Daggers

Daggers are extremely fast, close-range weapons with short reach, good Dexterity scaling, and exceptionally high critical damage. Their quick attacks can easily interrupt an enemy's offense, and successive hits can stagger foes, allowing for relentless pressure. They are well-suited to confined areas where movement is limited. While their per-hit damage is low and their range is minimal, the rapid attack speed and strong critical hits make them ideal for skilled players who enjoy swift, precise combat. Daggers can be wielded in the left hand for parrying and are excellent for applying weapon buffs like Crystal Magic Weapon or Rotten Pine Resin.

- Bandit's Knife
- Dark Silver Tracer
- Ghost Blade
- Parrying Dagger
- Priscilla's Dagger

Bandit's Knife

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Knife.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Bandit's%20Knife

> " *This wide single-edged shortsword is the favorite of lowly thieves and bandits.*
>
> *Primarily a slicing weapon, but highly effective when used for critical hits, such as after parrying or from behind.*

Availability

Starting weapon of the Thief class

Drop from Undead Assassins (2% drop rate)

General Information

Bleed buildup is 33 per strike and it deals 30% HP.

This weapon had the highest Critical Modifier before the release of the DLC, with the DLC, the Dark Silver Tracer has the highest Critical Modifier at 400.

The weapon's name changes to "X Knife" after any non-normal upgrade. ("X" is replaced with the weapon's upgrade path)

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls

	Bandit's Knife	56/0/0/0 Bleed 300 (Slash)	147	200	1.0	6[1]/12/0/0 E/B/-/-	45/10/30/30	26	300/0/-/-	50

Move Set

1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Heavy right-to-left swipe into heavy left-to-right swipe.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Forward stab.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Horizontal swipe.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Downward slash into left-to-right slash.	
R2 — R2	Heavy right-to-left swipe into heavy left-to-right swipe.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Downward slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by a heavy right-to-left swipe into a heavy left-to-right swipe.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Bandit's Knife +0	56/0/0/0	E/B/-/-					
Bandit's Knife +1	61/0/0/0	E/B/-/-	1				100
Bandit's Knife +2	67/0/0/0	E/B/-/-	1				100
Bandit's Knife +3	72/0/0/0	E/B/-/-	2				100
Bandit's Knife +4	78/0/0/0	E/B/-/-	2				100
Bandit's Knife +5	84/0/0/0	E/B/-/-	3				100
Bandit's Knife +6	89/0/0/0	E/B/-/-		1			100
Bandit's Knife +7	95/0/0/0	E/B/-/-		1			100
Bandit's Knife +8	100/0/0/0	E/B/-/-		2			100
Bandit's Knife +9	106/0/0/0	E/B/-/-		2			100
Bandit's Knife +10	112/0/0/0	E/B/-/-		3			100
Bandit's Knife +11	117/0/0/0	E/B/-/-			1		100
Bandit's Knife +12	123/0/0/0	E/B/-/-			1		100
Bandit's Knife +13	128/0/0/0	E/B/-/-			2		100
Bandit's Knife +14	134/0/0/0	E/A/-/-			3		100
Bandit's Knife +15	140/0/0/0	E/A/-/-				1	100

Raw

Base damage increased. Stat bonuses reduced.
Requires:

- Bandit's Knife +5
- Titanite

Ascended by Andre of Astora with Large Ember.

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Knife +0	96/0/0/0	E/C/-/-	1	100
Raw Knife +1	102/0/0/0	E/C/-/-	1	100
Raw Knife +2	108/0/0/0	E/C/-/-	1	100
Raw Knife +3	115/0/0/0	E/C/-/-	2	100
Raw Knife +4	121/0/0/0	E/C/-/-	2	100
Raw Knife +5	128/0/0/0	E/C/-/-	3	100

Crystal

Bandit's Knife durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires:

- Bandit's Knife +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Knife +0	123/0/0/0	E/B/-/-	1		100
Crystal Knife +1	128/0/0/0	E/B/-/-	1		100
Crystal Knife +2	134/0/0/0	E/B/-/-	1		100
Crystal Knife +3	140/0/0/0	E/B/-/-	2		100
Crystal Knife +4	145/0/0/0	E/A/-/-	3		100
Crystal Knife +5	151/0/0/0	E/A/-/-		1	100

