

Royal Dirk

In-Game Description

A dagger fashioned from rare geisteel, boasting an unusually long blade.

Geisteel was a precious alloy created in the eastern land of Mirrah, its composition long kept secret from foreign lands.

That is, until Chancellor Wellager was ordered by King Vendrick to grant the gifted blacksmith Llewellyn a lifetime contract, whatever the cost, in order to introduce the rare alloy to Drangleic.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Acquired from Chancellor Wellager after obtaining the Giant's Kinship.

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
	100/0/ 0/0/0 (Slash/ Thrust)	0/0	140	10	11/15/ 0/0 D/B/-/- /-/-	45/10/ 30/30/ 20	15/15/ 15/15	15	90	2.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	upward slash then downward	fast horizontal slashes
Heavy Attack	wide horizontal slash then thrust	forward thrusts
Rolling Attack	fast forward thrust	fast forward thrust
Running Attack	near-instant horizontal slash	quick downward slash

Notes

Upgrades

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

Special upgrade path.
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Royal Dirk +0	100/0/0/0/0	0/0	D/B/-/-/-	-	-
Royal Dirk +1	110/0/0/0/0	0/0	D/B/-/-/-	1x Twinkling Titanite	930
Royal Dirk +2	120/0/0/0/0	0/0	D/B/-/-/-	2x Twinkling Titanite	1,160
Royal Dirk +3	130/0/0/0/0	0/0	D/B/-/-/-	3x Twinkling Titanite	1,390
Royal Dirk +4	140/0/0/0/0	0/0	D/B/-/-/-	4x Twinkling Titanite	1,860
Royal Dirk +5	150/0/0/0/0	0/0	D/B/-/-/-	5x Twinkling Titanite	2,090

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 Royal Dirk +0	70/70/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Royal Dirk +1	77/77/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Royal Dirk +2	84/84/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Royal Dirk +3	91/91/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Royal Dirk +4	98/98/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Royal Dirk +5	105/105/0/0/0	0/0	E/C/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 Royal Dirk +0	70/0/70/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9

Fire Royal Dirk +1	77/0/77/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Royal Dirk +2	84/0/84/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Royal Dirk +3	91/0/91/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Royal Dirk +4	98/0/98/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Royal Dirk +5	105/0/105/0/0	0/0	E/C/-/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 Royal Dirk +0	70/0/0/70/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Royal Dirk +1	77/0/0/77/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Royal Dirk +2	84/0/0/84/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Royal Dirk +3	91/0/0/91/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Royal Dirk +4	98/0/0/98/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Royal Dirk +5	105/0/0/105/0	0/0	E/C/-/-/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 Royal Dirk +0	70/0/0/0/70	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Royal Dirk +1	77/0/0/0/77	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Royal Dirk +2	84/0/0/0/84	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Royal Dirk +3	91/0/0/0/91	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Royal Dirk +4	98/0/0/0/98	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Royal Dirk +5	105/0/0/0/105	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9

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 Royal Dirk +0	70/0/0/0/0	112/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Royal Dirk +1	77/0/0/0/0	117/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Royal Dirk +2	84/0/0/0/0	123/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Royal Dirk +3	91/0/0/0/0	128/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Royal Dirk +4	98/0/0/0/0	134/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Royal Dirk +5	105/0/0/0/0	140/0	E/C/-/-/-/-	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 Royal Dirk +0	70/0/0/0/0	0/112	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Royal Dirk +1	77/0/0/0/0	0/117	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Royal Dirk +2	84/0/0/0/0	0/123	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Royal Dirk +3	91/0/0/0/0	0/128	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Royal Dirk +4	98/0/0/0/0	0/134	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Royal Dirk +5	105/0/0/0/0	0/140	E/C/-/-/-	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 Royal Dirk +0	115/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Royal Dirk +1	126/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Royal Dirk +2	138/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15

Raw Royal Dirk +3	149/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Royal Dirk +4	161/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Royal Dirk +5	171/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15

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 Royal Dirk +0	100/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Royal Dirk +1	110/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Royal Dirk +2	120/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Royal Dirk +3	130/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Royal Dirk +4	140/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Royal Dirk +5	150/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15

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
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Mundane Royal Dirk +0	50/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Royal Dirk +1	55/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Royal Dirk +2	60/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Royal Dirk +3	65/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Royal Dirk +4	70/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Royal Dirk +5	75/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15

Key

<p>Damage:</p>	<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>
<p>Aux Effect:</p>	<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
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<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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