fire Melu Scimitar +1 | 96/0/96/0/0   | 0/0         | E/D/-/C/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Fire Melu Scimitar +2 | 105/0/105/0/0 | 0/0         | E/D/-/C/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Fire Melu Scimitar +3 | 113/0/113/0/0 | 0/0         | E/D/-/B/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Fire Melu Scimitar +4 | 122/0/122/0/0 | 0/0         | E/D/-/B/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Fire Melu Scimitar +5 | 131/0/131/0/0 | 0/0         | E/D/-/B/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Fire Melu Scimitar +6 | 140/0/140/0/0 | 0/0         | E/D/-/B/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Fire Melu Scimitar +7 | 148/0/148/0/0 | 0/0         | E/D/-/B/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |
| Fire Melu Scimitar +8 | 157/0/157/0/0 | 0/0         | E/D/-/B/-/-  | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9   |

|                        |               |     |             |                         |                     |
|------------------------|---------------|-----|-------------|-------------------------|---------------------|
| Fire Melu Scimitar +9  | 166/0/166/0/0 | 0/0 | E/D/-/B/-/- | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9 |
| Fire Melu Scimitar +10 | 175/0/175/0/0 | 0/0 | E/D/-/B/-/- | 42.9/7.9/46.6/27.9/17.9 | 12.9/12.9/12.9/12.9 |

# 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 Melu Scimitar +0  | 87/0/0/87/0   | 0/0         | E/D/-/-/C/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +1  | 96/0/0/96/0   | 0/0         | E/D/-/-/C/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +2  | 105/0/0/105/0 | 0/0         | E/D/-/-/C/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +3  | 113/0/0/113/0 | 0/0         | E/D/-/-/B/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +4  | 122/0/0/122/0 | 0/0         | E/D/-/-/B/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +5  | 131/0/0/131/0 | 0/0         | E/D/-/-/B/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +6  | 140/0/0/140/0 | 0/0         | E/D/-/-/B/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +7  | 148/0/0/148/0 | 0/0         | E/D/-/-/B/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +8  | 157/0/0/157/0 | 0/0         | E/D/-/-/B/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +9  | 166/0/0/166/0 | 0/0         | E/D/-/-/B/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |
| Lightning Melu Scimitar +10 | 175/0/0/175/0 | 0/0         | E/D/-/-/B/-  | 42.9/7.9/27.9/46.6/17.9 | 12.9/12.9/12.9/12.9   |

# 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 Melu Scimitar +0  | 87/0/0/0/87   | 0/0         | E/D/-/-/-/C  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +1  | 96/0/0/0/96   | 0/0         | E/D/-/-/-/C  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +2  | 105/0/0/0/105 | 0/0         | E/D/-/-/-/C  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +3  | 113/0/0/0/113 | 0/0         | E/D/-/-/-/B  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +4  | 122/0/0/0/122 | 0/0         | E/D/-/-/-/B  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +5  | 131/0/0/0/131 | 0/0         | E/D/-/-/-/B  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +6  | 140/0/0/0/140 | 0/0         | E/D/-/-/-/B  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +7  | 148/0/0/0/148 | 0/0         | E/D/-/-/-/B  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +8  | 157/0/0/0/157 | 0/0         | E/D/-/-/-/B  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +9  | 166/0/0/0/166 | 0/0         | E/D/-/-/-/B  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |
| Dark Melu Scimitar +10 | 175/0/0/0/175 | 0/0         | E/D/-/-/-/B  | 42.9/7.9/27.9/27.9/36.6 | 12.9/12.9/12.9/12.9   |

## Poison

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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 Melu Scimitar +0  | 87/0/0/0/0  | 112/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +1  | 96/0/0/0/0  | 114/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +2  | 105/0/0/0/0 | 117/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +3  | 113/0/0/0/0 | 120/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +4  | 122/0/0/0/0 | 123/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +5  | 131/0/0/0/0 | 126/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +6  | 140/0/0/0/0 | 128/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +7  | 148/0/0/0/0 | 131/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +8  | 157/0/0/0/0 | 134/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +9  | 166/0/0/0/0 | 137/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |
| Poison Melu Scimitar +10 | 175/0/0/0/0 | 140/0       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 31.6/12.9/12.9/12.9   |

