

Guardian Tail

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Guardian%20Tail.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Guardian%20Tail>

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Sliced tail of the Sanctuary Guardian.

This flexible, spiked, and highly poisonous tail would make a rather obnoxious weapon.

Availability

- Tail cut drop by Sanctuary Guardian in Sanctuary Garden
- Tail cut drop by Lesser Sanctuary Guardian in Sanctuary Garden

General Information

General differences between whips and other weapons:

- They cannot be parried.
- They cannot be used for critical attacks (backstab, riposte, or plunging attacks).
- Weapon buffs with particle effects will not appear until the player attacks. This applies to all resins, Sunlight Blade, Darkmoon Blade and Crystal Magic Weapon. (Only the crystallization effect; the weapon's still colored blue)

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Guardian Tail	84/0/0/0 (Regular)	100	250	5.0	15/10/0/0 -C/-/-	30/10/20/20	16	-/180/-/-	50

Move Set

- + Show move-set - Hide move-set
- Move set is identical to Whip's.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

60% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Guardian Tail +0	84/0/0/0	-/C/-/-	-
Guardian Tail +1	92/0/0/0	-/C/-/-	1 x Titanite Shard
Guardian Tail +2	100/0/0/0	-/C/-/-	1 x Titanite Shard
Guardian Tail +3	109/0/0/0	-/C/-/-	2 x Titanite Shard
Guardian Tail +4	117/0/0/0	-/C/-/-	2 x Titanite Shard
Guardian Tail +5	126/0/0/0	-/C/-/-	3 x Titanite Shard
Guardian Tail +6	134/0/0/0	-/C/-/-	1 x Large Titanite Shard
Guardian Tail +7	142/0/0/0	-/C/-/-	1 x Large Titanite Shard
Guardian Tail +8	151/0/0/0	-/C/-/-	2 x Large Titanite Shard
Guardian Tail +9	159/0/0/0	-/C/-/-	2 x Large Titanite Shard
Guardian Tail +10	168/0/0/0	-/C/-/-	3 x Large Titanite Shard
Guardian Tail +11	176/0/0/0	-/C/-/-	1 x Titanite Chunk
Guardian Tail +12	184/0/0/0	-/C/-/-	1 x Titanite Chunk
Guardian Tail +13	193/0/0/0	-/C/-/-	2 x Titanite Chunk
Guardian Tail +14	201/0/0/0	-/C/-/-	3 x Titanite Chunk
Guardian Tail +15	210/0/0/0	-/C/-/-	1 x Titanite Slab

Crystal

Base damage increased. Durability decreased to 25. Cannot repair.
Requires

- Guardian Tail +10
- Crystal Ember
- Titanite

60% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Crystal Guardian Tail +0	184/0/0/0	-C/-/-	1 x Titanite Chunk
Crystal Guardian Tail +1	193/0/0/0	-C/-/-	1 x Titanite Chunk
Crystal Guardian Tail +2	201/0/0/0	-C/-/-	1 x Titanite Chunk
Crystal Guardian Tail +3	210/0/0/0	-C/-/-	2 x Titanite Chunk
Crystal Guardian Tail +4	218/0/0/0	-C/-/-	3 x Titanite Chunk
Crystal Guardian Tail +5	226/0/0/0	-C/-/-	1 x Titanite Slab

Lightning

Lightning damage added. All stat bonuses removed.
Requires

- Guardian Tail +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Lightning Guardian Tail +0	151/0/0/151	-/-/-	30/10/20/20	1 x Titanite Chunk
Lightning Guardian Tail +1	162/0/0/162	-/-/-	30/10/20/21.6	1 x Titanite Chunk
Lightning Guardian Tail +2	174/0/0/174	-/-/-	30/10/20/23.2	1 x Titanite Chunk
Lightning Guardian Tail +3	186/0/0/186	-/-/-	30/10/20/24.8	2 x Titanite Chunk
Lightning Guardian Tail +4	198/0/0/198	-/-/-	30/10/20/26.4	3 x Titanite Chunk
Lightning Guardian Tail +5	210/0/0/210	-/-/-	30/10/20/28	1 x Titanite Slab

