Darksword

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

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Darksword

> " *The sword of the knights of the Four Kings of New Londo. Its blade is wide and thick, and it is wielded in an unusual manner.*
>
> *When the Four Kings were seduced by evil, their knights became Darkwraiths, servants of the Dark who wielded these darkswords.*

Availability

Reach +2 rank in the Darkwraith Covenant

General Information

Like any other items given by a covenant, only one Darksword can be acquired on a character, although ones dropped by other another player can be picked up.

The Darksword's unique strong attacks may be useful in PvE because of its stronger poise-breaking capability, but may not be a preferable choice in PvP as the attacks are slow and leaves the user open to backstabs if handled poorly. In PvP, use the strong attack as the enemy is trying to get up from knockdown. Its long attack animation helps catch the enemy right after their invincibility wears off. For those who have decent precision with deadlocking, the curves of the slashing motions can be hard to approach when opposed.

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

	Darksword	82/0/0/0 (Normal)	100	200	6.0	16^1/16/0/0 C/C/-/-	50/10/35/35	32	50

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.	

- Strong attacks are replaced by a unique slashing motions not unlike the Darkwraith's slash combo
- Rolling two-handed attack is a thrust similar to a thrusting sword's

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Darksword +0	82/0/0/0	C/C/-/-					200
Darksword +1	90/0/0/0	C/C/-/-	1				200
Darksword +2	98/0/0/0	C/C/-/-	1				200
Darksword +3	106/0/0/0	C/C/-/-	2				200
Darksword +4	114/0/0/0	C/C/-/-	2				200
Darksword +5	123/0/0/0	C/C/-/-	3				200
Darksword +6	131/0/0/0	C/C/-/-		1			200
Darksword +7	139/0/0/0	C/C/-/-		1			200
Darksword +8	147/0/0/0	C/C/-/-		2			200
Darksword +9	155/0/0/0	C/C/-/-		2			200
Darksword +10	164/0/0/0	C/C/-/-		3			200
Darksword +11	172/0/0/0	C/C/-/-			1		200
Darksword +12	180/0/0/0	C/C/-/-			1		200
Darksword +13	188/0/0/0	C/C/-/-			2		200
Darksword +14	196/0/0/0	C/C/-/-			3		200
Darksword +15	205/0/0/0	C/C/-/-				1	200

Crystal

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

- Darksword +10
- Titanite

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Darksword +0	180/0/0/0	C/C/-/-	1		200
Crystal Darksword +1	188/0/0/0	C/C/-/-	1		200
Crystal Darksword +2	196/0/0/0	C/C/-/-	1		200
Crystal Darksword +3	205/0/0/0	C/C/-/-	2		200
Crystal Darksword +4	213/0/0/0	C/C/-/-	3		200
Crystal Darksword +5	221/0/0/0	C/C/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Darksword +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Darksword +0	147/0/0/147	-/-/-/-	50/10/35/35	1		200
Lightning Darksword +1	159/0/0/159	-/-/-/-	50/10/35/37.8	1		200
Lightning Darksword +2	170/0/0/170	-/-/-/-	50/10/35/40.6	1		200
Lightning Darksword +3	182/0/0/182	-/-/-/-	50/10/35/43.4	2		200
Lightning Darksword +4	193/0/0/193	-/-/-/-	50/10/35/46.2	3		200
Lightning Darksword +5	205/0/0/205	-/-/-/-	50/10/35/49		1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Darksword +5
- Titanite

38% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Darksword +0	141/0/0/0	D/D/-/-	1	200
Raw Darksword +1	150/0/0/0	D/D/-/-	1	200
Raw Darksword +2	159/0/0/0	D/D/-/-	1	200
Raw Darksword +3	169/0/0/0	D/D/-/-	2	200
Raw Darksword +4	178/0/0/0	D/D/-/-	2	200
Raw Darksword +5	188/0/0/0	D/D/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Darksword +5
- Green Titanite
- Blue Titanite

14% STR, 14% DEX, 73% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Darksword +0	93/100/0/0	E/E/C/-	1			200
Magic Darksword +1	99/107/0/0	E/E/C/-	1			200
Magic Darksword +2	105/113/0/0	E/E/C/-	1			200
Magic Darksword +3	111/120/0/0	E/E/C/-	2			200
Magic Darksword +4	117/127/0/0	E/E/C/-	2			200
Magic Darksword +5	124/134/0/0	E/E/C/-	3			200
Magic Darksword +6	130/140/0/0	E/E/B/-		1		200
Magic Darksword +7	136/147/0/0	E/E/B/-		1		200
Magic Darksword +8	142/154/0/0	E/E/B/-		2		200
Magic Darksword +9	148/160/0/0	E/E/B/-		3		200
Magic Darksword +10	155/167/0/0	E/E/B/-			1	200

