

Xendran's SL1 Weapon Guide v1.9d

Don't give up, therefore try Siegbrau!

You can join the **Onebros** channel in the **Dark Souls 3 Discord Server** here:

<https://discord.gg/0tgTQy0ANgydxxpC>

Thanks to the recent efforts put into the weapon calculator spreadsheet, we have exact values for the defense and absorption of bosses. The sheet comes with a built in damage calculator, so I've put together a list showing how much damage you will do with an R1 using the best weapon. Also thanks to /u/Altimor for weapon frame data.

The damage numbers displayed are that of an unbuffed and buffed (or Clutch ringed) R1 attack, NOT the AR of the weapon

These weapon matchups are not necessary, but if you are stuck on a boss then using the best weapon may be the edge you need. **Speed, ring requirements and stamina consumption has been taken into account**, and the best DPS weapon is displayed first. The other two weapons listed are the weapons used in the route.

Flynn's Ring has not been taken into account but Lloyd's Shield Ring has. There are various ways you can further increase your damage output if you wish. Values involving Carthus Flame Arc will be slightly variant based on Pyro Flame upgrade level. Values show are at +0.

- - Bleed - -

Bleed hits required are displayed as Natural Hits / Carthus Rouge Hits / Natural+Carthus Hits
Effective damage per hit after **bleed** is displayed (in brackets) after hit damage.

Bleed damage is being manually tested. Because of this, the majority of the bleed info is missing. **If you are able to provide videos of you bleeding out bosses at SL1 and showing consistent numbers of hits, it would be really helpful if you could upload these to youtube and help finish the guide. Big thanks to the SpeedSouls member PeachyMike for helping me with this.**

- - Route - -

I've included my personal SL1 route for this guide. This route does not take every single optimal weapon into account, but is meant for a more consistent playthrough. If you are having difficulty with a boss you can stray from the route to pick up an optimal weapon. **Optimal weapons are listed first. If you think joining Siegbrau in putting Yhorm to rest is cheating in SL1, you need to relax.**

- - Stamina Consumption & Speed - -

Weapon	1HR1	2HR1		1+Roll	2+Roll	3+Roll	Combo
Straight Sword	20	25		(1H) 46 Frames	80 Frames	116 Frames	100 Frames
Curved Sword	20	25		(2H) F A S T	A S A M O	T H E R F	U C K E R
Axe	22	27		(2H) 58 Frames	106 Frames	160 Frames	148 Frames

Want **Active SL1 PVP**? Join Aldrich Faithful!

Character Creation

- Accept **Black Firebomb** as your starting gift

Cemetery of Ash

- Loot **1x Titanite Shard** and **5x Firebomb**

Firelink Shrine

- Trade **1x Black Firebomb** and **1x Firebomb** to Pickle-Pee in exchange for **1x Titanite Chunk** and **1x Large titanite Shard**

High Wall of Lothric

- Loot **Broadsword**, **Deep Battleaxe**, and **Raw Gem**
- Loot **5x Titanite Shards**
- **REINFORCE:** Use **6x Titanite Shards** to Upgrade **Deep Battleaxe** to **+2** but no further

Vordt of the Boreal Valley

Difficulty:  [Stay underneath him]

1,300 HP	Unbuffed	N/A
Deep Battleaxe +2	136 2H	N/A

Absorption	-27% Dark, 18% Strike/Magic/Elemental	36% All Other
Bleed	0	N/A

Undead Settlement

- Free **Cornyx** and [Optional]**Irina**
- Assist **Siegward** with the demon and loot the **Fire Gem** that it drops
- Loot **Flynn's**, **Chloranthy**, and **Fire Clutch Rings**, **Mortician's Ashes** and **6x Titanite Shards**

Road of Sacrifices

- Loot **3x Titanite Shards**
- Speak to (or kill) **Anri** and **Horace**, then speak to **Sirris** at **Firelink Shrine**
- Loot **Grass Crest Shield** near the **Crucifixion Woods** bonfire

