

Sorcerer's Twinblade

In-Game Description

*A twinblade originating in Melfia.
Doubles as a catalyst for sorcery.*

*A rare weapon used by very few warriors,
owing to its dependence on honed skills
with both staff and sword.*

Effect: use sorcery (strong attack)

Availability

Frozen Eleum Loyce treasure. There is a tower with three metal chests on the roof, which can be opened after the area is unfrozen. The weapon is in the middle chest.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/67/0/ 0/67 (Slash/ Spell)	0/0	120	15	100	11/20/ 20/6 E/E/C/ -/-	60/20/ 40/40/ 30	20/30/ 20/20	30	100	10.0

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	alternating upward slashes	three spin slashes, then two more
Heavy Attack	cast spell	cast spell
Rolling Attack	three quick spin slashes	quick spinning slash
Running Attack	quick horizontal slash	quick spinning diagonal slash
Left Strong Attack		very delayed horizontal swing, then succeeding spins

- Has the Warped Sword powerstance heavy attack.

Notes

- Can be used as a staff. Using the strong attack will cast Sorceries. Can't cast Hexes, despite having base Dark damage.
- Enchanting Sorcerer's Twinblade with Magic Weapon/Great Magic Weapon/Crystal Magic Weapon increases its Magic damage, which also increases the damage of Sorceries cast with it.
- It uses more stamina to cast than other Spell Tools, probably due to casts counting as a "strong attack".
- Like all weapons in the left hand, stamina consumption is higher compared to swings on the right hand. However, unlike staves, the Sorcerer's Twinblade also loses damage on both swings and casts if wielded left-handed.
- The Sorcerer's Twinblade can be powerstanced, but strong attacking with the left weapon won't cast a spell, it will just use the powerstanced strong attack.
- Despite being classified as a 'twinblade' it is actually closer to being a Spell Tool as it can only be infused with Magic and Dark.

Upgrades

FoldUnfold Upgrades Basic Magic Dark

Basic

Standard upgrade path.

Requires

- Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Sorcerer's Twinblade +0	0/67/0/0/67	E/E/-/-/-	-	-
Sorcerer's Twinblade +1	0/70/0/0/70	E/E/-/-/-	1x Titanite Shard	680
Sorcerer's Twinblade +2	0/73/0/0/73	E/E/-/-/-	2x Titanite Shard	850
Sorcerer's Twinblade +3	0/76/0/0/76	E/E/-/-/-	3x Titanite Shard	1,020
Sorcerer's Twinblade +4	0/80/0/0/80	E/E/-/-/-	1x Large Titanite Shard	1,350
Sorcerer's Twinblade +5	0/83/0/0/83	E/E/-/-/-	2x Large Titanite Shard	1,520
Sorcerer's Twinblade +6	0/86/0/0/86	E/E/-/-/-	3x Large Titanite Shard	1,690
Sorcerer's Twinblade +7	0/90/0/0/90	E/E/-/-/-	1x Titanite Chunk	2,030
Sorcerer's Twinblade +8	0/93/0/0/93	E/E/-/-/-	2x Titanite Chunk	2,200
Sorcerer's Twinblade +9	0/96/0/0/96	E/E/-/-/-	3x Titanite Chunk	2,370
Sorcerer's Twinblade +10	0/100/0/0/100	E/E/-/-/-	1x Titanite Slab	2,700

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 Sorcerer's Twinblade +0	0/65/0/0/42	0/0	- / - / D / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +1	0/68/0/0/44	0/0	- / - / D / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +2	0/71/0/0/46	0/0	- / - / D / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +3	0/74/0/0/49	0/0	- / - / C / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +4	0/78/0/0/51	0/0	- / - / C / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +5	0/81/0/0/53	0/0	- / - / C / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +6	0/84/0/0/55	0/0	- / - / C / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +7	0/87/0/0/57	0/0	- / - / C / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +8	0/91/0/0/59	0/0	- / - / C / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +9	0/94/0/0/61	0/0	- / - / C / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7
Magic Sorcerer's Twinblade +10	0/97/0/0/63	0/0	- / - / C / - / - / -	58.7/30.0/38.7/38.7/28.7	18.7/28.7/18.7/18.7/8.7

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 Sorcerer's Twinblade +0	0/42/0/0/65	0/0	- / - / - / - / - / D	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/8.7
Dark Sorcerer's Twinblade +1	0/44/0/0/68	0/0	- / - / - / - / - / D	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/8.7

Dark Sorcerer's Twinblade +2	0/46/0/0/71	0/0	-/-/-/-/D	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7
Dark Sorcerer's Twinblade +3	0/46/0/0/74	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7
Dark Sorcerer's Twinblade +4	0/51/0/0/78	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7
Dark Sorcerer's Twinblade +5	0/53/0/0/81	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7
Dark Sorcerer's Twinblade +6	0/55/0/0/84	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7
Dark Sorcerer's Twinblade +7	0/57/0/0/87	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7
Dark Sorcerer's Twinblade +8	0/59/0/0/91	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7
Dark Sorcerer's Twinblade +9	0/61/0/0/94	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7
Dark Sorcerer's Twinblade +10	0/63/0/0/97	0/0	-/-/-/-/C	58.7/18.7/38.7/38.7/40.0	18.7/28.7/18.7/18.7/18.7

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. 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, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. 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 x 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. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. 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. 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
<p>Aux Effect Reduction:</p>	<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
<p>Stability:</p>	<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>
<p>Durability:</p>	<p>The durability of the weapon.</p>
<p>Weight:</p>	<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>
<p>Enchantable? Items/Spells:</p>	<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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