

(you can add suggestions)

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RAINSWEPT OUTPOST

ENEMY SOULS

Hollow Soldier: 50

Lothric Knight: 80

Hollow: 30

ITEMS

Soul of a Desecrated Corpse

Lightning Urn

Broken Straight Sword

Alluring Skull x2

Soul of a Desecrated Corpse

Standard Arrow x5

Rusted Coin

THE NEXUS

ITEMS

Binoculars - In a chest on the top pathways

Homeward Bone

Apothecary Flask -Defeat Apothecary Bennet, an invader, after unlocking McLoyf's door using the Laboratory Key bought for 2,500 souls).

Undead Bone Shard - Given by Weak-Kneed Thomas after defeating any boss

Emissary Set

Brewing Kit - Purchased from McLoyf for 5,000 souls

WAR-TORN VILLAGE

ENEMY SOULS AND DROPS DROPS UPDATED TO V.1.1.1 (Some unchecked)

Hollow: 20 (Human Pus)

Deserter: 60 (Firebombs x3, Deserter Set, Titanite Shard, Long Sword, Fire Gem)

Worker/Peasant Hollow: 185/80/72/60 (Rubbish, Titanite Shard, Charcoal Pine Resin, Firebomb, Worker Set, Fire Gem, Dung Pie, Four-Pronged Plow, Large Titanite Shard)

Thrall: 96/90 (Thrall Axe, Thrall Hood, Titanite Shard)

Angel Apostle: 80/96 (Angel Feather, Apostle Scythe, Apostle Rapier, Hollow Gem)

Angel Storyteller: 100 (Angel Feather)

Angelic Paladin: 110 (Ember Blossom, Titanite Shard, Blessed Gem, Angelic Paladin Set, Lothric Knight Greatsword, Lothric Knight Greatshield, Knight's Crossbow)

Lothric Knight: 110 (Ember, Titanite Shard, Lothric Knight Sword, Lothric Knight Shield, Lothric Knight Long Spear, Lothric Knight Greatshield, Lothric Knight Set, Knight's Crossbow, Sunlight Medal)

Pus Villager: 185 (Worker Set, Firebomb, Charcoal Pine Resin)

Angel of Gertrude: 200 (Hollow Gem)

True Pus Of Man: 250 (Titanite Shard, Humanity, Human Pus)

Pus Lothric Knight: 250 (Lothric Knight Sword, Lothric Knight Shield, Lothric Knight Long Spear, Lothric Knight Set, Ember Blossom)

Winged Knight: 350/35 (Winged Twinaxes, Winged Knight Halberd, Titanite Shard, Blessed Gem)

Lothric Executioner: 350 (Refined Gem, Ember Blossom, Ember, Titanite Shard)

Bodiless Pus: 600 (Soul of a Desecrated Corpse, Large Soul of a Desecrated Corpse)

ITEMS

Fading Soul

Homeward Bone

Soul of a Desecrated Corpse

Soul of an Unknown Traveler

Angel Feather

Short Bow

Standard Arrow x15

Humanity

Rusted Coin x2

Fire Arrow x5

Light Crossbow

Standard Bolt x20

Ember

Fugitive Set

Old Sage Set
Titanite Shard
Long Sword
Deserter Set
Undead Boneshard
Claymore
Titanite Shard

---TOWARDS GOLEM---

Great Scythe
Human Pine Resin x2
Humanity
Ember
Firebomb x6
Human Pine Resin x3
Pilgrim Emblem - QUEST
Angel Feather x5 - QUEST
Cleric Knight Set - QUEST
Havel's Ring - Inside Boss Room

--TOWARDS PUS-RIDDEN BEAST--

Fire Clutch Ring
Wolf's Blood Swordgrass
Angel Feather (2)
Hidden Blessing
Blessed Gem (In a Titanite Lizard)

--TOWARDS KNIGHT OF GERTRUDE--

Warpick
Angel Feather x3
Blue Wooden Shield
Rusted Coin x10
Poison Throwing Knife x10
Heavy Bolt x5
Cursebite Ring
Mailbreaker
Ember
Fire Arrow x10
Longsword
Broadsword
Charcoal Pine Resin x2
Humanity
Human Pus x2
Ember
Blue Tearstone Ring
Flamberge
Small Leather Shield

Angel Feather

Angel Feather

--TOWARDS OMEN OF THE ECLIPSE--

Estus Shard

Purging Stone x3

Parrying Dagger

Human Pus

Knight Set

Red Hilted Halberd

Charcoal Pine Resin

Firebomb x8

Human Pus x3

Undead Hunter Charm x4

Charcoal Pine Bundle x5

CRYSTAL LIZARD DROPS

Titanite Shard

Twinkling Titanite

NOTABLE ITEMS

Short Bow

Light Crossbow

Fugitive Set

Old Sage Set

Longsword

Deserter Set

Claymore

Great Scythe

Fire Clutch Ring

Warpick

Blue Wooden Shield

Cursebite Ring

Mailbreaker

Broadsword

Blue Tearstone Ring

Flamberge

Small Leather Shield

Parrying Dagger

Knight Set

Red Hilted Halberd

Undead Bone Shard

Titanite Shard x3

Twinkling Titanite

CATHEDRAL OF THE DEEP

ENEMY DROPS AND ITEMS

Murkman: 50 (Deep Gem, Murky Moss, Claymore)

Sewer Spider: 280 (Green Blossom)

Mangrub: 100/150 (Dual Charm, Undead Hunter Charm)

Locust Head: 100 (Celestial Pupa)

Manservant: 450 (Titanite Shard, Rubbish, Manservant Set, Great Machete)

Accursed Dog: 150 (Celestial Pupa)

Lesser Deep Accursed: 150 (Murky Moss)

Fat Deacon: 250 (Celestial Pupa, Murky Moss, Deep Gem, Deacon Robe, Deacon Skirt)

Brainsucker: 350 (Celestial Pupa)

Evangelist: 380 (Spiked Mace, Titanite Shard, Blessed Gem, Evangelist Set,)

Corrupted Milfanito: 400 (Humanity, Murky Moss, Celestial Pupa)

Baptismal Knight: 750 (Titanite Shard, Baptismal Knight Greatsword, Celestial Pupa)

Great Murkman: 1500 (2 Murky Moss, Deep Gem)

Deep Accursed: 1500 (Aldrich's Ruby, Aldrich's Sapphire)

Mimic: 2000 (Drang Twinspears)

