

# Velka's Rapier

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

<https://jadepilled.github.io/souls-model-viewer/ds1/stat->

[viewer/wepgen.html?item=Velka's%20Rapier](#)

“ A symbolic, powerful thrusting sword used by the Pardoner serving Velka,

*Goddess of Sin.*

*It is no mere symbol to be sure; the Pardoner is an inhuman swordsman, and wields this enchanted blade with special sword technique.*

## Availability

Painted World of Ariamis treasure:

After accessing the Annex using the Annex Key, continue upstairs.

In the next section there is a set of wooden planks on the right.

Breaking them gives access to a corpse with the rapier on it


## General Information

A good thrusting weapon for a high-INT build.

Quite effective for killing Giant Mosquitoes because of the vertical slash motion of its one-handed strong attack.

The "V"-shaped strong attack could stand for the initial letter in "Velka."

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
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	Velka's Rapier	62/104/0 /0	100	130	2	8 <sup>1</sup> /16/16/0	45/10/30 /30	22	5,000
		Dark 110				E/C/B/-			
		(Regular/ Thrust)							

## Move Set

1 Handed		
<b>R1 — R1</b>	Piercing thrusts.	Can be done with shield raised.
<b>R2 — R2</b>	Two v-slashes into thrust.	
<b>Roll — R1</b>	Low piercing thrust.	
<b>Backstep or Run — R1</b>	Jumping piercing thrust.	
<b>Forward + R1</b>	Backstep thrust.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping thrust attack.	
<b>L1</b> (left hand)	Piercing thrust.	
<b>L2</b> (left hand)	Parry.	

2 Handed		
<b>R1 — R1</b>	Piercing thrusts.	
<b>R2 — R2</b>	Two v-slashes into thrust.	
<b>Roll — R1</b>	Low piercing thrust.	
<b>Backstep or Run — R1</b>	Jumping piercing thrust.	
<b>Forward + R1</b>	Backstep thrust.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping thrust attack.	
<b>L1 or L2</b>	Guard.	

- Strong attacks (1-handed) are replaced by a quick, two hit reverse V-shaped swipe that does slash damage followed by a delayed thrust.
- Strong attacks (2-handed) are replaced by a quick, two hit V-shaped swipe that does slash damage followed by a delayed thrust.

## Upgrades

Requires

- Twinkling Titanite

5% STR, 53% DEX, 97% INT scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Velka's Rapier +0	62/104/0/0	E/C/B/-		
Velka's Rapier +1	68/114/0/0	E/C/B/-	1	2,000
Velka's Rapier +2	74/124/0/0	E/C/B/-	1	2,000
Velka's Rapier +3	80/135/0/0	E/C/B/-	2	2,000
Velka's Rapier +4	86/145/0/0	E/C/B/-	2	2,000
Velka's Rapier +5	93/156/0/0	E/C/B/-	4	2,000

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>(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>	<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 6 Strength is required.