

Crystal Straight Sword

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Crystal%20Straight%20Sword.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Crystal%20Straight%20Sword>

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A fully crystallized straight sword.

How such a weapon was created is entirely unknown.

The crystallization boosts its attack, but makes the blade brittle. The sword cannot be used for long, as it cannot be repaired.

Availability


Drop from sword-wielding Undead Crystal Soldier (3% drop rate)

Sold by Domhnall of Zena for 4000 Souls

General Information

This sword cannot be upgraded or repaired.

58% STR, 52% DEX scaling.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Crystal Straight Sword	150/0/0/0 (Regular/T hrust)	100	60	6.0	16 ¹ /10/0/0 C/C/-/-	50/10/35/3 5	32	1 ²

Move Set

1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Heavy piercing thrust into upwards slash.	
Roll — R1	Uppercut.	
Backstep or Run — R1	Fast running horizontal slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping stab attack.	
L1 (left hand)	Guard.	
L2 (left hand)	Heavy horizontal swipe.	

2 Handed		
R1 — R1	Alternating vertical swipes.	
R2 — R2	Heavy horizontal slash into horizontal slash.	
Roll — R1	Thrust.	
Backstep or Run — R1	Heavy running overhead vertical chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping stab attack.	
L1 or L2	Guard.	

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<p>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.</p>
Stats Needed:	<p>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:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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.</p> <p>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.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. $(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • 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 11 Strength is required.
2. Before 1.05 Frampt souls was 50

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