ITEMS

Fading Soul

Wooden Shield

Alluring Skull x3

Exploding Bolt x10

Old Greatsword

Help Me! Carving

Iron Priest Set

Iron Club

Ember

Humanity

Young White Branch

Young White Branch

Ember

Estus Shard

Homeward Bone

Cathedral Knight Set

Green Blossom x5

Cathedral Knight Greatshield

Humanity x2
Humanity
Titanite Shard
Titanite Shard
Saint-Tree Bellvine
Titanite Shard
Red Bug Pellet x2
Large Soul of a Desecrated Corpse
Duel Charm x3
Rusted Gold Coin x6
Soul of a Desecrated Corpse
Soul of a Nameless Soldier
Soul of an Unknown Traveler
Humanity
Undead Hunter Charm x2
Titanite Shard
Crescent Axe
Poisonbite Ring
Large Soul of a Nameless Soldier
Llyod's Sword Ring
Canvas Talisman
Exploding Bolt x12
Deep Protection
--TOWARDS GREAT DEEP ACCURSED--
Duel Charm x2
Herald Set
Sacred Bloom Shield
Blessed Gem
--TOWARDS SAINT KLINT--
Arbalest
Homeward Bone
Red Bug Pellet x3
Pale Tongue
Saint Bident
Torch
--TOWARDS ALDRICH--
Alluring Skull x5
Deacon Set
Titanite Shard
Deep Gem
Soul of an Unknown Traveler
Ember
Brigand Axe
Spider Shield

Prism Stone x12
Cathedral Cell Key
Undead Hunter Charm x3
Deep Soul

Crystal lizard Drops
Raw Gem
Titanite Shard

Notable Items

Old Greatsword
Help Me! Carving
Iron Priest Set
Iron Club
Cathedral Knight Greatshield
Saint-Tree Bellvine
Crescent Axe
Poisonbite Ring
Llyod's Sword Ring
Canvas Talisman
Deep Protection
Herald Set
Sacred Bloom Shield
Arbalest
Saint Bident
Deacon Set
Brigand Axe
Spider Shield
Deep Soul
Estus Shard
Titanite Shard x5

CARTHUS OF THE SANDS

ENEMY SOULS AND DROPS

Desert Cricket: 6 (Rubbish)
Crab: 33 (Bloodred Moss Clump)
Scorpion: 35 (Raw Fire Crystals)
Miner: 100 (Raw Fire Crystals, Fire Gem, Pickaxe, Titanite Shard)

Sultan's Spirit: 250 (Rusted Coin, Noble's Dagger)
Farron Follower: 400 (Wolf's Blood Swordgrass, Follower Set, Heavy Gem)
Carthus Pyromancer: 430 (Raw Fire Crystals, Carthus Shotel, Yellow Bug Pellet, Carthus Rouge)
Carthus Swordsman: 480 (Carthus Curved Sword, Carthus Warrior Set, Carthus Rouge, Yellow Bug Pellet, Sharp Gem, Humanity)
Carthus Spearman: 480 (Carthus Pike, Carthus Warrior Set, Carthus Rouge, Humanity)
Carthus Warlock: 870
Giant Crab: 800 (Titanite Shard, Bloodred Moss Clump)
Giant Crystal Lizard: 1500

ITEMS

Pyromancy Flame
Titanite Shard
Black Firebomb x4
Falchion
Carthus Milkring
Carthus Red Wine - Dropped by Carthus Warlock
Ember
Titanite Shard
Rusted Coin x5
Carthus Rouge x3
Soul of a Unknown Traveler
Titanite Shard
Soul of a Nameless Soldier
Bloodred Moss Clump x3
Large Soul of a Nameless Soldier
Large Titanite Shard x2
Ember
Titanite Scale
Carthus Flame Arc - Dropped by Carthus Warlock
Poison Mist - Dropped by Carthus Warlock
Bloodred Moss Clump x4
Black Firebomb x3
Titanite Scale
Ember
Carthus Bloodring
Titanite Shard x2
Twinkling Titanite
Ember
Acid Surge
Lightning Spear - Dropped by Sandworm
Estus Shard - Dropped by Sandworm
Undead Bone Shard

--CARTHUS RED MINE--

Twinkling Titanite
Soul of a Weary Warrior
Prism Stone x15
Titanite Scale x2 - Dropped by Giant Crystal Lizard

--TOWARDS LAST TWO BELLS--

Pyromancer Set
Hand Axe
Black Blade
Titanite Shard x2
Yellow Bug Pellet x5
Titanite Shard
Titanite Shard
Fire Arrow x12
Titanite Scale
Soul of a Weary Warrior
Dung Pie x3
Covetous Silver Serpent Ring

CRYSTAL LIZARD DROPS

Twinkling Titanite x2

Notable Items

Falchion
Carthus Milkring
Carthus Red Wine
Carthus Flame Arc
Poison Mist
Carthus Bloodring
Acid Surge
Lightning Spear
Pyromancer Set
Hand Axe
Black Blade
Loin Cloth
Large Titanite Shard x2
Estus Shard
Undead Bone Shard
Titanite Shard x9
Twinkling Titanite x4
Titanite Scale x5
--bought from pyromancer--
Pyromancy Flame
Fireball

Fire Orb
Fire Stream
Flash Sweat

PHOENIX TOWER, IRITHYLL

ENEMY SOULS AND DROPS

Priest: 50 (Longsword, Firebomb, Blessed Gem, Red Bug Pellet)
Phoenix: 120
Painting Guardian: 200 (Painting Guardian Curved Sword, Painting Guardian Set, Lunar Cocoon)
Phoenix Guard: 200 (Phoenix Guard Set, Phoenix Zweihander, Phoenix Great Mace, Ember, Shriving Stone, Titanite Shard)
Mirrah Prisoner: 350 (Simple Gem)
Disgraced Prisoner: 350
Heide Queensguard: 350 (Heide Queensguard Set, Queensguard Straight Sword, Queensguard Greatsword, Queensguard Cross-Spear)
Phoenix Swordsmen: 400 (Ember)
Elite Dark Wraith: 1200 (Elite Dark Wraith Set, Elite Darkwraith Great Sword, Humanity)
Mimic: (Lightning Mace, Symbol of Avarice)

ITEMS

Rapier
Throwing Knife (20)
Geisteel Set
Chloranthy Ring
--TOWARDS KEEPER OF THE OLD GODS--
Dragonslayer Axe
Gold Pine Resin
Buckler
--TOWARDS DISGRACED KNIGHT--
Fencer Set
Cup Hilt Rapier
Grass Crest Shield
Blue Bug Pellet (3)
Barbed Straight Sword
Spiked Shield
Sun Princess Ring
Titanite Shard
Winged Spear
Titanite Shard
Lightning Mace
Morning Star

CRYSTAL LIZARD DROPS

Twinkling Titanite

Twinkling Titanite

ELEUM LOYCE OF THE BOREAL VALLEY

ENEMY SOULS AND DROPS

Rat: 30 (Soul of a Deserted Corpse, Humanity)

Farron Follower: 300 (Follower Set, Wolf's Blood Swordgrass, Heavy Gem,, Large Titanite Shard)

Outrider Knight: 550 (Rimed Blossom, Irithyll Straight Sword, Irithyll Flamberge, Outrider Knight Greatshield, Outrider Knight Set)

Darkmoon Knight: 550 (Lunar Cocoon)

Loyce Knight: 600 (Loyce Set, Loyce Knight Side Sword, Loyce Knight Glaive, Loyce Shield, Humanity)

Ice Swordsmen: 640 (Rimed Blossom)

Darkmoon Priest: 750 (Rimed Blossom, Crystal Gem)