Raw

Base damage increased. Dexterity bonus reduced.
Requires

- Guardian Tail +5
- Titanite

45% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Raw Guardian Tail +0	145/0/0/0	-/D/-/-	1 x Large Titanite Shard
Raw Guardian Tail +1	155/0/0/0	-/D/-/-	1 x Large Titanite Shard
Raw Guardian Tail +2	164/0/0/0	-/D/-/-	1 x Large Titanite Shard
Raw Guardian Tail +3	174/0/0/0	-/D/-/-	2 x Large Titanite Shard
Raw Guardian Tail +4	184/0/0/0	-/D/-/-	2 x Large Titanite Shard
Raw Guardian Tail +5	194/0/0/0	-/D/-/-	3 x Large Titanite Shard

Magic

Base damage reduced. Dexterity bonus reduced to minimal. Magic damage added with moderate intelligence bonus.
Requires

- Guardian Tail +5
- Large Magic Ember (+6 and up)
- Green Titanite
- Blue Titanite

17% DEX, 43% INT scaling.

Name	Damage	Stat Bonuses	Req. Material
Magic Guardian Tail +0	94/102/0/0	-/E/D/-	1 x Green Titanite Shard
Magic Guardian Tail +1	100/108/0/0	-/E/D/-	1 x Green Titanite Shard
Magic Guardian Tail +2	107/115/0/0	-/E/D/-	1 x Green Titanite Shard
Magic Guardian Tail +3	113/122/0/0	-/E/D/-	2 x Green Titanite Shard
Magic Guardian Tail +4	119/129/0/0	-/E/D/-	2 x Green Titanite Shard
Magic Guardian Tail +5	126/136/0/0	-/E/D/-	3 x Green Titanite Shard
Magic Guardian Tail +6	132/142/0/0	-/E/D/-	1 x Blue Titanite Chunk
Magic Guardian Tail +7	138/149/0/0	-/E/D/-	1 x Blue Titanite Chunk
Magic Guardian Tail +8	144/156/0/0	-/E/D/-	2 x Blue Titanite Chunk
Magic Guardian Tail +9	151/163/0/0	-/E/C/-	3 x Blue Titanite Chunk
Magic Guardian Tail +10	157/170/0/0	-/E/C/-	1 x Blue Titanite Slab

Enchanted

Base damage reduced from magic upgrade path. Further reduced bonus damage from dexterity. Increased damage bonus from intelligence.
Requires

- Magic Guardian Tail +5
- Enchanted Ember
- Blue Titanite

12% DEX, 42% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Req. Material
Enchanted Guardian Tail +0	126/134/0/0	-/E/D/-	1 x Blue Titanite Chunk
Enchanted Guardian Tail +1	131/138/0/0	-/E/C/-	1 x Blue Titanite Chunk
Enchanted Guardian Tail +2	136/142/0/0	-/E/C/-	1 x Blue Titanite Chunk
Enchanted Guardian Tail +3	141/146/0/0	-/E/C/-	2 x Blue Titanite Chunk
Enchanted Guardian Tail +4	146/150/0/0	-/E/C/-	3 x Blue Titanite Chunk
Enchanted Guardian Tail +5	151/155/0/0	-/E/C/-	1 x Blue Titanite Slab

Divine

Base damage reduced. Dexterity bonus reduced. Magic damage added with moderate faith bonus. Holy damage added.

Requires

- Guardian Tail +5
- Divine Ember (+0 and up)
- Large Divine Ember (+6 and up)
- Green Titanite
- White Titanite

23% DEX, 43% FAI scaling.

