

# Puzzling Stone Sword

## In-Game Description

*A sword with a segmented blade.  
When swung, its segments separate  
and the sword strikes in a whipping slash.*

*Crafted with a rare magnetic stone of remarkable strength only found deep within caves of the Gutter.*

## Availability

- Dragon's Sanctum treasure. Found in a metal chest in a room unlocked by two buttons in the corridor (can only be activated with projectiles). Preceding room has wall spikes. Video Location
- Razorback Nightcrawler (Cave of the Dead) drop - very rare.
- Afflicted Graverobber, Ancient Soldier Varg, Cerah the Old Explorer drop - very rare (Note: Drops much more often when you are summoned to another player's world as a phantom).

# 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
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	120/0/0 /0/0  (Slash/T hrust)	0/0	120	25	7/6/0/0  E/S/-/-/- /-	30/5/20 /20/10	15/15/1 5/20	20	60	2.0
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# Move Set

- + show Move Set - hide Move Set
- 1H Light Attack: - Slash.
- 1H Strong Attack - Sword whips forward. Second strong attack extends the weapon and stabs forward.
- 1H Roll Attack - Slash.
- 1H Running/Backstep Attack - Slash.
- 2H Light Attack - Stab.
- 2H Strong Attack - Sword whips in a wide arc.
- 2H Roll Attack - Stab.
- 2H Running/Backstep Attack - Slash.

# Notes

- Despite its whip-like moveset, it is parryable.
- Possibly a reference to the Soul Calibur series of fighting games, as it behaves identically to the "Snake Sword" used by Ivy, one of the main characters of the series. (Parts of its moveset almost identical to Ivy's moveset as well.)
- Strong Attack deals more damage if you are close to the opponent.
- Can be used in multiple powerstances and copies the moveset of the copied weapons stance. (Tested with clubs, axes, greatswords, rapiers, daggers and lances.)
- Despite its low base damage, the DEX scaling bonus is outstanding. At 50 DEX, the AR is (145+149), with Ring of Blades+2 and Flynn's Ring, the AR goes up to (145+249)

# Upgrades

Fold	Unfold	Upgrades	Notes	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed	Raw	Enchanted	Mundane
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## Basic

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Special upgrade path.

Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Puzzling Stone Sword +0	120/0/0/0/0	0/0	E/S/-/-/-	-	-
Puzzling Stone Sword +1	125/0/0/0/0	0/0	E/S/-/-/-	1x Twinkling Titanite	1,090
Puzzling Stone Sword +2	130/0/0/0/0	0/0	E/S/-/-/-	2x Twinkling Titanite	1,370
Puzzling Stone Sword +3	135/0/0/0/0	0/0	E/S/-/-/-	3x Twinkling Titanite	1,640
Puzzling Stone Sword +4	140/0/0/0/0	0/0	E/S/-/-/-	4x Twinkling Titanite	2,180
Puzzling Stone Sword +5	145/0/0/0/0	0/0	E/S/-/-/-	5x Twinkling Titanite	2,450

## Infusions

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### Magic

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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 Puzzling Stone Sword +0	75/92/0/0/0	0/0	E/S/C/-/-	27.7/23.3/17.7/17.7/7.7	12.7/12.7/12.7/17.7
Magic Puzzling Stone Sword +1	78/96/0/0/0	0/0	E/S/C/-/-	27.7/23.3/17.7/17.7/7.7	12.7/12.7/12.7/17.7
Magic Puzzling Stone Sword +2	81/100/0/0/0	0/0	E/S/C/-/-	27.7/23.3/17.7/17.7/7.7	12.7/12.7/12.7/17.7

Magic Puzzling Stone Sword +3	85/103/0/0/0	0/0	E/S/B/-/-	27.7/23.3/17.7/17.7/7.7	12.7/12.7/12.7/17.7
Magic Puzzling Stone Sword +4	88/107/0/0/0	0/0	E/S/B/-/-	27.7/23.3/17.7/17.7/7.7	12.7/12.7/12.7/17.7
Magic Puzzling Stone Sword +5	91/111/0/0/0	0/0	E/S/B/-/-	27.7/23.3/17.7/17.7/7.7	12.7/12.7/12.7/17.7