Lightning

Adds lightning damage. All stat bonuses removed.
Requires:

- Bandit's Knife +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Knife +0	100/0/0/100	-/-/-/-	45/10/30/30	1		100
Lightning Knife +1	108/0/0/108	-/-/-/-	45/10/30/32.4	1		100
Lightning Knife +2	116/0/0/116	-/-/-/-	45/10/30/34.8	1		100
Lightning Knife +3	124/0/0/124	-/-/-/-	45/10/30/37.2	2		100
Lightning Knife +4	132/0/0/132	-/-/-/-	45/10/30/39.6	3		100
Lightning Knife +5	140/0/0/140	-/-/-/-	45/10/30/42		1	100

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires:

- Bandit's Knife +5
- Green Titanite

Blue Titanite
Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Knife +0	63/69/0/0	E/D/C/-	1			100
Magic Knife +1	67/73/0/0	E/D/C/-	1			100
Magic Knife +2	71/78/0/0	E/D/C/-	1			100
Magic Knife +3	75/82/0/0	E/D/C/-	2			100
Magic Knife +4	79/87/0/0	E/D/C/-	2			100
Magic Knife +5	84/92/0/0	E/D/B/-	3			100
Magic Knife +6	88/96/0/0	E/D/B/-		1		100
Magic Knife +7	92/101/0/0	E/D/B/-		1		100
Magic Knife +8	96/105/0/0	E/D/B/-		2		100
Magic Knife +9	100/110/0/0	E/D/B/-		2		100
Magic Knife +10	105/115/0/0	E/D/B/-			1	100

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires:

- Magic Knife +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Knife +0	84/90/0/0	E/E/C/-	1		100
Enchanted Knife +1	87/92/0/0	E/E/C/-	1		100
Enchanted Knife +2	90/95/0/0	E/E/C/-	1		100
Enchanted Knife +3	94/98/0/0	E/E/C/-	2		100
Enchanted Knife +4	97/100/0/0	E/E/B/-	3		100
Enchanted Knife +5	100/104/0/0	E/E/B/-		1	100

Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.
Requires:

- Bandit's Knife +10
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

5% STR, 33% DEX, 70% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Knife +0	57/69/0/0	E/D/-/C	0/0/110/-	1			100
Divine Knife +1	60/73/0/0	E/D/-/C	0/0/110/-	1			100
Divine Knife +2	64/78/0/0	E/D/-/C	0/0/110/-	1			100
Divine Knife +3	68/82/0/0	E/D/-/C	0/0/110/-	2			100
Divine Knife +4	72/87/0/0	E/D/-/C	0/0/110/-	2			100
Divine Knife +5	76/92/0/0	E/D/-/C	0/0/110/-	3			100
Divine Knife +6	79/96/0/0	E/D/-/B	0/0/110/-		1		100
Divine Knife +7	83/101/0/0	E/D/-/B	0/0/110/-		1		100
Divine Knife +8	87/105/0/0	E/D/-/B	0/0/110/-		2		100
Divine Knife +9	91/110/0/0	E/D/-/B	0/0/110/-		3		100
Divine Knife +10	95/115/0/0	E/D/-/B	0/0/110/-			1	100

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.
Requires:

- Divine Knife +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

5% STR, 31% DEX, 82% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Knife +0	76/84/0/30	E/D/-/B	0/0/-/110	1		100
Occult Knife +1	80/88/0/30	E/D/-/B	0/0/-/110	1		100
Occult Knife +2	85/92/0/30	E/D/-/B	0/0/-/110	1		100
Occult Knife +3	89/96/0/30	E/D/-/B	0/0/-/110	2		100
Occult Knife +4	94/100/0/30	E/D/-/B	0/0/-/110	3		100
Occult Knife +5	98/105/0/30	E/D/-/B	0/0/-/110		1	100

Fire

Fire damage added. All stat bonuses removed.
Requires:

