

Mytha's Bent Blade

In-Game Description

*Dagger forged from the soul of Mytha,
the Baneful Queen, Coated with a potent poison.*

*Mytha was the fairest queen in the land,
until something unhinged her.
Was it the poison found deep within the earth,
or the passion that consumed her heart?*

Availability

Dark Souls 2 & Scholar of the First Sin:

- Trade Mytha, the Baneful Queen Soul and 1,500 souls with Straid of Olaphis.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	40/0/0/ 0/0 (Slash/ Thrust)	67/0	150	10	5/20/0/ 0 -/B/-/-/ /-	45/10/ 30/30/ 20	65/15/ 15/15	15	40	0.5	No/No

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attacks	quick horizontal swipes	quick diagonal swipes
Heavy Attacks	the player turns the dagger around in his hand and stabs twice to the left	the player turns the dagger around in his hands and stabs forward, then turns it around again and stabs forward
Rolling Attack	thrust	thrust
Running Attack	quick diagonal slash	quick diagonal slash

Notes

- This is the **only** weapon in the game that deals toxic damage.
- Increasing your Dexterity and/or Adaptability will increase the poison damage/scaling but will not increase the toxic damage.
- Crest of the Rat and Sanctum Soldier Gauntlet will increase the poison damage but will not increase the toxic damage.
- Cannot be infused.

Upgrades

FoldUnfold Upgrades Basic

Basic

Boss upgrade path.
 Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Mytha's Bent Blade +0	40/0/0/0/0	67/0	-/B/-/-/-	-	-
Mytha's Bent Blade +1	52/0/0/0/0	73/0	-/B/-/-/-	1x Petrified Dragon Bone	950
Mytha's Bent Blade +2	64/0/0/0/0	80/0	-/B/-/-/-	2x Petrified Dragon Bone	1,190

Mytha's Bent Blade +3	76/0/0/0/0	86/0	-/B/-/-/-	3x Petrified Dragon Bone	1,430
Mytha's Bent Blade +4	88/0/0/0/0	93/0	-/B/-/-/-	4x Petrified Dragon Bone	1,900
Mytha's Bent Blade +5	100/0/0/0/0	100/0	-/B/-/-/-	5x Petrified Dragon Bone	2,140

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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