

# Spider's Silk


## In-Game Description

*Thrusting sword forged from the soul of the Duke's Dear Freja. Its needle-like blade can easily pierce the seams of the toughest armor.*

*Supposedly, the duke himself, an eccentric soul fascinated with spiders, went on to take a form that was far from human.*

*Effect: shield piercing (strong attack)*

## Availability

Trade Soul of the Duke's Dear Freja and 1,500 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
	78/0/0/ 0/0  (Thrust)	0/0	110	10	5/20/0/ 0  -/S/-/-/-	45/10/3 0/30/20	15/15/1 5/15	10	30	0.5

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	pokes	pokes
Heavy Attack	pokes	thrusts
Rolling Attack	quick poke	poke
Running Attack	poke	thrust

# Notes

- The longest of the Thrusting Swords.
- Can be used to poke while blocking with a shield.
- The one-handed heavy attack is as fast as the light attack, but does higher damage and ignores shields completely (though it also costs more stamina).

# Upgrades

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

Boss upgrade path.  
 Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Spider's Silk +0	78/0/0/0/0	0/0	-/S/-/-/-	-	-
Spider's Silk +1	101/0/0/0/0	0/0	-/S/-/-/-	1x Petrified Dragon Bone	1,340
Spider's Silk +2	124/0/0/0/0	0/0	-/S/-/-/-	2x Petrified Dragon Bone	1,670
Spider's Silk +3	148/0/0/0/0	0/0	-/S/-/-/-	3x Petrified Dragon Bone	2,010
Spider's Silk +4	171/0/0/0/0	0/0	-/S/-/-/-	4x Petrified Dragon Bone	2,680

Spider's Silk +5	195/0/0/0/0	0/0	-/S/-/-/-	5x Petrified Dragon Bone	3,010
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# 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 Spider's Silk +0	54/50/0/0/0	0/0	-/A/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Spider's Silk +1	78/65/0/0/0	0/0	-/A/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Spider's Silk +2	87/80/0/0/0	0/0	-/A/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Spider's Silk +3	103/95/0/0/0	0/0	-/A/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Spider's Silk +4	120/120/0/0/0	0/0	-/A/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Spider's Silk +5	136/136/0/0/0	0/0	-/A/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
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Fire Spider's Silk +0	55/0/50/0/0	0/0	-/A/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Spider's Silk +1	78/0/65/0/0	0/0	-/A/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Spider's Silk +2	87/0/80/0/0	0/0	-/A/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Spider's Silk +3	103/0/95/0/0	0/0	-/A/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Spider's Silk +4	120/0/120/0/0	0/0	-/A/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Spider's Silk +5	136/0/136/0/0	0/0	-/A/-/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 Spider's Silk +0	54/0/0/50/0	0/0	-/A/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Spider's Silk +1	78/0/0/65/0	0/0	-/A/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Spider's Silk +2	87/0/0/80/0	0/0	-/A/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Spider's Silk +3	103/0/0/95/0	0/0	-/A/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Spider's Silk +4	120/0/0/120/0	0/0	-/A/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Spider's Silk +5	136/0/0/136/0	0/0	-/A/-/-/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 Spider's Silk +0	54/0/0/0/50	0/0	-/A/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Spider's Silk +1	78/0/0/0/65	0/0	-/A/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Spider's Silk +2	87/0/0/0/80	0/0	-/A/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Spider's Silk +3	103/0/0/0/95	0/0	-/A/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Spider's Silk +4	120/0/0/0/120	0/0	-/A/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Spider's Silk +5	136/0/0/0/136	0/0	-/A/-/-/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 Spider's Silk +0	54/0/0/0/0	112/0	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Spider's Silk +1	78/0/0/0/0	117/0	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Spider's Silk +2	87/0/0/0/0	123/0	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Spider's Silk +3	103/0/0/0/0	128/0	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Spider's Silk +4	120/0/0/0/0	134/0	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9

Poison Spider's Silk +5	136/0/0/0/0	140/0	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
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## 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 Spider's Silk +0	54/0/0/0/0	0/112	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Spider's Silk +1	78/0/0/0/0	0/117	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Spider's Silk +2	87/0/0/0/0	0/123	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Spider's Silk +3	103/0/0/0/0	0/128	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Spider's Silk +4	120/0/0/0/0	0/134	-/A/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Spider's Silk +5	136/0/0/0/0	0/140	-/A/-/-/-	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 Spider's Silk +0	89/0/0/0/0	0/0	-/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Spider's Silk +1	116/0/0/0/0	0/0	-/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Raw Spider's Silk +2	143/0/0/0/0	0/0	-/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Spider's Silk +3	170/0/0/0/0	0/0	-/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Spider's Silk +4	197/0/0/0/0	0/0	-/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Spider's Silk +5	224/0/0/0/0	0/0	-/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

## 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 Spider's Silk +0	78/0/0/0/0	0/0	-/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Spider's Silk +1	101/0/0/0/0	0/0	-/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Spider's Silk +2	124/0/0/0/0	0/0	-/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Spider's Silk +3	148/0/0/0/0	0/0	-/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Spider's Silk +4	171/0/0/0/0	0/0	-/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Spider's Silk +5	195/0/0/0/0	0/0	-/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

## 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 Spider's Silk +0	39/0/0/0/0	0/0	-/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Spider's Silk +1	50/0/0/0/0	0/0	-/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Spider's Silk +2	62/0/0/0/0	0/0	-/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Spider's Silk +3	74/0/0/0/0	0/0	-/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Spider's Silk +4	85/0/0/0/0	0/0	-/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Spider's Silk +5	97/0/0/0/0	0/0	-/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

# Key

<p><b>Damage:</b></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"> <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>
<p><b>Aux Effect:</b></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"> <li>A is Poison Effect</li> <li>B is Bleed Effect</li> </ul>
<p><b>Counter Strength:</b></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><b>Poise Damage:</b></p>	<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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