- Bandit's Knife +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Knife +0	72/0/72/0	-/-/-/-	45/10/30/30	1			100
Fire Knife +1	78/0/78/0	-/-/-/-	45/10/30.3/30	1			100
Fire Knife +2	84/0/84/0	-/-/-/-	45/10/30.6/30	1			100
Fire Knife +3	89/0/89/0	-/-/-/-	45/10/30.9/30	2			100
Fire Knife +4	95/0/95/0	-/-/-/-	45/10/31.2/30	2			100
Fire Knife +5	100/0/100/0	-/-/-/-	45/10/31.5/30	3			100
Fire Knife +6	107/0/107/0	-/-/-/-	45/10/31.8/30		1		100
Fire Knife +7	114/0/114/0	-/-/-/-	45/10/32.1/30		1		100
Fire Knife +8	120/0/120/0	-/-/-/-	45/10/32.4/30		2		100
Fire Knife +9	127/0/127/0	-/-/-/-	45/10/32.7/30		3		100
Fire Knife +10	134/0/134/0	-/-/-/-	45/10/33/30			1	100

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.
Requires:

- Fire Knife +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Knife +0	88/0/102/0	-/-/-/-	45/10/30/30	1		100
Chaos Knife +1	93/0/108/0	-/-/-/-	45/10/30.6/30	1		100
Chaos Knife +2	98/0/114/0	-/-/-/-	45/10/31.2/30	1		100
Chaos Knife +3	102/0/119/0	-/-/-/-	45/10/31.8/30	2		100
Chaos Knife +4	107/0/125/0	-/-/-/-	45/10/32.4/30	3		100
Chaos Knife +5	112/0/131/0	-/-/-/-	45/10/33/30		1	100

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.

Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.
Stats Needed:	The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. When two-handing this weapon, only 4 Strength is required.

Dark Silver Tracer

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Dark%20Silver%20Tracer.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Dark%20Silver%20Tracer

> " A dark silver dagger used by the Lord's Blade Ciaran, of Gwyn's Four Knights.
>
> The victim is first distracted by dazzling streaks of the Gold Tracer, then stung by the vicious poison of this dagger.

Availability

Given by Lord's Blade Ciaran in return for the Soul of Artorias

Drops from Lord's Blade Ciaran if killed without giving her the Soul of Artorias

General Information

Strong attack's toxin buildup is 36 per strike. When inflicted,

- HP loss rate is 6 HP/seconds
- Slows stamina regeneration by -15 stamina/seconds
- Lasts for 10 minutes

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls

	Dark Silver Tracer	75/0/0/0 (Slashing /Thrust)	160	120	1.0	6^1/25/0/0 E/S/-/-	45/10/30 /30	26	100

Move Set

1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2	Delayed thrust.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Forward stab.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Horizontal swipe.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Downward slash into left-to-right slash.	
R2	Delayed thrust.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Downward slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or **L2**	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by a delayed thrust.

Notes

Highest critical bonus in the game since release of the Additional Content.

Highest DEX scaling in the game.

Upgrades

Requires

- Twinkling Titanite

10% STR, 145% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Dark Silver Tracer +0	75/0/0/0	E/S/-/-		
Dark Silver Tracer +1	82/0/0/0	E/S/-/-	1	2,000
Dark Silver Tracer +2	90/0/0/0	E/S/-/-	1	2,000
Dark Silver Tracer +3	97/0/0/0	E/S/-/-	2	2,000
Dark Silver Tracer +4	105/0/0/0	E/S/-/-	2	2,000
Dark Silver Tracer +5	112/0/0/0	E/S/-/-	4	2,000

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: - W is Physical Damage - X is Magical Damage - Y is Fire Damage - Z is Lightning Damage Each weapon has one or more physical damage types: - Normal - Striking - Slashing - Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.

Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.
Stats Needed:	The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. When two-handling this weapon, only 4 Strength is required.

Ghost Blade

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Ghost%20Blade.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Ghost%20Blade

> " The ghosts of New Londo clutch this wickedly sharp dagger with their bony hands and make mincemeat of the living.
>
> One of the cursed weapons which can inflict damage upon ghosts.

Availability

Drop from Female Ghost in the New Londo Ruins (1% drop rate)

General Information

This dagger can deal damage to the Ghosts in the New Londo Ruins without being cursed or using a Transient Curse.