Sunless Knight: (Sunless Set, Estoc, Sunless Spear, Lunar Cocoon, Ember)

Silver Knight: 800 (Silver Knight Set, Silver Knight Shield, Profaned Cinders, Titanite Shard x2, Humanity, Dragonslayer Greatarrow x5, Dragonslayer Greatbow)

Frozen Golem: 1500

Mimic: 2000 (Estus Shard, Symbol of Avarice)

Giant Crystal Lizard: 2000 (Titanite Scale x2)

ITEMS

Blue Bug Pellet (2)

Pale Pine Resin

Rime-Blue Moss Clump (3)

Ember

Titanite Shard

Glaive

Chillbite Ring

--TOWARDS SILVER KNIGHT CAPTAIN ERDAN--

Firebomb (3)

Ember

Humanity

Zweihander

Estus Shard - Dropped by Mimic

Dragonslayer Greatarrow (10)

Titanite Shard

Dung Pie (4)
Rusted Coin (3)
Young White Branch
Young White Branch
Rime-Blue Moss Clump (5)
Young White Branch
Northerner Set
Axe (Frost Infused)
Large Titanite Shard
Scholar Set
Witchtree Branch
Black Bug Pellet (5)
Hunter Set
Follower Shield
Wolf's Blood Swordgrass
Large Titanite Shard x2
Green Blossom x3
Follower Sabre
Wolf's Blood Swordgrass x2
Follower Javelin

CRYSTAL LIZARD DROPS

Twinkling Titanite
Large Titanite Shard

BOSSES

Angelic Siege Golem: 5000
Knight of Gertrude: 6000
Pus-Ridden Beast: 6000
Omen of the Eclipse: 7000

Great Deep Accursed: 8000
Aldrich: 8000
Saint Klimt: 9000

Chaos Amalgamate: 8000
Necromancer Obediah: 10000

Disgraced Knight: 15000

One-Eyed Janara: 12000
Silver Knight Erdan: 15000
Hati & Skoll: 20000

SOULS

Fading Soul: 50
Soul of a Desecrated Corpse: 200
Large Soul of a Desecrated Corpse: 400
Soul of an Unknown Traveler: 800
Soul of a Nameless Soldier: 2000
Large Soul of a Nameless Soldier: 3000
Soul of a Weary Warrior: 5000
Soul of an Old Hand: 12500

Soul of a Angelic Siege Golem: 3500
Soul of a Knight of Geutrude: 5000
Soul of Commander Esmond: 5000
Soul of Necromancer Obediah: 5000
Soul of a Disgraced Knight: 5000
Soul of Captain Erdan: 5000
Soul of a Pus-Ridden Beast: 7500
Soul of a Great Deep Accursed: 8500
Soul of Aldrich: 8500
Soul of a Chaos Amalgamate: 8500
Soul of Saint Klimt: 10000
Soul of Oracle Janara: 12000

SELLING COSTS

Firebomb: 10
Poison Throwing Knife: 10
Rusted Coin: 50
White Branch: 100
Pale Pine Resin: 100
Rusted Gold Coin: 150
Angel Feather: 300
Celestial Pupa: 300
Lunar Cocoon: 300
Rimed Blossom: 300
Humanity: 800
Ember: 1000
Hidden Blessing: 1000

WEAPONS

DAGGERS

Parrying Dagger +0/+1/+2/+3/+4/+5/+6

Damage: 60/66/72/78/84/90/96

Crit: 110

Weight: 1.0

Scaling: E/E/E/E/E/E STR C/C/C/C/B/B/B DEX

Requirements: 5 STR 14 DEX

Weapon Art: Parry - 0 FP

Upgrade Material: Titanite Shard

Mail Breaker +0/+1/+2/+3/+4/+5/+6

Damage: 89/97/106/115/124/133/142

Crit: 125

Weight: 1.5

Scaling: E/E/E/E/E/D STR D/D/D/D/D/D DEX

Requirements: 7 STR 11 DEX

Weapon Art: Shield Splitter - 21 FP

Upgrade Material: Titanite Shard

Dagger +0/+1/+2/+3/+4/+5/+6

Damage: 65/71/78/84/91/97/104/110

Crit: 130

Weight: 1.5

Scaling: E/E/E/E/E/E STR C/C/C/C/B/B/B DEX

Requirements: 5 STR 9 DEX

Weapon Art: Quickstep - 5 FP

Upgrade Material: Titanite Shard

Noble's Dagger +0/+1/+2/+3/+4/+5/+6

Damage: 80/88/96/104/112/120/128

Crit: 110

Weight: 1.7

Scaling: D/D/D/D/D/D STR D/D/D/D/D/D DEX

Requirements: 6 STR 13 DEX

Weapon Art: Quickstep - 5 FP

Upgrade Material: Titanite Shard

Auxiliary Buildup: 30 Hemorrhage Buildup

Harpe +0/+1/+2/+3/+4/+5/+6

Damage: 62/68/74/80/86/93/99

Crit: 100

Weight: 1.5

Scaling: E/E/E/E/E/E STR C/C/C/C/C/B/B DEX
Requirements: 8 STR 10 DEX
Weapon Art: Quickstep - 5 FP
Upgrade Material: Titanite Shard

STRAIGHT SWORDS

Long Sword +0/+1/+2/+3
Damage: 110/121/132/143
Crit: 100
Weight: 3.0
Scaling: D/C/C/C STR D/D/D/D DEX
Requirements: 10 STR 10 DEX

Emissary's Blade +0/+1/+2
Damage: 110/121/132
Crit: 100
Weight: 3.0
Scaling: C/C/C STR D/D/D DEX
Requirements: 10 STR 10 DEX 8 FTH

Broadsword +0/+1/+2
Damage: 117/128/140
Crit: 100
Weight: 3.0
Scaling: C/C/C STR D/D/D DEX
Requirements: 10 STR 10 DEX

Broken Straight Sword
Damage: 70
Crit: 100
Weight: 1.0
Scaling: D STR D DEX
Requirements: 8 STR 8 DEX

Lothric Knight Sword +0/+1/+2/+3
Damage: 103/113/123/133
Crit: 110
Weight: 4.0
Scaling: D/D/D/D STR C/C/C/C DEX
Requirements: 11 STR 18 DEX

Barbed Straight Sword +0/+1
Damage: 111/122
Crit: 100

Weight: 3.0
Scaling: D STR D DEX
Requirements: 11 STR 11 DEX
(30 bleed buildup)

Shortsword
Damage: 99
Crit: 110
Weight: 2.0
Scaling: D STR C DEX
Requirements: 8 STR 10 DEX

Queensguard Straight Sword +0/+3 (Uses Twinkling Titanite)
Damage: 132/184
Crit: 100
Weight: 4.5
Scaling: D/C STR D/D DEX
Requirements: 11 STR 10 DEX
Weapon Art: Heide's Thunder - 35 FP

Loyce Knight Side Sword +6
Damage: 206
Crit: 100
Weight: 3.0
Scaling: D STR C DEX
Requirements: 10 STR 10 DEX 12 FAI
Weapon Art: Prying Wedge - 9 FP

