

# Painting Guardian Sword

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

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

“ Curved sword of Anor Londo painting guards. Unique shape with flat tip.

The guardians, who strike down those who dare threaten the paintings, attack in a continuous, circular dancing motion, a technique passed down through generations.

## Availability

Drop from Painting Guardian (2% drop rate)

## General Information

A standard Painting Guardian Sword does more damage than both a standard Scimitar or Falchion due to its better Dexterity scaling and faster attack speed. This is offset by very short range. Bleed build-up is 30 per strike.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Painting Guardian Sword	76/0/0/0 (Slash)	100	100	1.5	7 <sup>1</sup> /20/0/0 E/A/-/-	45/10/30/30	30	300/0/-/-	50

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Double overhead slash into horizontal slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1</b> (left hand)	Left-to-right horizontal slash.	
<b>L2</b> (left hand)	Parry.	

2 Handed		
<b>R1 — R1</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Double over head slash into rising vertical slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard.	

- 1-handed R2 attacks are replaced by a horizontal slash to vertical slash combo, followed by a triple slash combo
- 2-handed R2 attacks are replaced by a double vertical slash, followed by a slash-thrust-slash combo

## Upgrades

### Basic

Standard upgrade path.  
Requires

- Titanite

9% STR, 109% DEX scaling.

Name	Damage	Stat Bonuses	Shard	Large Shard	Chunk	Slab	Souls
Painting Guardian Sword +0	76/0/0/0	E/A/-/-					
Painting Guardian Sword +1	83/0/0/0	E/A/-/-	1				200
Painting Guardian Sword +2	91/0/0/0	E/A/-/-	1				200
Painting Guardian Sword +3	98/0/0/0	E/A/-/-	2				200
Painting Guardian Sword +4	106/0/0/0	E/A/-/-	2				200
Painting Guardian Sword +5	114/0/0/0	E/A/-/-	3				200
Painting Guardian Sword +6	121/0/0/0	E/A/-/-		1			200
Painting Guardian Sword +7	129/0/0/0	E/A/-/-		1			200
Painting Guardian Sword +8	136/0/0/0	E/A/-/-		2			200
Painting Guardian Sword +9	144/0/0/0	E/A/-/-		2			200
Painting Guardian Sword +10	152/0/0/0	E/A/-/-		3			200
Painting Guardian Sword +11	159/0/0/0	E/A/-/-			1		200
Painting Guardian Sword +12	167/0/0/0	E/A/-/-			1		200
Painting Guardian Sword +13	174/0/0/0	E/A/-/-			2		200
Painting Guardian Sword +14	182/0/0/0	E/A/-/-			3		200
Painting Guardian Sword +15	190/0/0/0	E/A/-/-				1	200

Painting Guardian Sword durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Painting Guardian Sword +10
- Titanite

9% STR, 109% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Painting Guardian Sword +0	167/0/0/0	E/A/-/-	1		200
Crystal Painting Guardian Sword +1	174/0/0/0	E/A/-/-	1		200
Crystal Painting Guardian Sword +2	182/0/0/0	E/A/-/-	1		200
Crystal Painting Guardian Sword +3	190/0/0/0	E/A/-/-	2		200
Crystal Painting Guardian Sword +4	197/0/0/0	E/A/-/-	3		200
Crystal Painting Guardian Sword +5	205/0/0/0	E/A/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Painting Guardian Sword +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Painting Guardian Sword +0	136/0/0/136	-/-/-	45/10/30/30	1		200
Lightning Painting Guardian Sword +1	147/0/0/147	-/-/-	45/10/30/32.4	1		200
Lightning Painting Guardian Sword +2	158/0/0/158	-/-/-	45/10/30/34.8	1		200
Lightning Painting Guardian Sword +3	168/0/0/168	-/-/-	45/10/30/37.2	2		200
Lightning Painting Guardian Sword +4	179/0/0/179	-/-/-	45/10/30/39.6	3		200
Lightning Painting Guardian Sword +5	190/0/0/190	-/-/-	45/10/30/42		1	200

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Painting Guardian Sword +5
- Titanite

7% STR, 81% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Painting Guardian Sword +0	130/0/0/0	E/B/-/-	1	200
Raw Painting Guardian Sword +1	139/0/0/0	E/B/-/-	1	200
Raw Painting Guardian Sword +2	147/0/0/0	E/B/-/-	1	200
Raw Painting Guardian Sword +3	156/0/0/0	E/B/-/-	2	200
Raw Painting Guardian Sword +4	165/0/0/0	E/B/-/-	2	200
Raw Painting Guardian Sword +5	174/0/0/0	E/B/-/-	3	200

# Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Painting Guardian Sword +5
- Green Titanite
- Blue Titanite

3% STR, 30% DEX, 85% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Painting Guardian Sword +0	85/93/0/0	E/D/B/-	1			200
Magic Painting Guardian Sword +1	91/99/0/0	E/D/B/-	1			200
Magic Painting Guardian Sword +2	96/105/0/0	E/D/B/-	1			200
Magic Painting Guardian Sword +3	102/111/0/0	E/D/B/-	2			200
Magic Painting Guardian Sword +4	108/117/0/0	E/D/B/-	2			200
Magic Painting Guardian Sword +5	114/124/0/0	E/D/B/-	3			200
Magic Painting Guardian Sword +6	119/130/0/0	E/D/B/-		1		200
Magic Painting Guardian Sword +7	125/136/0/0	E/D/B/-		1		200
Magic Painting Guardian Sword +8	131/142/0/0	E/D/B/-		2		200
Magic Painting Guardian Sword +9	136/148/0/0	E/D/A/-		3		200
Magic Painting Guardian Sword +10	142/155/0/0	E/D/A/-			1	200

## Enchanted

Enchanted damage added. All stat bonuses removed.