Enchanted

Base damage reduced from Magic upgrade path. Increased damage bonus from Intelligence. Requires

- Magic Darksword +5
- Blue Titanite

10% STR, 10% DEX, 72% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Darksword +0	124/132/0/0	E/E/B/-	1		200
Enchanted Darksword +1	128/135/0/0	E/E/B/-	1		200
Enchanted Darksword +2	133/139/0/0	E/E/A/-	1		200
Enchanted Darksword +3	138/143/0/0	E/E/A/-	2		200
Enchanted Darksword +4	143/147/0/0	E/E/A/-	3		200
Enchanted Darksword +5	148/153/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Darksword +5
- Green Titanite
- White Titanite

20% STR, 20% DEX, 73% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Darksword +0	82/102/0/0	D/D/-/C	0/0/110/-	1			200
Divine Darksword +1	88/108/0/0	D/D/-/C	0/0/110/-	1			200
Divine Darksword +2	93/115/0/0	D/D/-/C	0/0/110/-	1			200
Divine Darksword +3	99/122/0/0	D/D/-/C	0/0/110/-	2			200
Divine Darksword +4	104/129/0/0	D/D/-/C	0/0/110/-	2			200
Divine Darksword +5	110/136/0/0	D/D/-/C	0/0/110/-	3			200
Divine Darksword +6	115/142/0/0	D/D/-/B	0/0/110/-		1		200
Divine Darksword +7	121/149/0/0	D/D/-/B	0/0/110/-		1		200
Divine Darksword +8	126/156/0/0	D/D/-/B	0/0/110/-		2		200
Divine Darksword +9	132/163/0/0	D/D/-/B	0/0/110/-		3		200
Divine Darksword +10	137/170/0/0	D/D/-/B	0/0/110/-			1	200

Occult

Base damage reduced from Divine upgrade path. Increased damage bonus from Faith. Requires

- Divine Darksword +5
- White Titanite

18% STR, 18% DEX, 86% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Darksword +0	112/124/0/0	E/E/-/B	0/0/-/110	1		200
Occult Darksword +1	118/130/0/0	E/E/-/B	0/0/-/110	1		200
Occult Darksword +2	125/136/0/0	E/E/-/B	0/0/-/110	1		200
Occult Darksword +3	132/142/0/0	E/E/-/B	0/0/-/110	2		200
Occult Darksword +4	138/148/0/0	D/D/-/A	0/0/-/110	3		200
Occult Darksword +5	145/155/0/0	D/D/-/A	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Darksword +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Darksword +0	106/0/106/0	-/-/-/-	50/10/35/35	1			200
Fire Darksword +1	114/0/114/0	-/-/-/-	50/10/35.4/35	1			200
Fire Darksword +2	123/0/123/0	-/-/-/-	50/10/35.7/35	1			200
Fire Darksword +3	131/0/131/0	-/-/-/-	50/10/36/35	2			200
Fire Darksword +4	139/0/139/0	-/-/-/-	50/10/36.4/35	2			200
Fire Darksword +5	147/0/147/0	-/-/-/-	50/10/36.7/35	3			200
Fire Darksword +6	157/0/157/0	-/-/-/-	50/10/37.1/35		1		200
Fire Darksword +7	167/0/167/0	-/-/-/-	50/10/37.5/35		1		200
Fire Darksword +8	177/0/177/0	-/-/-/-	50/10/37.8/35		2		200
Fire Darksword +9	186/0/186/0	-/-/-/-	50/10/38.2/35		3		200
Fire Darksword +10	196/0/196/0	-/-/-/-	50/10/38.5/35			1	200

Chaos

Base damage reduced from Fire upgrade path. Damage bonus from humanity.
Requires

- Fire Darksword +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Darksword +0	129/0/147/0	-/-/-/-	50/10/35/35	1		200
Chaos Darksword +1	136/0/155/0	-/-/-/-	50/10/35.7/35	1		200
Chaos Darksword +2	144/0/164/0	-/-/-/-	50/10/36.4/35	1		200
Chaos Darksword +3	151/0/172/0	-/-/-/-	50/10/37.1/35	2		200
Chaos Darksword +4	158/0/180/0	-/-/-/-	50/10/37.8/35	3		200
Chaos Darksword +5	165/0/188/0	-/-/-/-	50/10/38.5/35		1	200

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 11 Strength is required

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