Contrary to the official Dark Souls guide, this weapon is **not** needed for the Knight's Honor trophy/achievement.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Ghost Blade	110/0/0/0 (Normal)	127	100	0.5	5^1/8/0/0 E/-/-/-	45/10/30/30	26	100

Move Set

	1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Two swipes into three swipes.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Forward stab.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Horizontal swipe.	
L2 (left hand)	Parry.	

	2 Handed		
R1 — R1	Downward slash into left-to-right slash.	
R2 — R2	Two swipes into three swipes.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Downward slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or **L2**	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by two consecutive swipes followed by three consecutive swipes.

Upgrade

Requires

- Twinkling Titanite

12% STR scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Ghost Blade +0	110/0/0/0	E/-/-/-		
Ghost Blade +1	121/0/0/0	E/-/-/-	1	2,000
Ghost Blade +2	132/0/0/0	E/-/-/-	1	2,000
Ghost Blade +3	143/0/0/0	E/-/-/-	2	2,000
Ghost Blade +4	154/0/0/0	E/-/-/-	2	2,000
Ghost Blade +5	165/0/0/0	E/-/-/-	4	2,000

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.

Stats Needed:	The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. When two-handing this weapon, only 4 Strength is required.

Parrying Dagger

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Parrying%20Dagger.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Parrying%20Dagger

> " *This dagger is useful after parrying and is normally equipped in the left hand.*
>
> *A favorite of the knights of Carim, who are famous for fighting without a shield.*

Availability

New Londo Ruins treasure

General Information

Has a special parrying animation identical to the Buckler and Target Shield when used in the left hand.
The parry window is 8 frames instead of the regular 7.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Parrying Dagger	54/0/0/0 (Slash/Thrust)	131	200	0.5	5^1/14/0/0 E/B/-/-	45/10/30/30	26	50

Move Set

1 Handed

R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Thrust into left-to-right swipe.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Forward stab.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Horizontal swipe.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Downward slash into left-to-right slash.	
R2	Thrust.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Downward slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or **L2**	Guard.	

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Parrying Dagger +0	54/0/0/0	E/B/-/-					
Parrying Dagger +1	59/0/0/0	E/B/-/-	1				100
Parrying Dagger +2	64/0/0/0	E/B/-/-	1				100
Parrying Dagger +3	70/0/0/0	E/B/-/-	2				100
Parrying Dagger +4	75/0/0/0	E/B/-/-	2				100
Parrying Dagger +5	81/0/0/0	E/B/-/-	3				100
Parrying Dagger +6	86/0/0/0	E/B/-/-		1			100
Parrying Dagger +7	91/0/0/0	E/B/-/-		1			100
Parrying Dagger +8	97/0/0/0	E/B/-/-		2			100
Parrying Dagger +9	102/0/0/0	E/B/-/-		2			100
Parrying Dagger +10	108/0/0/0	E/B/-/-		3			100
Parrying Dagger +11	113/0/0/0	E/B/-/-			1		100
Parrying Dagger +12	118/0/0/0	E/B/-/-			1		100
Parrying Dagger +13	124/0/0/0	E/B/-/-			2		100
Parrying Dagger +14	129/0/0/0	E/A/-/-			3		100
Parrying Dagger +15	135/0/0/0	E/A/-/-				1	100

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Parrying Dagger +5
- Titanite

Ascended by Andre of Astora with Large Ember.

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Parrying Dagger +0	93/0/0/0	E/C/-/-	1	100
Raw Parrying Dagger +1	99/0/0/0	E/C/-/-	1	100
Raw Parrying Dagger +2	105/0/0/0	E/C/-/-	1	100
Raw Parrying Dagger +3	111/0/0/0	E/C/-/-	2	100
Raw Parrying Dagger +4	117/0/0/0	E/C/-/-	2	100
Raw Parrying Dagger +5	124/0/0/0	E/C/-/-	3	100

Crystal

Parrying Dagger durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Parrying Dagger +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Parrying Dagger +0	118/0/0/0	E/B/-/-	1		100
Crystal Parrying Dagger +1	124/0/0/0	E/B/-/-	1		100
Crystal Parrying Dagger +2	129/0/0/0	E/B/-/-	1		100
Crystal Parrying Dagger +3	135/0/0/0	E/B/-/-	2		100
Crystal Parrying Dagger +4	140/0/0/0	E/A/-/-	3		100
Crystal Parrying Dagger +5	145/0/0/0	E/A/-/-		1	100

