

# Longsword

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Longsword.glb>

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


“ Widely-used standard straight sword, only matched in ubiquity by the shortsword.

An accessible sword which inflicts consistent regular damage and high slash damage, making it applicable to a variety of situations.

## Availability

- Warrior starting weapon
- Sold by Andre of Astora for 1,000 souls
- Drop from Undead Soldier (sword) (2% drop rate)

## General Information

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Longsword	80/0/0/0 (Normal)	100	200	3.0	10 <sup>1</sup> /10/0/0 C/C/-/-	50/10/35/35	32	50

## Move Set

1 Handed

<b>R1 — R1</b>	Right-to-left swipe into left-to-right swipe.	
<b>R2 — R2</b>	Heavy piercing thrust into upwards slash.	
<b>Roll — R1</b>	Uppercut.	
<b>Backstep or Run — R1</b>	Fast running horizontal slash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping stab attack.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Heavy horizontal swipe.	

<b>2 Handed</b>		
<b>R1 — R1</b>	Alternating vertical swipes.	
<b>R2 — R2</b>	Heavy horizontal slash into horizontal slash.	
<b>Roll — R1</b>	Thrust.	
<b>Backstep or Run — R1</b>	Heavy running overhead vertical chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping stab attack.	
<b>L1 or L2</b>	Guard.	

- This weapon's 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
Longsword +0	80/0/0/0	C/C/-/-				
Longsword +1	88/0/0/0	C/C/-/-	1			
Longsword +2	96/0/0/0	C/C/-/-	1			
Longsword +3	104/0/0/0	C/C/-/-	2			
Longsword +4	112/0/0/0	C/C/-/-	2			
Longsword +5	120/0/0/0	C/C/-/-	3			
Longsword +6	128/0/0/0	C/C/-/-		1		
Longsword +7	136/0/0/0	C/C/-/-		1		
Longsword +8	144/0/0/0	C/C/-/-		2		
Longsword +9	152/0/0/0	C/C/-/-		2		
Longsword +10	160/0/0/0	C/C/-/-		3		
Longsword +11	168/0/0/0	C/C/-/-			1	
Longsword +12	176/0/0/0	C/C/-/-			1	
Longsword +13	184/0/0/0	C/C/-/-			2	
Longsword +14	192/0/0/0	C/C/-/-			3	
Longsword +15	200/0/0/0	C/C/-/-				1

## Crystal

Weapon durability reduced to **20**. Base damage increased  
Requires

- Longsword +10
- Titanite

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab
Crystal Longsword +0	176/0/0/0	C/C/-/-	1	
Crystal Longsword +1	184/0/0/0	C/C/-/-	1	
Crystal Longsword +2	192/0/0/0	C/C/-/-	1	
Crystal Longsword +3	200/0/0/0	C/C/-/-	2	
Crystal Longsword +4	208/0/0/0	C/C/-/-	3	
Crystal Longsword +5	216/0/0/0	C/C/-/-		1

## Lightning

Adds lightning damage. All stat bonuses removed.  
Requires

- Longsword +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab
Lightning Longsword +0	144/0/0/144	-/-/-	50/10/35/35	1	
Lightning Longsword +1	155/0/0/155	-/-/-	50/10/35/37.8	1	
Lightning Longsword +2	166/0/0/166	-/-/-	50/10/35/40.6	1	
Lightning Longsword +3	177/0/0/177	-/-/-	50/10/35/43.4	2	
Lightning Longsword +4	188/0/0/188	-/-/-	50/10/35/46.2	3	
Lightning Longsword +5	200/0/0/200	-/-/-	50/10/35/49		1

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Longsword +5
- Titanite

38% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard
Raw Weapon +0	138/0/0/0	D/D/-/-	1
Raw Weapon +1	147/0/0/0	D/D/-/-	1
Raw Weapon +2	156/0/0/0	D/D/-/-	1
Raw Weapon +3	165/0/0/0	D/D/-/-	2
Raw Weapon +4	174/0/0/0	D/D/-/-	2
Raw Weapon +5	184/0/0/0	D/D/-/-	3