## 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 Puzzling Stone Sword +0	75/0/92/0/0	0/0	E/S/-/C/-/-	27.7/2.7/38.3/17.7/7.7	12.7/12.7/12.7/17.7
Fire Puzzling Stone Sword +1	78/0/96/0/0	0/0	E/S/-/C/-/-	27.7/2.7/38.3/17.7/7.7	12.7/12.7/12.7/17.7
Fire Puzzling Stone Sword +2	81/0/100/0/0	0/0	E/S/-/C/-/-	27.7/2.7/38.3/17.7/7.7	12.7/12.7/12.7/17.7
Fire Puzzling Stone Sword +3	85/0/103/0/0	0/0	E/S/-/B/-/-	27.7/2.7/38.3/17.7/7.7	12.7/12.7/12.7/17.7
Fire Puzzling Stone Sword +4	88/0/107/0/0	0/0	E/S/-/B/-/-	27.7/2.7/38.3/17.7/7.7	12.7/12.7/12.7/17.7
Fire Puzzling Stone Sword +5	91/0/111/0/0	0/0	E/S/-/B/-/-	27.7/2.7/38.3/17.7/7.7	12.7/12.7/12.7/17.7

## 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
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Lightning Puzzling Stone Sword +0	75/0/0/92/0	0/0	E/S/-/-/C/-	27.7/2.7/17.7/38.3/7.7	12.7/12.7/12.7/17.7
Lightning Puzzling Stone Sword +1	78/0/0/96/0	0/0	E/S/-/-/C/-	27.7/2.7/17.7/38.3/7.7	12.7/12.7/12.7/17.7
Lightning Puzzling Stone Sword +2	81/0/0/100/0	0/0	E/S/-/-/C/-	27.7/2.7/17.7/38.3/7.7	12.7/12.7/12.7/17.7
Lightning Puzzling Stone Sword +3	85/0/0/103/0	0/0	E/S/-/-/B/-	27.7/2.7/17.7/38.3/7.7	12.7/12.7/12.7/17.7
Lightning Puzzling Stone Sword +4	88/0/0/107/0	0/0	E/S/-/-/B/-	27.7/2.7/17.7/38.3/7.7	12.7/12.7/12.7/17.7
Lightning Puzzling Stone Sword +5	91/0/0/111/0	0/0	E/S/-/-/B/-	27.7/2.7/17.7/38.3/7.7	12.7/12.7/12.7/17.7

# Dark

Reduces: 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 Puzzling Stone Sword +0	75/0/0/0/92	0/0	E/S/-/-/-/C	27.7/2.7/17.7/17.7/28.3	12.7/12.7/12.7/17.7
Dark Puzzling Stone Sword +1	78/0/0/0/96	0/0	E/S/-/-/-/C	27.7/2.7/17.7/17.7/28.3	12.7/12.7/12.7/17.7
Dark Puzzling Stone Sword +2	81/0/0/0/100	0/0	E/S/-/-/-/C	27.7/2.7/17.7/17.7/28.3	12.7/12.7/12.7/17.7
Dark Puzzling Stone Sword +3	85/0/0/0/103	0/0	E/S/-/-/-/B	27.7/2.7/17.7/17.7/28.3	12.7/12.7/12.7/17.7
Dark Puzzling Stone Sword +4	88/0/0/0/107	0/0	E/S/-/-/-/B	27.7/2.7/17.7/17.7/28.3	12.7/12.7/12.7/17.7
Dark Puzzling Stone Sword +5	91/0/0/0/111	0/0	E/S/-/-/-/B	27.7/2.7/17.7/17.7/28.3	12.7/12.7/12.7/17.7