Irithyll Straight Sword +0/+3
Damage: 124/172
Crit: 100
Weight: 4.0
Scaling: D/C STR D/D DEX
Requirements: 12 STR 14 DEX
Weapon Art: Stance
Upgrade Material: Twinkling Titanite
Auxiliary Buildup: 55 Frostbite Buildup

SPECIAL GREATSWORDS

Blessed Wing and Talon +0
Damage: 147 Physical 49 Magic
Crit: 100

Weight: 12.5
Scaling: C STR D DEX C FTH
Requirements: 21 STR 15 DEX 15 FTH
Weapon Art: Wing and Talon - 23 FP
Upgrade Material: Titanite Scale

GREATSWORDS

Bastard Sword
Damage: 138
Crit: 100
Weight: 8.0
Scaling: D STR D DEX
Requirements: 16 STR 10 DEX

Claymore
Damage: 138
Crit: 100
Weight: 9.0
Scaling: D STR D DEX
Requirements: 16 STR 13 DEX

Old Greatsword +0/+1
Damage: 125/137
Crit: 100
Weight: 9.0
Scaling: D/D STR E/E DEX
Requirements: 14 STR 10 DEX
Auxiliary Buildup: 38 Hemorrhage Buildup, 44 Poison Buildup

Flamberge +0
Damage: 158
Crit: 100
Weight: 8.5
Scaling: D STR D DEX
Requirements: 15 STR 14 DEX
Weapon Art: Stance
Auxiliary Buildup: 36 Hemorrhage Buildup

Queensguard Greatsword +0/+3 (Uses Twinkling Titanite)
Damage: 173/241
Crit: 100
Weight: 10.0
Scaling: D/D STR D DEX

Requirements: 20 STR 18 DEX
Weapon Art: Heide's Thunder - 35 FP
Upgrade Material: Twinkling Titanite

Baptismal Guard Blade +0
Damage: 143 Physical 51 Dark
Crit: 100
Weight: 10.0
Scaling: D STR D DEX D FTH D INT
Requirements: 20 STR 18 DEX 12 FTH 12 INT
Weapon Art: Baptized Blade - 10 FP
Upgrade Material: Twinkling Titanite

Elite Darkwraith Greatsword +0/+4
Damage: Standard/Thrust, 96/160 Physical 161/251 Dark
Crit: 100
Weight: 9
Scaling: D/D STR, D/D DEX, D/C INT, D/C FTH
Requirements: 14 STR, 12 DEX, 15 INT, 15 FTH
Weapon Art: Mortal Draw - 9 FP
Upgrade Material: Twinkling Titanite

ULTRA GREATSWORDS___

Zweihander +0
Damage: 145
Crit: 100
Weight: 10.0
Scaling: D STR D DEX
Requirements: 19 STR 11 DEX
Weapon Art: Stomp

Phoenix Zweihander +0/+1/+2/+3
Damage: 149/163/178/193 Physical 50/55/60/65 Fire
Crit: 100
Weight: 13.0
Scaling: D/C STR D/D DEX
Requirements: 22 STR 11 DEX
Weapon Art: Stomp

Lothric Knight Greatsword +0/+1
Damage: 131/144 Physical 87/95 Lightning
Crit: 100
Weight: 16.5

Scaling: D/D STR D/D DEX
Requirements: 24 STR 16 DEX
Weapon Art: Stomp

Silver Knight Greatsword +0
Damage: 171
Crit: 100
Weight: 8.0
Scaling: D STR C DEX
Requirements: 20 STR 20 DEX
Weapon Art: Profaned Warcry - 20 FP
Upgrade Material: Titanite Scale

Irithyll Flamberge +0
Damage: 159
Crit: 100
Weight: 9.0
Scaling: D STR D DEX
Requirements: 15 STR 17 DEX
Weapon Art: Spin Slash (12 FP)
Upgrade Material: Twinkling Titanite
Auxiliary Buildup: 86 Frostbite Buildup

Cathedral Knight Greatsword +0
Damage: 149 Physical
Crit: 100
Weight: 15.0
Scaling: C STR E DEX
Requirements: 26 STR 10 DEX
Weapon Art: Stomp

Hati's Farron Greatsword +0
Damage: 141
Crit: 100
Weight: 12.5
Scaling: D STR C DEX
Requirements: 18 STR 20 DEX
Weapon Art: Skoll's Leap - 9 FP
Upgrade Material: Titanite Scale
Auxiliary Buildup: 96 Frostbite Buildup

CURVED SWORDS

Scimitar +0/+1/+2/+3/+4/+5/+6

Damage: 90/99/108/116/126/135/144
Crit: 100
Weight: 2.5
Scaling: E/E/E/E/E/E STR B/B/B/B/A/A/A DEX
Requirements: 7 STR 13 DEX
Weapon Art: Spin Slash - 6 FP
Upgrade Material: Titanite Shard

Falchion +0/+1/+2/+3/+4/+5/+6
Damage: 117/128/140/152/163/175/187
Crit: 100
Weight: 4.0
Scaling: D/D/D/D/D/D/D STR D/D/D/C/C/C/C DEX
Requirements: 9 STR 13 DEX
Weapon Art: Spin Slash - 6 FP
Upgrade Material: Titanite Shard

Carthus Curved Sword +0/+1/+2/+3/+4/+5/+6
Damage: 105/115/126/136/147/157/168
Crit: 100
Weight: 5.5
Scaling: D/D/D/D/D/D/D STR D/C/C/C/C/C/C DEX
Requirements: 15 STR 18 DEX
Weapon Art: Spin Slash - 6 FP
Upgrade Material: Titanite Shard
Auxiliary Buildup: 30 Hemorrhage Buildup

Carthus Shotel +0/+1/+2/+3/+4/+5/+6
Damage: 106/116/127/137/148/159/168
Crit: 100
Weight: 3.0
Scaling: E/E/E/E/E/E STR C/C/C/C/C/C/C DEX
Requirements: 12 STR 19 DEX
Weapon Art: Spin Slash - 6 FP
Upgrade Material: Titanite Shard
Auxiliary Buildup: 30 Hemorrhage Buildup

Painting Guardian's Curved Sword +0/+1/+2/+3/+4/+5/+6
Damage: 88/96/105/114/123/132/140
Crit: 100
Weight: 1.5
Scaling: E/E/E/E/E/E STR B/B/B/B/A/A/A DEX
Requirements: 7 STR 19 DEX
Weapon Art: Chained Dance - 5 FP

Upgrade Material: Titanite Shard
Auxiliary Buildup: 30 Hemorrhage Buildup

Follower Sabre +0/+1/+2/+3/+4/+5/+6
Damage: 108/118/129/140/151/162/172
Crit: 100
Weight: 4.0
Scaling: D/D/D/D/D/D/D STR D/D/D/C/C/C/C DEX
Requirements: 9 STR 14 DEX
Weapon Art: Prying Wedge - 9 FP
Upgrade Material: Titanite Shard
Auxiliary Buildup: 30 Hemorrhage Buildup