Name	Damage	Stat Bonuses	Req. Material
Divine Guardian Tail +0	85/103/0/0	-/D/-/D	1 x Green Titanite Shard
Divine Guardian Tail +1	91/110/0/0	-/D/-/D	1 x Green Titanite Shard
Divine Guardian Tail +2	96/117/0/0	-/D/-/D	1 x Green Titanite Shard
Divine Guardian Tail +3	102/124/0/0	-/D/-/D	2 x Green Titanite Shard
Divine Guardian Tail +4	108/131/0/0	-/D/-/D	2 x Green Titanite Shard
Divine Guardian Tail +5	114/138/0/0	-/D/-/D	3 x Green Titanite Shard
Divine Guardian Tail +6	119/144/0/0	-/D/-/D	1 x White Titanite Chunk
Divine Guardian Tail +7	125/151/0/0	-/D/-/D	1 x White Titanite Chunk
Divine Guardian Tail +8	131/158/0/0	-/D/-/D	2 x White Titanite Chunk
Divine Guardian Tail +9	136/165/0/0	-/D/-/C	3 x White Titanite Chunk
Divine Guardian Tail +10	142/172/0/0	-/D/-/C	1 x White Titanite Slab

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Holy damage changed to Dark.

Requires

- Divine Guardian Tail +5
- Dark Ember
- White Titanite

22% DEX, 50% FAI scaling.

Name	Damage	Stat Bonuses	Req. Material
Occult Guardian Tail +0	116/126/0/0	-/D/-/C	1 x White Titanite Chunk
Occult Guardian Tail +1	122/132/0/0	-/D/-/C	1 x White Titanite Chunk
Occult Guardian Tail +2	129/138/0/0	-/D/-/C	1 x White Titanite Chunk
Occult Guardian Tail +3	136/144/0/0	-/D/-/C	2 x White Titanite Chunk
Occult Guardian Tail +4	143/151/0/0	-/D/-/C	3 x White Titanite Chunk
Occult Guardian Tail +5	150/157/0/0	-/D/-/C	1 x White Titanite Slab

Fire

Fire damage added. All stat bonuses removed.
Requires

- Guardian Tail +5
- Large Flame Ember (+6 and up)
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Fire Guardian Tail +0	109/0/109/0	-/-/-	30/10/20/20	1 x Green Titanite Shard
Fire Guardian Tail +1	117/0/117/0	-/-/-	30/10/20.2/20	1 x Green Titanite Shard
Fire Guardian Tail +2	126/0/126/0	-/-/-	30/10/20.4/20	1 x Green Titanite Shard
Fire Guardian Tail +3	134/0/134/0	-/-/-	30/10/20.6/20	2 x Green Titanite Shard
Fire Guardian Tail +4	142/0/142/0	-/-/-	30/10/20.8/20	2 x Green Titanite Shard
Fire Guardian Tail +5	151/0/151/0	-/-/-	30/10/21/20	3 x Green Titanite Shard
Fire Guardian Tail +6	161/0/161/0	-/-/-	30/10/21.2/20	1 x Red Titanite Chunk
Fire Guardian Tail +7	171/0/171/0	-/-/-	30/10/21.4/20	1 x Red Titanite Chunk
Fire Guardian Tail +8	181/0/181/0	-/-/-	30/10/21.6/20	2 x Red Titanite Chunk
Fire Guardian Tail +9	191/0/191/0	-/-/-	30/10/21.8/20	3 x Red Titanite Chunk
Fire Guardian Tail +10	201/0/201/0	-/-/-	30/10/22/20	1 x Red Titanite Slab

Chaos

Base damage reduced from fire upgrade path. Bonus damage from humanity.
Requires

- Fire Guardian Tail +5

- Chaos Flame Ember
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Chaos Guardian Tail +0	133/0/151/0	-/-/-	30/10/20/20	1 x Red Titanite Chunk
Chaos Guardian Tail +1	140/0/159/0	-/-/-	30/10/20.4/20	1 x Red Titanite Chunk
Chaos Guardian Tail +2	148/0/168/0	-/-/-	30/10/20.8/20	1 x Red Titanite Chunk
Chaos Guardian Tail +3	155/0/176/0	-/-/-	30/10/21.2/20	2 x Red Titanite Chunk
Chaos Guardian Tail +4	162/0/184/0	-/-/-	30/10/21.6/20	3 x Red Titanite Chunk
Chaos Guardian Tail +5	170/0/193/0	-/-/-	30/10/22/20	1 x Red Titanite Slab

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:	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:	<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>

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