

# 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 <sup>1</sup> /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

<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>(18 x 1.5 = 27)</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 4 Strength is required.