

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 ¹ /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

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 4 Strength is required.