

Straightswords

Icon	Name	Damage	Counter Strength	Durability	Poise Damage	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Ashen Warrior Sword	138/0/0/0/0 Bleed 67 (Slash/Thrust)	110	30	25	3.0	10*/18/0/0 C/C/-/-/-	Ashen Warrior (Sword) drop.	Titanite	DLC item.
	Black Dragon Sword	120/0/0/0/0 (Slash/Thrust)	110	70	20	4.0	20*/15/0/0 -/-/-/-/-	Dragon Knight (Sword) drop.	Petrified Dragon Bone	-
	Blue Flame	73/107/0/0/0 (Slash/Thrust)	110	60	20	3.0	13*/15/12/0 E/D/C/-/-/-	Leydia Pyromancer drop.	Twinkling Titanite	Strong Attack casts sorceries.
	Broadsword	120/0/0/0/0 (Slash/Thrust)	110	60	20	3.0	11*/6/0/0 C/D/-/-/-/-	Starting weapon of the Knight class. Sold by Blacksmith Lenigrast. Dark Stalker drop. Earthen Peak treasure (poison infused) Brume Tower treasure (+7 upgraded).	Titanite	-
	Broken Straight Sword	80/0/0/0/0 (Slash/Thrust)	100	40	15	2.0	2*/3/0/0 D/-/-/-/-	Starting weapon of the Warrior class. Sold by Merchant Hag Melentia. Captive Undead drop. Forest of Fallen Giants treasure.	Titanite	-

	Drakekeeper's Sword	122/0/0/0/0 (Slash)	100	70	25	6.0	16*/8/0/0 C/C/-/-/-	Drakekeeper (Sword) drop.	Titanite	-
	Foot Soldier Sword	115/0/0/0/0 (Slash/Thrust)	110	20	25	2.0	7*/6/0/0 D/E/-/-/-	Hollow Infantry (Sword & Shield) drop.	Titanite	-
	Fume Sword	107/0/0/0/47 (Slash/Thrust)	120	40	25	3.0	15*/22/0/0 -/B/-/-/-C	Traded by Weaponsmith Ornifex for Soul of the Fume Knight.	Petrified Dragon Bone	DLC item.
	Heide Knight Sword	75/0/0/50/0 (Slash/Thrust)	110	70	20	4.0	11*/10/0/0 C/C/-/-/C/-	Heide Knight drop (Forest of Fallen Giants).	Titanite	-
	Ivory Straight Sword	212/0/0/0/0 (Strike)	120	250	10	0.5	6*/40/0/0 -/-/-/-/-	Traded by Weaponsmith Ornifex.	Petrified Dragon bone	Every attack consumes 10 durability. DLC item.
	Longsword	112/0/0/0/0 (Normal)	110	60	20	3.0	10*/9/0/0 C/C/-/-/-	Dark Stalker drop. Forest of Fallen Giants treasure (Fire infused). Sold by Blacksmith Lenigrast.	Titanite	-
	Possessed Armor Sword	130/0/67/0/0 (Slash)	110	50	25	5.0	20*/13/0/0 E/E/-/C/-/-	Possessed Armor drop.	Titanite	Parry buffs weapon with fire. DLC item.
	Puzzling Stone Sword	120/0/0/0/0 (Normal)	120	60	25	2.0	7*/6/0/0 E/S/-/-/-	Dragon's Sanctum treasure.	Twinkling Titanite	Strong Attacks extend weapon like a whip. DLC item.
	Red Rust Sword	136/0/0/0/0 (Slash)	100	80	30	8.0	23*/13/0/0 A/E/-/-/-	Sold by Head of Vengarl.	Twinkling Titanite	-
	Shortsword	100/0/0/0/0 (Normal)	120	60	20	2.0	7*/10/0/0 C/C/-/-/-	Starting weapon of the Swordsm	Titanite	-

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

[back to top](#)

Key

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

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>

Revision #1

Created 17 December 2024 08:08:19 by jade

Updated 17 December 2024 08:08:19 by jade