Londor Fencing Sabre +0/+1/+2/+3/+4/+5/+6
Damage: 90/99/108/117/126/135/144
Crit: 100
Weight: 3.0
Scaling: E/E/E/E/E/E/E STR E/E/E/E/E/E/E DEX (Unique luck scaling, estimated to be A)
Requirements: 7 STR 10 DEX
Weapon Art: Shield Smasher - 13 FP
Upgrade Material: Titanite Shard

CURVED GREATSWORDS

Necromancer's Konda +0 (Uses Titanite Scale)
Damage: 148 Physical 44 Dark
Crit: 100
Weight: 13.0
Scaling: D STR C DEX C FTH C INT
Requirements: 19 STR 25 DEX
Weapon Art: Ghastly Strike (9 FP)

Serpentine Greatsword +0 (Uses Titanite Scale)
Damage: 115 Physical 68 Magic
Crit: 100
Weight: 13.0
Scaling: D STR C DEX B INT
Requirements: 19 STR 25 DEX 15 INT
Weapon Art: Ghastly Strike (9 FP)

THRUSTING SWORDS

Rapier +0
Damage: 95 Physical

Crit: 130
Weight: 2.0
Scaling: E STR C DEX
Requirements: 7 STR 12 DEX
Weapon Art: Stance

Cup Hilt Rapier +0
Damage: 92 Physical
Crit: 130
Weight: 2.0
Scaling: E STR C DEX
Requirements: 7 STR 12 DEX
Weapon Art: Ricard's Lunge and Press

Apostle Rapier +0
Damage: 105/115 Physical
Crit: 100
Weight: 4.5
Scaling: D/D STR D/C DEX (Hidden luck scaling)
Requirements: 10 STR 12 DEX
Weapon Art: Shield Splitter

Estoc +0/+1
Damage: 105/115 Physical
Crit: 100
Weight: 3.5
Scaling: D/D STR D/C DEX
Requirements: 10 STR 12 DEX
Weapon Art: Shield Splitter

KATANAS

Uchigatana +0
Damage: 115 Physical
Crit: 100
Weight: 5.5
Scaling: E STR C DEX
Requirements: 11 STR 16 DEX
Weapon Art: Hold
(30 bleed buildup)

Black Blade +0
Damage: 122 Physical
Crit: 100

Weight: 6.5
Scaling: E STR C DEX
Requirements: 18 STR 18 DEX
Weapon Art: Hold
(30 bleed buildup)

Blade of Keeper +0 (Uses Twinkling Titanite)
Damage: 103 Physical
Crit: 100
Weight: 7.0
Scaling: D STR B DEX
Requirements: 18 STR 40 DEX
Weapon Art: Windsweep (11/21 FP)
(30 bleed buildup)

AXES

Hand Axe +0
Damage: 110 Physical
Crit: 100
Weight: 2.5
Scaling: D STR D DEX
Requirements: 9 STR 8 DEX
Weapon Art: Warcry

Battle Axe +0
Damage: 125 Physical
Crit: 100
Weight: 4.0
Scaling: D STR D DEX
Requirements: 12 STR 8 DEX
Weapon Art: Wild Strike (10/15 FP)

Brigand Axe +0
Damage: 124 Physical
Crit: 100
Weight: 3.0
Scaling: D STR D DEX
Requirements: 11 STR 8 DEX
Weapon Art: Warcry

Dragonslayer's Axe +0
Damage: 105 Physical 105 Lightning
Crit: 100

Weight: 4.0
Scaling: D STR E DEX
Requirements: 18 STR 814DEX
Weapon Art: Warcry

Winged Knight Twinaxes +0 (Paired Weapon)
Damage: 122 Physical
Crit: 100
Weight: 8.5
Scaling: D STR D DEX
Requirements: 20 STR 12 DEX
Weapon Art: Chain Spin (8/10 FP)

GREATAXES

Great Machete +0
Damage: 167
Crit: 100
Weight: 14.0
Scaling: D STR E DEX
Requirements: 24 STR 10 DEX
Weapon Art: Sharpen (AR buff)

Siege Golem Greataxe +0 (Uses Titanite Scale)
Damage: 200 Physical 74 Magic
Crit: 100
Weight: 17.0
Scaling: D STR E DEX D FTH
Requirements: 32 STR 21 FTH
Weapon Art: Heretical Light (40 FP)

HAMMERS

Club +0
Damage: 108 Physical
Crit: 100
Weight: 2.5
Scaling: C STR
Requirements: 10 STR
Weapon Art: Warcry

Iron Club +0
Damage: 110 Physical
Crit: 100

Weight: 5.0
Scaling: C STR
Requirements: 12 STR 7 DEX
Weapon Art: Wild Strike (10/15 FP)

Morning Star +0
Damage: 122 Physical
Crit: 100
Weight: 5.0
Scaling: D STR E DEX
Requirements: 11 STR 9 DEX
Weapon Art: Perseverance
(30 bleed buildup)

Warpick +0
Damage: 113 Physical
Crit: 100
Weight: 4.5
Scaling: C STR E DEX
Requirements: 12 STR 10 DEX
Weapon Art: Galvanize (9 FP)

Heysel Pick +0 (Uses Twinkling Titanite, can cast Sorceries)
Damage: 93 Physical 70 Magic
Crit: 100
Weight: 4.5
Scaling: D STR E DEX B INT
Requirements: 12 STR 10 DEX 19 INT
Weapon Art: Steady Chant

Struggler's Mace +0 (Uses Titanite Scale)
Damage: 148 Physical
Crit: 100
Weight: 8.0
Scaling: C STR E DEX
Requirements: 12 STR 7 DEX
Weapon Art: Prying Wedge (9 FP)
(42 frost buildup)
(Cannot be two handed, two-handing input coats the weapon in fire or frost and applies it to attacks and WA)

GREAT HAMMERS___

Great Mace +0

Damage: 185 Physical
Crit: 100
Weight: 18.0
Scaling: D STR
Requirements: 32 STR
Weapon Art: Perseverance

Phoenix Great Mace +0
Damage: 164 Physical 50 Fire
Crit: 100
Weight: 22.0
Scaling: C STR
Requirements: 36 STR
Weapon Art: Quake (12 FP)

Spiked Mace +0
Damage: 149 Physical
Crit: 100
Weight: 16.0
Scaling: C STR
Requirements: 21 STR 13 DEX
Weapon Art: Spin Bash (13 FP)
(43 bleed build)

Pickaxe +0
Damage: 140 Physical
Crit: 100
Weight: 8.0
Scaling: C STR
Requirements: 18 STR 9 DEX
Weapon Art: Galvanize (11 FP)

COLOSSAL WEAPONS___

Demon's Stone Greataxe +0 (Uses Titanite Scale)
Damage: 157 Physical 88 Fire
Crit: 100
Weight: 14.5
Scaling: C STR E DEX D INT D FTH
Requirements: 28 STR 12 INT 12 FTH
Weapon Art: Demonic Flare (35 FP)

Commander's Greataxe +0 (Uses Titanite Scale)