# 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 Melu Scimitar +0 | 87/0/0/0/0 | 0/112       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9   |
| Bleed Melu Scimitar +1 | 96/0/0/0/0 | 0/114       | E/D/-/-/-    | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9   |

|                         |             |       |             |                         |                     |
|-------------------------|-------------|-------|-------------|-------------------------|---------------------|
| Bleed Melu Scimitar +2  | 105/0/0/0/0 | 0/117 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |
| Bleed Melu Scimitar +3  | 113/0/0/0/0 | 0/120 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |
| Bleed Melu Scimitar +4  | 122/0/0/0/0 | 0/123 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |
| Bleed Melu Scimitar +5  | 131/0/0/0/0 | 0/126 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |
| Bleed Melu Scimitar +6  | 140/0/0/0/0 | 0/128 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |
| Bleed Melu Scimitar +7  | 148/0/0/0/0 | 0/131 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |
| Bleed Melu Scimitar +8  | 157/0/0/0/0 | 0/134 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |
| Bleed Melu Scimitar +9  | 166/0/0/0/0 | 0/137 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |
| Bleed Melu Scimitar +10 | 175/0/0/0/0 | 0/140 | E/D/-/-/-/- | 42.9/7.9/27.9/27.9/17.9 | 12.9/31.6/12.9/12.9 |

## 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 Melu Scimitar +0 | 143/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Raw Melu Scimitar +1 | 158/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Raw Melu Scimitar +2 | 172/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Raw Melu Scimitar +3 | 186/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Raw Melu Scimitar +4 | 201/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |



|                       |             |     |           |                          |                     |
|-----------------------|-------------|-----|-----------|--------------------------|---------------------|
| Raw Melu Scimitar +5  | 215/0/0/0/0 | 0/0 | E/E/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |
| Raw Melu Scimitar +6  | 230/0/0/0/0 | 0/0 | E/E/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |
| Raw Melu Scimitar +7  | 244/0/0/0/0 | 0/0 | E/E/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |
| Raw Melu Scimitar +8  | 258/0/0/0/0 | 0/0 | E/E/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |
| Raw Melu Scimitar +9  | 273/0/0/0/0 | 0/0 | E/E/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |
| Raw Melu Scimitar +10 | 287/0/0/0/0 | 0/0 | E/E/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |

# 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 Melu Scimitar +0 | 125/0/0/0/0 | 0/0         | E/E/D/-/-    | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Enchanted Melu Scimitar +1 | 137/0/0/0/0 | 0/0         | E/E/D/-/-    | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Enchanted Melu Scimitar +2 | 150/0/0/0/0 | 0/0         | E/E/D/-/-    | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Enchanted Melu Scimitar +3 | 162/0/0/0/0 | 0/0         | E/E/D/-/-    | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Enchanted Melu Scimitar +4 | 175/0/0/0/0 | 0/0         | E/E/D/-/-    | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Enchanted Melu Scimitar +5 | 187/0/0/0/0 | 0/0         | E/E/D/-/-    | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Enchanted Melu Scimitar +6 | 200/0/0/0/0 | 0/0         | E/E/D/-/-    | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Enchanted Melu Scimitar +7 | 212/0/0/0/0 | 0/0         | E/E/D/-/-    | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |

|                             |             |     |             |                          |                     |
|-----------------------------|-------------|-----|-------------|--------------------------|---------------------|
| Enchanted Melu Scimitar +8  | 225/0/0/0/0 | 0/0 | E/E/D/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |
| Enchanted Melu Scimitar +9  | 237/0/0/0/0 | 0/0 | E/E/D/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |
| Enchanted Melu Scimitar +10 | 250/0/0/0/0 | 0/0 | E/E/C/-/-/- | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0 |

# 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 Melu Scimitar +0  | 62/0/0/0/0  | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +1  | 68/0/0/0/0  | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +2  | 75/0/0/0/0  | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +3  | 81/0/0/0/0  | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +4  | 87/0/0/0/0  | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +5  | 93/0/0/0/0  | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +6  | 100/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +7  | 106/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +8  | 112/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +9  | 118/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |
| Mundane Melu Scimitar +10 | 125/0/0/0/0 | 0/0         | E/E/-/-/-/-  | 45.0/10.0/30.0/30.0/20.0 | 15.0/15.0/15.0/15.0   |

# 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.<br/>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>  |
| <b>Stats Needed:</b>     | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.<br/>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,<br/>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.<br/>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing<br/>the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength)<br/>properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p> |

|                              |   |
|------------------------------|---|
| <b>Stat Bonuses:</b>         | <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> |
| <b>Damage Reduction:</b>     | <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.</p> <p>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>           | The durability of the weapon.   |
| <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> | 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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