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Longsword +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
Magic Longsword +0	90/97/0/0	E/E/C/-	1		
Magic Longsword +1	96/104/0/0	E/E/C/-	1		
Magic Longsword +2	102/110/0/0	E/E/C/-	1		
Magic Longsword +3	108/117/0/0	E/E/C/-	2		
Magic Longsword +4	114/123/0/0	E/E/C/-	2		
Magic Longsword +5	120/130/0/0	E/E/C/-	3		
Magic Longsword +6	125/136/0/0	E/E/B/-		1	
Magic Longsword +7	132/143/0/0	E/E/B/-		2	
Magic Longsword +8	138/149/0/0	E/E/B/-		2	
Magic Longsword +9	144/156/0/0	E/E/B/-		3	
Magic Longsword +10	150/162/0/0	E/E/B/-			1

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires

- Magic Longsword +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
Enchanted Longsword +0	120/128/0/0	E/E/B/-	1	
Enchanted Longsword +1	124/131/0/0	E/E/B/-	1	

Enchanted Longsword +2	129/135/0/0	E/E/A/-	1	
Enchanted Longsword +3	134/139/0/0	E/E/A/-	2	
Enchanted Longsword +4	139/143/0/0	E/E/A/-	3	
Enchanted Longsword +5	144/148/0/0	E/E/A/-		1

## Divine

Adds magic damage. Moderate damage bonus from faith.  
Requires

- Longsword +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
Divine Longsword +0	81/99/0/0	D/E/-/C	0/0/110/-	1		
Divine Longsword +1	86/105/0/0	D/E/-/C	0/0/110/-	1		
Divine Longsword +2	91/112/0/0	D/E/-/C	0/0/110/-	1		
Divine Longsword +3	97/118/0/0	D/E/-/C	0/0/110/-	2		
Divine Longsword +4	102/125/0/0	D/E/-/C	0/0/110/-	2		
Divine Longsword +5	108/132/0/0	D/E/-/C	0/0/110/-	3		
Divine Longsword +6	113/138/0/0	D/D/-/B	0/0/110/-		1	
Divine Longsword +7	118/145/0/0	D/D/-/B	0/0/110/-		1	
Divine Longsword +8	124/151/0/0	D/D/-/B	0/0/110/-		2	
Divine Longsword +9	129/158/0/0	D/D/-/B	0/0/110/-		3	
Divine Longsword +10	135/165/0/0	D/D/-/B	0/0/110/-			1

# Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.  
Requires

- Divine Longsword +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
Occult Longsword +0	110/120/0/0	E/E/-/B	0/0/-/110	1	
Occult Longsword +1	116/125/0/0	E/E/-/B	0/0/-/110	1	
Occult Longsword +2	123/132/0/0	E/E/-/B	0/0/-/110	1	
Occult Longsword +3	129/138/0/0	E/E/-/B	0/0/-/110	2	
Occult Longsword +4	136/144/0/0	D/D/-/A	0/0/-/110	3	
Occult Longsword +5	143/150/0/0	D/D/-/A	0/0/-/110		1

# Fire

Fire damage added. All stat bonuses removed  
Requires

- Longsword +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Fire Longsword +0	104/0/104/0	-/-/-	50/10/35/35	1		
Fire Longsword +1	112/0/112/0	-/-/-	50/10/35.4/35	1		
Fire Longsword +2	120/0/120/0	-/-/-	50/10/35.7/35	1		
Fire Longsword +3	128/0/128/0	-/-/-	50/10/36/35	2		
Fire Longsword +4	136/0/136/0	-/-/-	50/10/36.4/35	2		
Fire Longsword +5	144/0/144/0	-/-/-	50/10/36.7/35	3		
Fire Longsword +6	153/0/153/0	-/-/-	50/10/37.1/35		1	
Fire Longsword +7	163/0/163/0	-/-/-	50/10/37.5/35		1	
Fire Longsword +8	172/0/172/0	-/-/-	50/10/37.8/35		2	
Fire Longsword +9	182/0/182/0	-/-/-	50/10/38.2/35		3	
Fire Longsword +10	192/0/192/0	-/-/-	50/10/38.5/35			1

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.  
Requires

- Fire Longsword +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab
Chaos Longsword +0	126/0/144/0	-/-/-	50/10/35/35	1	
Chaos Longsword +1	133/0/152/0	-/-/-	50/10/35.7/35	1	
Chaos Longsword +2	140/0/160/0	-/-/-	50/10/36.4/35	1	
Chaos Longsword +3	147/0/168/0	-/-/-	50/10/37.1/35	2	
Chaos Longsword +4	154/0/176/0	-/-/-	50/10/37.8/35	3	
Chaos Longsword +5	161/0/184/0	-/-/-	50/10/38.5/35		1



# 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 7 Strength is required.