Damage: 181 Physical 55 Lightning
Crit: 100
Weight: 15.0
Scaling: C STR E DEX
Requirements: 42 STR 14 DEX
Weapon Art: Esmond's Warcry (20 FP)

SPEARS

Spear
Damage: 104
Crit: 100
Weight: 4.5
Scaling: D STR C DEX
Requirements: 11 STR 10 DEX

Sunless Spear +0 (Uses Twinkling Titanite)
Damage: 63 Physical 87 Magic
Crit: 100
Weight: 4.5
Scaling: D STR C DEX C INT
Requirements: 11 STR 10 DEX 10 FTH
Weapon Art: Shield Splitter

Four-Pronged Plow
Damage: 105
Crit: 100
Weight: 6.5
Scaling: D STR D DEX
Requirements: 13 STR 11 DEX

Winged Spear +0
Damage: 95 Physical
Crit: 100
Weight: 6.0
Scaling: D STR C DEX
Requirements: 12 STR 15 DEX
Weapon Art: Charge

Saint Bident +0
Damage: 98 Physical
Crit: 100
Weight: 8.5
Scaling: D STR E DEX C FTH

Requirements: 12 STR 12 DEX 16 FTH
Weapon Art: Charge

Follower Javelin +0
Damage: 106 Physical
Crit: 100
Weight: 4.0
Scaling: C STR E DEX
Requirements: 12 STR 12 DEX
Weapon Art: Hurl Spear (15 FP)

Drang Twinspears +0
Damage: 100 Physical
Crit: 100
Weight: 8.0
Scaling: D STR C DEX
Requirements: 14 STR 20 DEX
Weapon Art: Charge

Lothric Knight Long Spear
Damage: 112
Crit: 100
Weight: 8.0
Scaling: D STR D DEX
Requirements: 14 STR 20 DEX

Queensguard Cross-Spear +0 (Uses Twinkling Titanite)
Damage: 128 Physical 34 Lightning
Crit: 100
Weight: 8.0
Scaling: D STR D DEX
Requirements: 14 STR 20 DEX
Weapon Art: Heide's Thunder (35 FP)

Carthus Pike +0 (Uses Twinkling Titanite)
Damage: 126 Physical 12 Fire
Crit: 100
Weight: 9.0
Scaling: D STR D DEX E INT E FTH
Requirements: 15 STR 19 DEX 11 INT 11 FTH
Weapon Art: Flame Wheel (17/20 FP)

HALBERDS___

Halberd +0

Damage: 125 Physical
Crit: 100
Weight: 8.0
Scaling: D STR D DEX
Requirements: 16 STR 12 DEX
Weapon Art: Charge

Red Hilted Halberd +0
Damage: 130 Physical
Crit: 100
Weight: 8.0
Scaling: D STR D DEX
Requirements: 14 STR 14 DEX
Weapon Art: Perseverance

Glaive +0
Damage: 141 Physical
Crit: 100
Weight: 11.0
Scaling: D STR D DEX
Requirements: 17 STR 11 DEX
Weapon Art: Spin Sweep

Loyce Knight Glaive +0/+6
Damage: 125/200 Physical
Crit: 100
Weight: 8.0
Scaling: D/D STR D/C DEX
Requirements: 16 STR 12 DEX
Weapon Art: Charge

Crescent Axe +0
Damage: 119 Physical
Crit: 100
Weight: 8.0
Scaling: D STR D DEX
Requirements: 14 STR 12 DEX
Weapon Art: Warcry

Winged Knight Halberd +0
Damage: 145 Physical
Crit: 100
Weight: 14.0
Scaling: D STR E DEX

Requirements: 26 STR 17 DEX
Weapon Art: Chain Spin

Moonlight Halberd +0 (Uses Titanite Scale)
Damage: 145 Physical 55 Magic
Crit: 100
Weight: 8.0
Scaling: C STR E DEX D INT D FTH
Requirements: 30 STR 15 DEX 12 INT 12 FTH
Weapon Art: Dance of Frost (17 FP)

REAPERS___

Great Scythe +0
Damage: 105 Physical
Crit: 100
Weight: 15.0
Scaling: E STR C DEX
Requirements: 14 STR 14 DEX
Weapon Art: Neck Swipe
(30 Bleed buildup)

Apostle Scythe +0/+3/+6
Damage: 105/136/168 Physical
Crit: 100
Weight: 12.0
Scaling: D/D/D STR D/D/D DEX (Scales with Luck)
Requirements: 14 STR 14 DEX
Weapon Art: Neck Swipe
(30 Bleed buildup)

BOWS___

Short Bow +0
Damage: 77 Physical
Crit: 100
Range: 50
Weight: 2.0
Scaling: E STR D DEX
Requirements: 7 STR 12 DEX
Weapon Art: Rapid Fire

Longbow +0
Damage: 82 Physical

Crit: 100
Range: 50
Weight: 4.0
Scaling: E STR D DEX
Requirements: 9 STR 14 DEX
Weapon Art: Puncture

GREATBOWS

Dragonslayer Greatbow +0 (Uses Twinkling Titanite)
Damage: 128 Physical
Crit: 100
Range: 50
Weight: 10.0
Scaling: D STR C DEX
Requirements: 20 STR 20 DEX
Weapon Art: Puncturing Arrow

CROSSBOWS

Light Crossbow +0
Damage: 64 Physical
Crit: 100
Range: 50
Weight: 3.0
Scaling:
Requirements: 10 STR 8 DEX
Weapon Art: Tackle

Arbalest +0
Damage: 78 Physical
Crit: 100
Range: 50
Weight: 6.0
Scaling:
Requirements: 18 STR 8 DEX
Weapon Art: Tackle

Knight's Crossbow +0
Damage: 40 Physical 40 Lightning
Crit: 100
Range: 50
Weight: 4.0
Scaling:

Requirements: 12 STR 8 DEX
Weapon Art: Tackle

STAVES

Palewood Staff +0
Damage: 52 Physical 20 Dark
Crit: 100
Spell Buff: 20
Weight: 2.2
Scaling: E STR (Scales with Luck)
Requirements: 6 STR 11 INT 8 FTH
Weapon Art: Soul Thirst (8 FP)

Sorcerer's Staff +0
Damage: 60 Physical
Crit: 100
Spell Buff: 60
Weight: 2.0
Scaling: E STR B INT
Requirements: 6 STR 10 INT
Weapon Art: Steady Chant

Witchtree Branch +0
Damage: 57 Physical
Crit: 100
Spell Buff: 60
Weight: 2.0
Scaling: E STR C INT
Requirements: 7 STR 18 INT
Weapon Art: Steady Chant
(Provides a passive casting speed buff)

Storyteller's Staff +0 (Might not be available anymore?)
Damage: 60 Physical
Crit: 100
Spell Buff: 60
Weight: 2.5
Scaling: E STR B INT
Requirements: 6 STR 12 INT
Weapon Art: Poison Spores

FLAMES

Pyromancy Flame +0
Damage: 100 Fire
Crit: 100
Spell Buff: 107
Weight: 0.0
Scaling: C FTH C INT STR
Requirements:
Weapon Art: Combustion