# 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 Puzzling Stone Sword +0	75/0/0/0/0	123/0	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	33.3/12.7/12.7/17.7
Poison Puzzling Stone Sword +1	78/0/0/0/0	129/0	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	33.3/12.7/12.7/17.7
Poison Puzzling Stone Sword +2	81/0/0/0/0	135/0	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	33.3/12.7/12.7/17.7
Poison Puzzling Stone Sword +3	85/0/0/0/0	141/0	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	33.3/12.7/12.7/17.7
Poison Puzzling Stone Sword +4	88/0/0/0/0	147/0	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	33.3/12.7/12.7/17.7
Poison Puzzling Stone Sword +5	91/0/0/0/0	154/0	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	33.3/12.7/12.7/17.7

# 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 Puzzling Stone Sword +0	75/0/0/0/0	0/123	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	12.7/33.3/12.7/17.7
Bleed Puzzling Stone Sword +1	78/0/0/0/0	0/129	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	12.7/33.3/12.7/17.7
Bleed Puzzling Stone Sword +2	81/0/0/0/0	0/135	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	12.7/33.3/12.7/17.7

Bleed Puzzling Stone Sword +3	85/0/0/0/0	0/141	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	12.7/33.3/12.7/17.7
Bleed Puzzling Stone Sword +4	88/0/0/0/0	0/147	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	12.7/33.3/12.7/17.7
Bleed Puzzling Stone Sword +5	91/0/0/0/0	0/154	E/S/-/-/-	27.7/2.7/17.7/17.7/7.7	12.7/33.3/12.7/17.7

# 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 Puzzling Stone Sword +0	138/0/0/0/0	0/0	E/D/-/-/-	30/5/20/20/10	15/15/15/20
Raw Puzzling Stone Sword +1	143/0/0/0/0	0/0	E/D/-/-/-	30/5/20/20/10	15/15/15/20
Raw Puzzling Stone Sword +2	149/0/0/0/0	0/0	E/D/-/-/-	30/5/20/20/10	15/15/15/20
Raw Puzzling Stone Sword +3	155/0/0/0/0	0/0	E/D/-/-/-	30/5/20/20/10	15/15/15/20
Raw Puzzling Stone Sword +4	161/0/0/0/0	0/0	E/D/-/-/-	30/5/20/20/10	15/15/15/20
Raw Puzzling Stone Sword +5	166/0/0/0/0	0/0	E/D/-/-/-	30/5/20/20/10	15/15/15/20

# Enchanted

Reduces: Stat bonuses.  
Adds/Increases: INT stat bonus.  
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Enchanted Puzzling Stone Sword +0	120/0/0/0/0	0/0	E/C/D/-/-/-	30/5/20/20/10	15/15/15/20
Enchanted Puzzling Stone Sword +1	125/0/0/0/0	0/0	E/C/D/-/-/-	30/5/20/20/10	15/15/15/20
Enchanted Puzzling Stone Sword +2	130/0/0/0/0	0/0	E/C/D/-/-/-	30/5/20/20/10	15/15/15/20
Enchanted Puzzling Stone Sword +3	135/0/0/0/0	0/0	E/C/D/-/-/-	30/5/20/20/10	15/15/15/20
Enchanted Puzzling Stone Sword +4	140/0/0/0/0	0/0	E/C/D/-/-/-	30/5/20/20/10	15/15/15/20
Enchanted Puzzling Stone Sword +5	145/0/0/0/0	0/0	E/C/D/-/-/-	30/5/20/20/10	15/15/15/20

# 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 Puzzling Stone Sword +0	60/0/0/0/0	0/0	E/B/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Puzzling Stone Sword +1	62/0/0/0/0	0/0	E/B/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Puzzling Stone Sword +2	65/0/0/0/0	0/0	E/B/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Puzzling Stone Sword +3	67/0/0/0/0	0/0	E/B/-/-/-/-	30/5/20/20/10	15/15/15/20



Mundane Puzzling Stone Sword +4	70/0/0/0/0	0/0	E/B/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Puzzling Stone Sword +5	72/0/0/0/0	0/0	E/A/-/-/-	30/5/20/20/10	15/15/15/20

# 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. 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>

<p><b>Stats Needed:</b></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"> <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,</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. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></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"> <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>
<p><b>Damage Reduction:</b></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"> <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. 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>	<p>The durability of the weapon.</p>
<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>	<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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