Farron Keep

- Loot **8x Titanite Shards** for a total of **17x Titanite Shards**
- Loot the two Crystal Lizards near the stray demon for **2x Large Titanite Shards**
- Loot **Dreamchaser's Ashes** and **Sage's Coal**
- **REINFORCE & INFUSE:** Upgrade **Broadsword** to **+4** and infuse with **Raw**
- Speak to **Sirris** at **Firelink Shrine**

Crystal Sage

★★★ (Sometimes 🗡) [Can require caution]

2,700 HP	Unbuffed	Charcoal Pine Resin
Raw Broadsword +4	166 1H	193 1H

Absorption	-20% Melee, 0% Elemental	40% Magic
Bleed	[Estimated 229 Damage]	? / ? / ? Hits to Bleed

Cathedral of the Deep

- Loot **Paladin's Ashes**, **Lloyd's Sword Ring**, **Deep Gem** and **Barbed Straight Sword**
- Kill both giants for **2x Large Titanite Shards**
- Purchase **Lloyd's Shield Ring** from the handmaiden in **Firelink Shrine**
- Trigger either encounter with **Patches** and return **Siegward's** armour

Abyss Watchers

★★★ [Second phase requires knowing fire position, or parrying]

1,600 + ???? HP	Unbuffed	Gold Pine Resin
Raw Broadsword +4	133 1H	168 1H

Absorption	-12% Lightning, Approx 10% Fire/Mag	35% Dark, Approx 15% Melee
Bleed	[Estimated 136 Damage in Phase 1]	? / ? / ? Hits to Bleed

Catacombs of Carthus

- Loot **3x Large Titanite Shards**, **Carthus Pyromancy Tome**, and **Carthus Milkring**
- Purchase **Carthus Flame Arc** from **Cornyx**

Smouldering Lake

- Loot **11x Large Titanite Shards**
 - Loot **1x Titanite Chunk** from a Crystal Lizard in the tunnel off to the side
 - **REINFORCE:** Upgrade **Raw Broadsword +4** to **+7**
-

Deacons of the Deep



[Don't be reckless]

4,100 HP	Unbuffed	Carthus Flame Arc
Raw Broadsword +7	234 1H	261 1H

Absorption	Approx -20% Melee, Approx 0% Fire/Lit	45% Magic/Dark
Bleed	[Estimated 348 Damage]	? / ? / ? Hits to Bleed

High Lord Wolnir

N/A

7,100 HP	Unbuffed	Varies
Heavy Mace +10	262 2H	288 2H (Blessed Weapon)
Raw Broadsword +10	163 1H	185 1H (Flame Arc)
Raw Barbed Sword +10	153 1H (153)	174 1H (174) (Flame Arc)

Honestly does it even matter what weapon you use

Absorption	9% Strike	70% Dark, 40% Lit, Approx 30% All Others
Bleed	0 Damage	N/A

Irithyll of the Boreal Valley

- Defeat the beast on the bridge
- Assist **Sirris** through the summon sign on the bridge
- Use an **Ember** and get invaded by **Creighton** near the **Church of Yorshka** bonfire
- Loot **Creighton's Dragonslayer's Axe**
- Loot the **Leo Ring** and at least **5x Large Titanite Shards**
- Continue **Siegward's** questline by meeting him in the kitchen

Irithyll Dungeon

- Loot the **Old Cell Key**, **Dark Clutch Ring** and **Xanthous Ashes**

Profaned Capital

- Loot the **Jailer's Key Ring**
 - Complete **Siegward's** questline to receive **1x Titanite Slab**.
 - **Defeat Yhorm.**
 - **INFUSE:** Infuse **Raw Broadsword +7** with **Deep**
-
-

Dancer of the Boreal Valley



[Large moveset, high damage]

5,100 HP	Unbuffed	Dark Clutch Ring
Deep Broadsword +7	209 1H	228 1H

Absorption	-26% Dark	20% All Other
Bleed	433 Damage	11 / 9 / 5 Hits to Bleed

Lothric Castle

- Loot **Raw Gem, Knight's Ring** and **8x Titanite Chunks**
- Kill the two **Pus of Man** infecting the wyverns to receive **6x Titanite Chunks**

Consumed King's Garden

- Loot **3x Titanite Chunks**

The route diverges from using optimal weapons temporarily. If you get stuck, try an optimal.