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Parrying Dagger +10

- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Parrying Dagger +0	97/0/0/97	-/-/-/-	45/10/30/30	1		100
Lightning Parrying Dagger +1	104/0/0/104	-/-/-/-	45/10/30/32.4	1		100
Lightning Parrying Dagger +2	112/0/0/112	-/-/-/-	45/10/30/34.8	1		100
Lightning Parrying Dagger +3	119/0/0/119	-/-/-/-	45/10/30/37.2	2		100
Lightning Parrying Dagger +4	127/0/0/127	-/-/-/-	45/10/30/39.6	3		100
Lightning Parrying Dagger +5	135/0/0/135	-/-/-/-	45/10/30/42		1	100

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Parrying Dagger +10
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Parrying Dagger +0	61/66/0/0	E/D/C/-	1			100
Magic Parrying Dagger +1	65/70/0/0	E/D/C/-	1			100
Magic Parrying Dagger +2	69/74/0/0	E/D/C/-	1			100
Magic Parrying Dagger +3	73/79/0/0	E/D/C/-	2			100
Magic Parrying Dagger +4	77/83/0/0	E/D/C/-	2			100
Magic Parrying Dagger +5	82/88/0/0	E/D/C/-	3			100
Magic Parrying Dagger +6	86/92/0/0	E/D/B/-		1		100
Magic Parrying Dagger +7	90/96/0/0	E/D/B/-		1		100
Magic Parrying Dagger +8	94/101/0/0	E/D/B/-		2		100
Magic Parrying Dagger +9	98/105/0/0	E/D/B/-		3		100
Magic Parrying Dagger +10	102/110/0/0	E/D/B/-			1	100

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence. Requires

- Magic Parrying Dagger +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Parrying Dagger +0	82/86/0/0	E/E/B/-	1		100
Enchanted Parrying Dagger +1	85/88/0/0	E/E/B/-	1		100
Enchanted Parrying Dagger +2	88/91/0/0	E/E/B/-	1		100
Enchanted Parrying Dagger +3	91/93/0/0	E/E/A/-	2		100
Enchanted Parrying Dagger +4	95/96/0/0	E/E/A/-	3		100
Enchanted Parrying Dagger +5	98/99/0/0	E/E/A/-		1	100

Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.
Requires

- Parrying Dagger +10
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

5% STR, 33% DEX, 70% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Parrying Dagger +0	54/67/0/0	E/D/-/C	0/0/110/-	1			100
Divine Parrying Dagger +1	57/72/0/0	E/D/-/C	0/0/110/-	1			100
Divine Parrying Dagger +2	61/76/0/0	E/D/-/C	0/0/110/-	1			100
Divine Parrying Dagger +3	64/81/0/0	E/D/-/C	0/0/110/-	2			100
Divine Parrying Dagger +4	68/85/0/0	E/D/-/C	0/0/110/-	2			100
Divine Parrying Dagger +5	72/90/0/0	E/D/-/C	0/0/110/-	3			100
Divine Parrying Dagger +6	75/94/0/0	E/D/-/C	0/0/110/-		1		100
Divine Parrying Dagger +7	79/99/0/0	E/D/-/C	0/0/110/-		1		100
Divine Parrying Dagger +8	82/103/0/0	E/D/-/C	0/0/110/-		2		100
Divine Parrying Dagger +9	86/108/0/0	E/D/-/B	0/0/110/-		3		100
Divine Parrying Dagger +10	90/112/0/0	E/D/-/B	0/0/110/-			1	100

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.
Requires

- Divine Parrying Dagger +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

5% STR, 31% DEX, 82% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Parrying Dagger +0	74/82/0/0	E/D/-/B	0/0/-/110		1	100
Occult Parrying Dagger +1	78/86/0/0	E/D/-/B	0/0/-/110	1		100
Occult Parrying Dagger +2	82/90/0/0	E/D/-/B	0/0/-/110	1		100
Occult Parrying Dagger +3	87/94/0/0	E/D/-/B	0/0/-/110	2		100
Occult Parrying Dagger +4	91/98/0/0	E/D/-/B	0/0/-/110	3		100
Occult Parrying Dagger +5	96/102/0/0	E/D/-/B	0/0/-/110		1	100

