

# Drake Sword

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

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

“ This sword, one of the rare dragon weapons, is formed by a drake's tail. Drakes are seen as undeveloped imitators of the dragons, but in they are likely their distant kin.

The sword is imbued with a mystical power, to be released when held with both hands.

## Availability

Hellkite Dragon tail cut — Video Guide

## General Information

Raises Fire and Magic resistances.

This is a reliable weapon for early game, as it has high base damage and is easily obtained; but its lack of scaling and poor upgrading tends to make it less useful in the later areas, around Gaping Dragon, where most weapons with even minor stat scaling outclass it even at +5.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Drake Sword	200/0/0/0 (Normal)	100	360	6.0	16 <sup>1</sup> /10/0/0 -/-/-	50/10/35/3 5	32	5,000

## Move Set

1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Lunging right-to-left swing into left-to-right swing.	
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	Downward slam and shockwave.	Costs 30 durability.
Roll — R1	Swipe.	
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 attack (1-handed) is replaced by a lunging right-to-left swing followed by a left-to-right swing.
- Strong attack (2-handed) is replaced by a downward slam that releases a shockwave projectile. Costs 30 weapon durability per use.
- Rolling attack (2-handed) is replaced by a left-to-right swipe.

# Upgrades

## Requires

- Dragon Scale

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Drake Sword +0	200/0/0/0	-/-/-		
Drake Sword +1	220/0/0/0	-/-/-	1	10,000
Drake Sword +2	240/0/0/0	-/-/-	1	10,000
Drake Sword +3	260/0/0/0	-/-/-	2	10,000
Drake Sword +4	280/0/0/0	-/-/-	2	10,000
Drake Sword +5	300/0/0/0	-/-/-	4	10,000

# Key

<b>Damage:</b>	<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"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<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>

<b>Stats Needed:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul> <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><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<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"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<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.