OPTION A - Recommended for slower fighters or players still learning boss patterns

- **REINFORCE & INFUSE:** Upgrade **Deep Broadsword +7** to **+10** and infuse with **Raw**

OPTION B - Recommended for experienced & aggressive players

- **REINFORCE & INFUSE:** Upgrade **Barbed Straight Sword** to **+10** and infuse with **Raw**
- If **Carthus Rouge** is used, it will be denoted with **(Rouge)**

Pontiff Sulyvahn

Varies greatly [Easily parried. Use warpick if you can't parry OR survive well enough]

5,100 HP	Unbuffed	Carthus Rouge
Heavy Warpick +10	328 2H [Leo Ring for more]	328 2H (376) (Rouge)
Raw Barbed Sword +10	220 1H (259.27)	220 1H (306.4) (Rouge)
Raw Broadsword +10	235 1H	235 1H (283) (Rouge)

Absorption	-20% Thrust, Approx 0% Melee, Approx 10% All Other	No Strength
Bleed	432 Damage	11 / 9 / 5 Hits to Bleed

Irithyll of the Boreal Valley / Pre Anor Londo

- Loot **Easterner's Ashes** and [Optional] **Ring of Favor**
- [Optional] Join **Aldrich Faithful**

Aldrich, Devourer of Gods

★ ★ [Be careful of the arrows]

4,730 HP	Unbuffed	Carthus Rouge
Raw Astora Sword +10	263 1H	263 1H (296.6) (Rouge)
Raw Barbed Sword +10	217 1H (240.7)	217 1H (274.7) (Rouge)
Raw Broadsword +10	232 1H	232 1H (265.5) (Rouge)

Absorption	-12% Fire, Approx 0% All Others	75% Dark, 65% Magic
Bleed	404 Damage Not Found	17 / 12 / 7 Hits to Bleed

-
- **INFUSE:** Infuse **Raw Broadsword +10** or **Barbed Straight Sword +10** with **Fire**
-

Dragonslayer Armor

★ ★ ★ 🗡 [Listen for Pilgrim Butterfly ranged attacks]

4,580 HP	Unbuffed	Fire Clutch Ring
Fire Broadsword +10	187 1H	202 1H
Fire Barbed Sword +10	171 1H (171)	185 1H (185)
Raw Broadsword +10	156 1H	175 1H (Flame Arc)

Absorption	20% Fire, 25% Strike/Magic, 35% All Others	72% Lightning, 68% Dark
Bleed	0	N/A

Grand Archives

-
- Loot 7x Titanite Chunks, 3x Titanite Slab and Hunter's Ring
-

Curse Rotted Greatwood

🗡 [Go for the legs first]

5,800 HP	Unbuffed	Fire Clutch Ring
Fire Broadsword +10	472 1H	515 1H

Absorption	-110% Fire, -75% Slash/Thrust	-20% Strike/Lit/Dark/Mag, -40% Standard
Bleed	0	N/A

- **REINFORCE & INFUSE:** Upgrade **Dragonlayer's Axe** to **+10** and infuse with **Raw**

Oceiros

★ ★ (Sometimes ★) [Be extremely aggressive, stay under in P1 and behind in P2]

8,000 HP	Unbuffed	Gold Pine Resin
Raw Dragonlayer's Axe +10	390 2H	508 2H

Absorption	-40% Lightning	40% Magic, 20% Melee/Fire/Dark
Bleed	631 Damage	? / ? / ? Hits to Bleed

Archdragon Peak

- Defeat the **Ancient Wyvern**
- Loot **12x Titanite Chunks**
- Loot **1x Titanite Slab**
- Loot **Dragon Chaser's Ashes** and **Ring of Steel Protection**

Champion Gundyr

★ ★ ★ ★ (Sometimes ★) [Easily parried]

