

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 |
|-------|------|--------|----------------|------------|--------|---------------------------|--------------------|-----------|--------------|
|-------|------|--------|----------------|------------|--------|---------------------------|--------------------|-----------|--------------|

| | | | | | | | | | |
|---|---------------|--------------------------|-----|-----|-----|---|-----------------|----|----|
|  | Darkswor d | 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: | <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.</p> <p>$(18 \times 1.5 = 27)$</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: | <p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p> |
| Frampt Souls: | <p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p> |

Footnotes

1. when two handing this weapon, only 11 Strength is required