

# Priscilla's Dagger

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Priscilla's%20Dagger.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Priscilla's%20Dagger>

“ This sword, one of the rare dragon weapons, came from the tail of Priscilla, the Dragon Crossbreed in the painted world of Ariamis.

Possessing the power of lifehunt, it dances about when wielded, in a fashion reminiscent of the white-robed painting guardians.

## Availability

Crossbreed Priscilla tail cut

## General Information

Bleed buildup is 20 per strike, the lowest in the game, and (like the Lifehunt Scythe) deals 50% of the target's total health when inflicted.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Priscilla's Dagger	80/0/0/0 Bleed 500 Dark 110 (Normal)	100	100	1.0	6 <sup>1</sup> /20/0/0 -A/-/-	45/10/30/30	26	5,000

## Move Set

<b>1 Handed</b>		
<b>R1 — R1</b>	Right-to-left swipe into left-to-right swipe.	
<b>R2 — R2</b>	Rising and downward slashes into spinning horizontal slash.	
<b>Roll — R1</b>	Forward stab.	
<b>Backstep or Run — R1</b>	Forward stab.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping thrust attack.	
<b>L1 (left hand)</b>	Horizontal swipe.	
<b>L2 (left hand)</b>	Parry.	

<b>2 Handed</b>		
<b>R1 — R1</b>	Downward slash into left-to-right slash.	
<b>R2 — R2</b>	Spinning slash into rising slash.	
<b>Roll — R1</b>	Forward stab.	
<b>Backstep or Run — R1</b>	Downward slash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping thrust attack.	
<b>L1 or L2</b>	Guard.	

- Strong attack (1-handed) is replaced by a rising slash into a downward slash that can be followed up by a spinning horizontal slash.
- Strong attack (2-handed) is replaced by a spinning slash followed by a rising slash.

## Upgrades

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### Requires

- Dragon Scale

122% DEX scaling.

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Priscilla's Dagger +0	80/0/0/0	-/A/-/		
Priscilla's Dagger +1	88/0/0/0	-/A/-/	1	10,000
Priscilla's Dagger +2	96/0/0/0	-/A/-/	1	10,000
Priscilla's Dagger +3	104/0/0/0	-/A/-/	2	10,000
Priscilla's Dagger +4	112/0/0/0	-/A/-/	2	10,000
Priscilla's Dagger +5	120/0/0/0	-/S/-/	4	10,000

# Key

<p><b>Damage:</b></p>	<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>
<p><b>Critical:</b></p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p><b>Durability:</b></p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p><b>Weight:</b></p>	<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>

<p><b>Stats Needed:</b></p>	<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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<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.

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