TALISMANS

Talisman +0
Damage: 52 Physical
Crit: 100
Spell Buff: 60
Weight: 0.5
Scaling: E STR B FTH
Requirements: 4 STR 10 FTH
Weapon Art: Unfaltering Prayer

Canvas Talisman +0
Damage: 52 Physical
Crit: 100
Spell Buff: 60
Weight: 0.5
Scaling: D STR B FTH
Requirements: 4 STR 14 FTH
Weapon Art: Unfaltering Prayer

SACRED CHIMES

Saint-tree Bellvine +0
Damage: 52 Physical
Crit: 100
Spell Buff: 60
Weight: 0.5
Scaling: E STR C FTH
Requirements: 3 STR 18 FTH
Weapon Art: Gentle Prayer

TORCHES

Torch +0
Damage: 35 Physical 80 Fire

Crit: 100
Weight: 1.0
Scaling: D STR
Requirements: 5 STR
Weapon Art: None

SMALL SHIELDS

Buckler +0
Damage: 67 Physical
Crit: 100
Weight: 1.5
Scaling: E STR
Requirements: 7 STR 13 DEX
Guard Block:
49.0 Physical
35.0 Magic
30.0 Fire
11.0 Lightning
28.0 Dark
33 Stability
Weapon Art: Parry

Small Leather Shield +0
Damage: 70 Physical
Crit: 100
Weight: 2.0
Scaling: E STR
Requirements: 7 STR
Guard Block:
42.0 Physical
42.0 Magic
50.0 Fire
39.0 Lightning
35.0 Dark
35 Stability
Weapon Art: Parry

Plank Shield +0
Damage: 53 Physical
Crit: 100
Weight: 2.0
Scaling: E STR
Requirements: 8 STR

Guard Block:
41.0 Physical
24.0 Magic
27.0 Fire
23.0 Lightning
25.0 Dark
34 Stability
Weapon Art: Shield Bash

Leather Shield +0
Damage: 69 Physical
Crit: 100
Weight: 2.0
Scaling: E STR
Requirements: 7 STR
Guard Block:
52.0 Physical
38.0 Magic
40.0 Fire
42.0 Lightning
32.0 Dark
36 Stability
Weapon Art: Parry

Crimson Parma +0
Damage: 69 Physical
Crit: 100
Weight: 1.5
Scaling: E STR
Requirements: 7 STR
Guard Block:
52.0 Physical
63.0 Magic
40.0 Fire
36.0 Lightning
39.0 Dark
39 Stability
Weapon Art: Parry

Caduceus Round Shield +0
Damage: 69 Physical
Crit: 100
Weight: 1.5
Scaling: E STR

Requirements: 10 STR

Guard Block:

52.0 Physical

63.0 Magic

46.0 Fire

36.0 Lightning

25.0 Dark

39 Stability

Weapon Art: Parry

Warrior's Shield +0

Damage: 74 Physical

Crit: 100

Weight: 1.5

Scaling: E STR

Requirements: 10 STR

Guard Block:

62.0 Physical

68.0 Magic

45.0 Fire

46.0 Lightning

36.0 Dark

41 Stability

Weapon Art: Weapon Skill

Loyce Knight Round Shield +0

Damage: 71 Physical

Crit: 100

Weight: 2.0

Scaling: E STR

Requirements: 5 STR

Guard Block:

67.0 Physical

50.0 Magic

38.0 Fire

19.0 Lightning

36.0 Dark

47 Stability

Weapon Art: Parry

(Provides a passive HP regen)

Sacred Bloom Shield +0 (Uses Twinkling Titanite)

Damage: 82 Physical

Crit: 100

Weight: 1.5
Scaling: D STR
Requirements: 10 STR
Guard Block:
54.0 Physical
81.0 Magic
49.0 Fire
44.0 Lightning
47.0 Dark
38 Stability
Weapon Art: Spell Parry

SHIELDS

Large Leather Shield +0
Damage: 78 Physical
Crit: 100
Weight: 3.5
Scaling: D STR
Requirements: 8 STR
Guard Block:
85.0 Physical
54.0 Magic
56.0 Fire
58.0 Lightning
48.0 Dark
51 Stability
Weapon Art: Parry

Blue Wooden Shield +0
Damage: 77 Physical
Crit: 100
Weight: 2.5
Scaling: D STR
Requirements: 8 STR
Guard Block:
60.0 Physical
70.0 Magic
54.0 Fire
56.0 Lightning
39.0 Dark
50 Stability
Weapon Art: Parry

Wooden Shield +0
Damage: 78 Physical
Crit: 100
Weight: 2.5
Scaling: D STR
Requirements: 8 STR
Guard Block:
57.0 Physical
66.0 Magic
48.0 Fire
44.0 Lightning
39.0 Dark
53 Stability
Weapon Art: Parry

Wargod Wooden Shield +0
Damage: 88 Physical
Crit: 100
Weight: 4.0
Scaling: D STR
Requirements: 12 STR
Guard Block:
84.0 Physical
47.0 Magic
69.0 Fire
64.0 Lightning
67.0 Dark
57 Stability
Weapon Art: Weapon Skill

Follower Shield +0
Damage: 84 Physical
Crit: 100
Weight: 3.5
Scaling: D STR
Requirements: 9 STR
Guard Block:
80.0 Physical
50.0 Magic
35.0 Fire
50.0 Lightning
65.0 Dark
55 Stability
Weapon Art: Weapon Skill

Knight Shield +0
Damage: 79 Physical
Crit: 100
Weight: 4.5
Scaling: D STR
Requirements: 13 STR
Guard Block:
100.0 Physical
51.0 Magic
46.0 Fire
34.0 Lightning
44.0 Dark
48 Stability
Weapon Art: Parry

Lothric Knight Shield +0
Damage: 83 Physical
Crit: 100
Weight: 6.0
Scaling: D STR
Requirements: 18 STR
Guard Block:
100.0 Physical
59.0 Magic
53.0 Fire
87.0 Lightning
51.0 Dark
54 Stability
Weapon Art: Parry

Spider Shield +0
Damage: 88 Physical
Crit: 100
Weight: 3.5
Scaling: D STR
Requirements: 10 STR
Guard Block:
80.0 Physical
52.0 Magic
47.0 Fire
29.0 Lightning
46.0 Dark
56 Stability

Weapon Art: Weapon Skill

Spiked Shield +0

Damage: 86 Physical

Crit: 100

Weight: 3.5

Scaling: D STR

Requirements: 12 STR 12 DEX

Guard Block:

91.0 Physical

49.0 Magic

51.0 Fire

32.0 Lightning

56.0 Dark

48 Stability

Weapon Art: Shield Strike

(30 bleed buildup)

Grass Crest Shield +0 (Uses Twinkling Titanite)

Damage: 92 Physical

Crit: 100

Weight: 4.5

Scaling: D STR

Requirements: 10 STR

Guard Block:

