

# Ruler's Sword


## In-Game Description

*Greatsword of Vendrick, King of Drangleic.*  
*The strength of this sword is relative to the number of souls possessed by its wielder.*

*One fragment of Dark, having taken human shape, became obsessed with the King's soul. Impelled by its own cravings, it sought souls, and strove to make the strength of the Giants its own.*

*Effect: attack boosted by souls held*

## Availability

Trade Soul of the King and 10,000 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
	112/0/0 /0/0  (Slash/T hrust)	0/0	110	35	20/20/1 6/16  C/C/-/-/- /-	60/10/4 0/40/20	20/20/2 0/20	40	60	8

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light	wide horizontal slashes	diagonal swings
Heavy	thrust then circular slash	twisted circular swings
Rolling	thrust	downward slash
Running	circular slash	circular slash

## Notes

- This sword scales depending on the number of souls currently held, up to a maximum of 1,000,000 souls. There are two components to the scaling: a unique scaling based on souls held, and regular strength and dexterity scaling, which itself scales with souls held.
  - Let  $s = \text{souls held} / 1,000,000$ , capped between 0 and 1
  - The scaling with souls held is  $-44 + 127.5 * s$ , which means it's actually negative until about 345,000 souls held.
  - The total scaling from strength and dexterity is  $63.5 + 34 * s$  — about 2/3 of this scaling comes from strength, and 1/3 from dexterity.
- The following table illustrates some general values at +5. These results may be about 1 off from the actual in game numbers.

Souls Held	0	250,000	500,000	750,000	1,000,000
Souls Scaling	-44	-12.125	19.75	51.625	83.5
Strength Scaling	43%	48.5%	54%	59.5%	65%
Dexterity Scaling	22%	24.5%	27%	29.5%	32%
Total Scaling at 40/40	47	90.075	133.16	176.225	219.3
AR at +5 and 40/40	327	370	413	456	500**
AR at +5 and 50/50	N/A	N/A	N/A	NA	515**
AR at +5 and 99/99	N/A	N/A	N/A	NA	559**

- Mundane infusion seems to work differently on this weapon. It adds a starting damage of 21, which scales up to 106 at 1,000,000 souls. This amount increases rapidly as the lowest stat approaches 30, increasing by 128 to become 149 at 0 souls and scales up to

50% more (i.e. 195) to become 301 at 1,000,000 souls. Gains are very minor after that, reaching a maximum of 191 at 0 souls and 366 at 1,000,000 souls.

- \*\* Confirmed in-game. No Rings.

The Ring of Blades is affected in the same way as the Mundane infusion, increasing in effectiveness by 50% at 1,000,000 souls. Tested and confirmed in game.

## Upgrades

FoldUnfold 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
Ruler's Sword +0	112/0/0/0/0	0/0	C/C/-/-/-	-	-
Ruler's Sword +1	145/0/0/0/0	0/0	C/C/-/-/-	1x Petrified Dragon Bone	1,560
Ruler's Sword +2	179/0/0/0/0	0/0	C/C/-/-/-	2x Petrified Dragon Bone	1,950
Ruler's Sword +3	212/0/0/0/0	0/0	C/C/-/-/-	3x Petrified Dragon Bone	2,330
Ruler's Sword +4	246/0/0/0/0	0/0	C/C/-/-/-	4x Petrified Dragon Bone	3,110
Ruler's Sword +5	280/0/0/0/0	0/0	C/C/-/-/-	5x Petrified Dragon Bone	3,500

## 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 Ruler's Sword +0	78/78/0/0/0	0/0	D/D/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Ruler's Sword +1	101/101/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Ruler's Sword +2	125/125/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Ruler's Sword +3	148/148/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Ruler's Sword +4	172/172/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Ruler's Sword +5	196/196/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9

## 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 Ruler's Sword +0	78/0/78/0/0	0/0	D/D/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Ruler's Sword +1	101/0/101/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Ruler's Sword +2	125/0/125/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Ruler's Sword +3	148/0/148/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Ruler's Sword +4	172/0/172/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Ruler's Sword +5	196/0/196/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9

# 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 Ruler's Sword +0	78/0/0/78/0	0/0	D/D/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Ruler's Sword +1	101/0/0/101/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Ruler's Sword +2	125/0/0/125/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Ruler's Sword +3	148/0/0/148/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Ruler's Sword +4	172/0/0/172/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Ruler's Sword +5	196/0/0/196/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

# Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

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 Ruler's Sword +0	78/0/0/0/78	0/0	D/D/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Ruler's Sword +1	101/0/0/0/101	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Ruler's Sword +2	125/0/0/0/125	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

Dark Ruler's Sword +3	148/0/0/0/148	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Ruler's Sword +4	172/0/0/0/172	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Ruler's Sword +5	196/0/0/0/196	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

## 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 Ruler's Sword +0	78/0/0/0/0	112/0	D/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Ruler's Sword +1	101/0/0/0/0	117/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Ruler's Sword +2	125/0/0/0/0	123/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Ruler's Sword +3	148/0/0/0/0	128/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Ruler's Sword +4	172/0/0/0/0	134/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Ruler's Sword +5	196/0/0/0/0	140/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9

## 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
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Bleed Ruler's Sword +0	78/0/0/0/0	0/112	D/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Ruler's Sword +1	101/0/0/0/0	0/117	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Ruler's Sword +2	125/0/0/0/0	0/123	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Ruler's Sword +3	148/0/0/0/0	0/128	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Ruler's Sword +4	172/0/0/0/0	0/134	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Ruler's Sword +5	196/0/0/0/0	0/140	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9

## 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 Ruler's Sword +0	128/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Ruler's Sword +1	167/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Ruler's Sword +2	206/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Ruler's Sword +3	244/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Ruler's Sword +4	283/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Ruler's Sword +5	322/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20

## 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 Ruler's Sword +0	112/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Ruler's Sword +1	145/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Ruler's Sword +2	179/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Ruler's Sword +3	212/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Ruler's Sword +4	246/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Ruler's Sword +5	280/0/0/0/0	0/0	E/E/C/-/-/-	60/10/40/40/20	20/20/20/20

## 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 Ruler's Sword +0	56/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Ruler's Sword +1	72/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Ruler's Sword +2	89/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Ruler's Sword +3	106/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Ruler's Sword +4	123/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20



Mundane Ruler's Sword +5	140/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/20	20/20/20/20
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# 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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