

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 | - |

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| | 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 Swordsmen | Titanite | - |

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

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Key

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| 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> |

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| <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 |

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| 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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