89.0 Physical

43.0 Magic

38.0 Fire

33.0 Lightning

36.0 Dark

50 Stability

Weapon Art: Parry

(Improves stamina recovery)

Silver Knight Shield +0 (Uses Twinkling Titanite)

Damage: 98 Physical

Crit: 100

Weight: 6.5

Scaling: D STR

Requirements: 16 STR

Guard Block:

100.0 Physical

60.0 Magic

54.0 Fire

48.0 Lightning
52.0 Dark
55 Stability
Weapon Art: Parry

GREATSHIELDS

Lothric Knight Greatshield +0
Damage: 111 Physical
Crit: 100
Weight: 15.0
Scaling: D STR
Requirements: 36 STR
Guard Block:
100.0 Physical
83.0 Magic
66.0 Fire
54.0 Lightning
63.0 Dark
64 Stability
Weapon Art: Shield Bash

Cathedral Knight Greatshield +0
Damage: 112 Physical
Crit: 100
Weight: 15.5
Scaling: D STR
Requirements: 32 STR
Guard Block:
100.0 Physical
63.0 Magic
60.0 Fire
54.0 Lightning
83.0 Dark
67 Stability
Weapon Art: Shield Bash

Outrider Knight Greatshield +0 (Uses Twinkling Titanite)
Damage: 124 Physical
Crit: 100
Weight: 11.0
Scaling: D STR E DEX
Requirements: 30 STR
Guard Block:

100.0 Physical
68.0 Magic
65.0 Fire
52.0 Lightning
68.0 Dark
67 Stability
Weapon Art: Weapon Skill

Giant Door Shield +0 (Paired Weapon)
Damage: 107 Physical
Crit: 100
Weight: 21.5
Scaling: C STR
Requirements: 45 STR
Guard Block:
100.0 Physical
75.0 Magic
45.0 Fire
80.0 Lightning
75.0 Dark
69 Stability
Weapon Art: Lockout

NPCS & QUESTS

Disciple Erwin of Carim

Found right after dying to Vanguard Demon

QUEST

- Talk to Erwin twice to get access to his stock
- Put in the Coiled Sword, Erwin will give 5 Humanities

--Erwin will then move to the Soup Room in War-Torn Village--

- Exhaust his dialogue, he will gift Bastard Sword

--Erwin will then move to the Phoenix Tower Bonfire--

- Exhaust his dialogue, he will gift Phoenix Zweihander and 5 Embers

--Erwin will then move to the Eleum Loyce, opposite direction of Janara's boss room--

- Exhaust his dialogue, he will gift 10 Rope Black Firebombs and 5 Homeward Bones

--Erwin will then move to the Cathedral of the Deep Bonfire--

- Exhaust his dialogue, he doesn't have any gifts this time

--Erwin will then return to the Nexus in front of the statue, with 2 new miracles in stock--

SPELLS

Heal Aid: 500

Heal: 1000
Replenishment: 1000
Caressing Tears: 1500
Homeward: 3000
Force: 1000
Emit Force: 4000 (Have to complete questline)
Magic Barrier: 5000 (Have to complete questline)
ITEMS
Talisman: 500
Saint's Ring: 3000

Ebrius, Famed Sculptor of Volgen

ITEMS
Ember x3: 2500
Repair Powder: 600
Purple Moss Clump x6: 500
Firebomb: 100
Prism Stone: 10
Homeward Bone: 500
Lantern x1: 2000
White Soap Stone x1: 500
Dried Finger x1: 2000
Laboratory Key: 5000
Dagger: 300
Shortsword: 600
Scimitar: 600
Uchigatana: 5000
Halberd: 1500
Sorcerer's Staff: 500
Talisman: 500
Torch: 300
Leather Shield: 500
Crimson Parma: 800
Warrior's Round Shield: 600
Large Leather Shield: 800
Chain Helm: 500
Chain Armor: 800
Leather Gauntlets: 500
Chain Leggings: 500
Wood Arrows: 5
Wood Bolts: 10
--ARCHTREE DEW--
Poison Moss Clumps x10: 500
Gold Pine Resin: 1000

Titanite Shard: 800

Dragonslayer Greatarrow: 500

--CARTHUS RED WINE--

Yellow Bug Pellets: 1500

Red Moss Clump x10: 500

Kukri: 50

Carthus Rouge: 1000

Rusted Gold Coin: 1800

Raw Fire Crystal x6: 2250

–Will sell Boss Armor after defeating certain bosses, this includes;

-After defeating Angel of Gertrude:

Angels Helm 1800

Angels Armor 2400

Angels Gauntlets 1800

Angels Leggins 2400

-After Defeating Angel Siege Golem:

Siege Golems Helm 1800

Siege Golems Armor 2400

Siege Golems Gauntlets 1800

Siege Golems Leggings 2400

-After defeating Omen of the Eclipse:

Infected Commander Helm: 2000

Infected Commander Armor: 2600

Infected Commander Gauntlets: 2000

Infected commander Leggings: 2600

-After defeating Disgraced Knight:

Tarnished Brass Helm: 2800

Tarnished Brass Cuirass: 3200

Tarnished Brass Gauntlets: 2800

Tarnished Brass Greaves: 3200

-After defeating Silver Knight Captain Erdan:

Captain's Helm: 3000

Captain's Armor: 3500

Captain's Gauntlets: 3000

Captain's Leggings: 3500

Cleric Knight Lancel

Found right before the Angelic Siege Golem boss

QUEST

- Exhaust Lancel's dialogue, he will gift Pilgrim's Emblem
- Return to War-Torn Village Bonfire and gift the item to the Saint Tree
- Apostle Oreius will invade and Lancel will spawn to protect you
- Killing her gives you x5 Angel Feathers
- If you kill Oreius and return to Lancel he will be dead and drop the Cleric Knight set

Joining the covenant is not required, only killing Oreious

- appear Summon Sign at gate of boss Angel of Gertrude

Yellowfinger Heysel

Found imprisoned in the room with several Lesser Deep Accursed

QUEST

- Key to her cell is found in the room before the 2nd Bonfire, hidden next to the stairs.
- Freeing her will send her to the Nexus, where she will be in the room to the right of the statue.
- The boss Great Deep Accursed drops Heysel's scroll, adding 2 sorceries to her stock

SPELLS

Soul Arrow:

Heavy Soul Arrow:

Farron Dart:

Farron Hail: (Heysel's Scroll required)

Farron Flashsword: (Heysel's Scroll required)

ITEMS

Crystal Gem:

Sage's Ring:

Lailah the Witch

First found standing next to the Carthus of the Sands bonfire

QUEST

- Talk to Lailah at her first location
- Kill the Carthus Bruiser located closest to the High Lord's Temple Bonfire, Lailah will move to the High Lord's Temple Bonfire after doing this.

SPELLS

Fireball: 1000

Fire Orb: 3000

Fire Stream: 1000

Flash Sweat: 1500

--After defeating Obediah--

Great Combustion: 3000

Carthus Beacon: 8000

Black Serpent: 3500 + Transpose with Souls of Obediah

ITEMS

Red Bug Pellet x5: 500