Umbral Dagger

In-Game Description

A sharp dagger.

*Crafted to facilitate assassinations
with a focused backstab.
One true strike with this blade,
and your work will be done.*

Availability

Dark Souls 2 & Scholar of the First Sin:

- Fume Sorcerer drop - very rare.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
	53/0/0/0/0 (Slash/Thrust)	0/0	130	10	12/20/0/0 -/S/-/-/-/-	45/10/30/30/20	15/15/15/15	15	30	2.0	Yes/Yes

Move Set

Has the move set of Mytha's Bent Blade (thrusting heavy attacks) but with the slashing two-handed roll attack of the Bandit's Knife.

Notes

- Does relatively low damage, but very powerful back-stabs.

- Cannot be infused.

Upgrades

FoldUnfold Upgrades Basic

Basic

Special upgrade path.
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Umbral Dagger +0	53/0/0/0/0	0/0	-/S/-/-/-/-	-	-
Umbral Dagger +1	56/0/0/0/0	0/0	-/S/-/-/-/-	1x Twinkling Titanite	1,200
Umbral Dagger +2	59/0/0/0/0	0/0	-/S/-/-/-/-	2x Twinkling Titanite	1,500
Umbral Dagger +3	63/0/0/0/0	0/0	-/S/-/-/-/-	3x Twinkling Titanite	1,800
Umbral Dagger +4	66/0/0/0/0	0/0	-/S/-/-/-/-	4x Twinkling Titanite	2,400
Umbral Dagger +5	70/0/0/0/0	0/0	-/S/-/-/-/-	5x Twinkling Titanite	2,700

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E: - A is Physical Damage - B is Magical Damage - C is Fire Damage - D is Lightning Damage - E is Dark Damage Each weapon has one or more physical damage types: - Striking - Slashing - Thrusting Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.
Aux Effect:	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: - A is Poison Effect - B is Bleed Effect
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	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: - A is the Strength required - B is the Dexterity required - C is the Intelligence required - D is the Faith required 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)

Stat Bonuses:	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: • 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).
Damage Reduction:	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 : • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	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: • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	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.
Durability:	The durability of the weapon.
Weight:	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.

Enchantable? Items/Spells:	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.