Fire

Fire damage added. All stat bonuses removed
Requires

- Parrying Dagger +10
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Parrying Dagger +0	70/0/70/0	-/-/-/-	45/10/30/30	1			100
Fire Parrying Dagger +1	75/0/75/0	-/-/-/-	45/10/30.3/30	1			100
Fire Parrying Dagger +2	81/0/81/0	-/-/-/-	45/10/30.6/30	1			100
Fire Parrying Dagger +3	86/0/86/0	-/-/-/-	45/10/30.9/30	2			100
Fire Parrying Dagger +4	91/0/91/0	-/-/-/-	45/10/31.2/30	2			100
Fire Parrying Dagger +5	97/0/97/0	-/-/-/-	45/10/31.5/30	3			100
Fire Parrying Dagger +6	103/0/103/0	-/-/-/-	45/10/31.8/30		1		100
Fire Parrying Dagger +7	110/0/110/0	-/-/-/-	45/10/32.1/30		1		100
Fire Parrying Dagger +8	116/0/116/0	-/-/-/-	45/10/32.4/30		2		100
Fire Parrying Dagger +9	123/0/123/0	-/-/-/-	45/10/32.7/30		3		100
Fire Parrying Dagger +10	129/0/129/0	-/-/-/-	45/10/33/30			1	100

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.
Requires

- Fire Parrying Dagger +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Parrying Dagger +0	84/0/99/0	-/-/-/-	45/10/30/30	1		100
Chaos Parrying Dagger +1	89/0/104/0	-/-/-/-	45/10/30.6/30	1		100
Chaos Parrying Dagger +2	94/0/110/0	-/-/-/-	45/10/31.2/30	1		100
Chaos Parrying Dagger +3	98/0/115/0	-/-/-/-	45/10/31.8/30	2		100
Chaos Parrying Dagger +4	103/0/121/0	-/-/-/-	45/10/32.4/30	3		100
Chaos Parrying Dagger +5	108/0/126/0	-/-/-/-	45/10/33/30		1	100

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.

Stats Needed:	The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. When two-handing this weapon, only 4 Strength is required.

Priscilla's Dagger

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Priscilla's%20Dagger.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Priscilla's%20Dagger

> ❝ This sword, one of the rare dragon weapons, came from the tail of Priscilla, the Dragon Crossbreed in the painted world of Ariamis.
>
> Possessing the power of lifehunt, it dances about when wielded, in a fashion reminiscent of the white-robed painting guardians.

Availability

Crossbreed Priscilla tail cut

General Information

Bleed buildup is 20 per strike, the lowest in the game, and (like the Lifehunt Scythe) deals 50% of the target's total health when inflicted.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Priscilla's Dagger	80/0/0/0 Bleed 500 Dark 110 (Normal)	100	100	1.0	6^1/20/0/0 -/A/-/-	45/10/30/30	26	5,000

Move Set

1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Rising and downward slashes into spinning horizontal slash.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Forward stab.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Horizontal swipe.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Downward slash into left-to-right slash.	
R2 — R2	Spinning slash into rising slash.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Downward slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or **L2**	Guard.	

- Strong attack (1-handed) is replaced by a rising slash into a downward slash that can be followed up by a spinning horizontal slash.
- Strong attack (2-handed) is replaced by a spinning slash followed by a rising slash.

Upgrades

Requires

- Dragon Scale

122% DEX scaling.

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Priscilla's Dagger +0	80/0/0/0	-/A/-/-		
Priscilla's Dagger +1	88/0/0/0	-/A/-/-	1	10,000
Priscilla's Dagger +2	96/0/0/0	-/A/-/-	1	10,000
Priscilla's Dagger +3	104/0/0/0	-/A/-/-	2	10,000
Priscilla's Dagger +4	112/0/0/0	-/A/-/-	2	10,000
Priscilla's Dagger +5	120/0/0/0	-/S/-/-	4	10,000

Key

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Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. When two-handing this weapon, only 4 Strength is required.