Requires

- Magic Painting Guardian Sword +5
- Blue Titanite

2% STR, 22% DEX, 83% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Painting Guardian Sword +0	114/122/0/0	E/D/B/-	1		200
Enchanted Painting Guardian Sword +1	118/125/0/0	E/D/A/-	1		200
Enchanted Painting Guardian Sword +2	123/129/0/0	E/D/A/-	1		200
Enchanted Painting Guardian Sword +3	127/132/0/0	E/D/A/-	2		200
Enchanted Painting Guardian Sword +4	132/136/0/0	E/D/A/-	3		200
Enchanted Painting Guardian Sword +5	136/141/0/0	E/D/S/-		1	200

## Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Painting Guardian Sword +5
- Green Titanite
- White Titanite

3% STR, 42% DEX, 84% FAI scaling. Additional damage multiplier against unholy enemies.



Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Painting Guardian Sword +0	76/94/0/0	E/D/-/B	300/0/110/-	1			200
Divine Painting Guardian Sword +1	81/100/0/0	E/D/-/B	300/0/110/-	1			200
Divine Painting Guardian Sword +2	86/107/0/0	E/D/-/B	300/0/110/-	1			200
Divine Painting Guardian Sword +3	91/113/0/0	E/D/-/B	300/0/110/-	2			200
Divine Painting Guardian Sword +4	96/119/0/0	E/D/-/B	300/0/110/-	2			200
Divine Painting Guardian Sword +5	102/126/0/0	E/D/-/B	300/0/110/-	3			200
Divine Painting Guardian Sword +6	107/132/0/0	E/D/-/B	300/0/110/-		1		200
Divine Painting Guardian Sword +7	112/138/0/0	E/D/-/B	300/0/110/-		1		200
Divine Painting Guardian Sword +8	117/144/0/0	E/D/-/B	300/0/110/-		2		200
Divine Painting Guardian Sword +9	122/151/0/0	E/D/-/B	300/0/110/-		3		200
Divine Painting Guardian Sword +10	127/157/0/0	E/D/-/B	300/0/110/-			1	200

## Occult

Occult damage added. Increased damage bonus from faith..  
Requires

- Divine Painting Guardian Sword +5
- White Titanite

3% STR, 39% DEX, 99% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Painting Guardian Sword +0	104/114/0/0	E/D/-/A	300/0/-/110	1		200
Occult Painting Guardian Sword +1	110/119/0/0	E/D/-/A	300/0/-/110	1		200
Occult Painting Guardian Sword +2	116/125/0/0	E/D/-/A	300/0/-/110	1		200
Occult Painting Guardian Sword +3	122/131/0/0	E/D/-/A	300/0/-/110	2		200
Occult Painting Guardian Sword +4	128/136/0/0	E/D/-/A	300/0/-/110	3		200
Occult Painting Guardian Sword +5	135/142/0/0	E/D/-/A	300/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Painting Guardian Sword +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Painting Guardian Sword +0	98/0/98/0	-/-/-	45/10/30/30	1			200
Fire Painting Guardian Sword +1	106/0/106/0	-/-/-	45/10/30.3/30	1			200
Fire Painting Guardian Sword +2	114/0/114/0	-/-/-	45/10/30.6/30	1			200
Fire Painting Guardian Sword +3	121/0/121/0	-/-/-	45/10/30.9/30	2			200
Fire Painting Guardian Sword +4	129/0/129/0	-/-/-	45/10/31.2/30	2			200
Fire Painting Guardian Sword +5	136/0/136/0	-/-/-	45/10/31.5/30	3			200
Fire Painting Guardian Sword +6	145/0/145/0	-/-/-	45/10/31.8/30		1		200
Fire Painting Guardian Sword +7	155/0/155/0	-/-/-	45/10/32.1/30		1		200
Fire Painting Guardian Sword +8	164/0/164/0	-/-/-	45/10/32.4/30		2		200
Fire Painting Guardian Sword +9	173/0/173/0	-/-/-	45/10/32.7/30		3		200
Fire Painting Guardian Sword +10	182/0/182/0	-/-/-	45/10/33/30			1	200

# Chaos

Chaos damage added. All stat bonuses removed.  
Requires

- Fire Painting Guardian Sword +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Painting Guardian Sword +0	118/0/136/0	-/-/-	45/10/30/30	1		200
Chaos Painting Guardian Sword +1	125/0/144/0	-/-/-	45/10/36/30	1		200
Chaos Painting Guardian Sword +2	132/0/152/0	-/-/-	45/10/31.2/30	1		200
Chaos Painting Guardian Sword +3	138/0/159/0	-/-/-	45/10/31.8/30	2		200
Chaos Painting Guardian Sword +4	145/0/167/0	-/-/-	45/10/32.4/30	3		200
Chaos Painting Guardian Sword +5	151/0/174/0	-/-/-	45/10/33/30		1	200

# 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>	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.
<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>	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
<b>Frampt Souls:</b>	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

# Footnotes

1. when two handing this weapon, only 5 Strength is required