5,000 HP	Unbuffed	Gold Pine Resin
Raw Dragonlayer's Axe +10	351 2H	445 2H

Absorption	-12% Lightning, 5% Dark, 10% Magic/Fire	Approx 20% Melee
Bleed	467 Damage	11 / 9 / 5 Hits to Bleed

Lorian, Elder Prince (Twin Princes)

★ ★ ★ (Sometimes ★)

4,300 + 3400 HP / 5300 HP (Lothric)	Unbuffed	Gold Pine Resin
Raw Dragonlayer's Axe +10	357 2H	458 2H

Absorption	-20% Lightning, 5% Magic/Fire	70% Dark, Approx 20% Melee
Bleed	???	? / ? / ? Hits to Bleed

- **INFUSE:** Infuse **Barbed** or **Broadsword** with **Deep** (You'll have to farm a deep gem)

Nameless King



[Crossbow can be used for ranged damage]

7,100 HP	Unbuffed	Dark Clutch Ring
Deep Carthus Sword +10	253 2H (??? Bleed)	275 2H (??? Bleed)
Deep Barbed Sword +10	213 1H (??? Bleed)	231 1H (??? Bleed)
Deep Broadsword +10	233 1H	253 1H
Arbalest +10		

Absorption	-8% Dark	83% Lightning, Approx 20% All Others
Bleed	[Estimated 603 Damage]	? / ? / ? Hits to Bleed

Soul of Cinder



[Use crossbow during CS phase in P1 and 5 Hit Combo in P2]

6,600 + 4,200 HP	Unbuffed	Gold Pine Resin
Raw Dragonslayer's Axe +10	327 2H	406 2H
Knight's Crossbow +10	??? (Heavy)	??? (Lightning)
Arbalest +10	??? (Heavy)	??? (Lightning)

Absorption	5% Lightning	35% Fire, Approx 15% All Others
Bleed	[Estimated 561 and 348 Damage]	? / ? / ? Hits to Bleed

Old Demon King (Bet you forgot about him)



(Sometimes )[Be confident. He's basically just a reskinned Asylum Demon]

5,300 HP	Unbuffed	Gold Pine Resin
Raw Dragonslayer's Axe +10	367 2H	448 2H

Absorption	Approx 0% All Others	78% Fire
Bleed	???	? / ? / ? Hits to Bleed

NG+ Weapon "Guide"

Dragonslayer's Axe +10 always uses Gold Pine Resin to buff. DSA and Nameless King are the only bosses you do not use the axe for (And Yhorm, but you use DSA if not using SR).

Iudex Gundyr

(Weak to Lightning)

Raw Dragonslayer's Axe +10 2H - 374 / 475

Vordt of the Boreal Valley

(Weak to Dark)

Raw Dragonslayer's Axe +10 2H - 282 / 356

Curse Rotted Greatwood

(Immensely weak to fire)

Raw Dragonslayer's Axe +10 2H - 501 / 606

Crystal Sage

(Weak to melee, strong against magic)

Raw Dragonslayer's Axe +10 2H - 420 / 505

Abyss Watchers (+4 Weapon)

(Weak to lightning, strong to dark)

Raw Dragonslayer's Axe +10 2H - 366 / 462

Deacons of the Deep

(Weak to melee, strong against magic and dark)

Raw Dragonslayer's Axe +10 2H - 426 / 513

High Lord Wolnir

(Weak to Strike)

Heavy Mace +10 2H - 262 / 288 (Blessed Weapon)

Raw Dragonslayer's Axe +10 2H - 247 / 300

Pontiff Sulyvahn

(Weak to everything, very weak to thrust)

Raw Dragonslayer's Axe +10 2H - 367 / 448

Aldrich, Devourer of Gods

(Weak to fire)

Raw Dragonslayer's Axe +10 2H - 372 / 456

Yhorm

Storm Ruler

Dancer of the Boreal Valley

(Very weak to Dark)

Raw Dragonslayer's Axe +10 2H - 302 / 372

Dragonslayer Armor

(No Weakness, least resistant to fire, high lightning resist)

Heavy Reinforced Club +10 (Dat lightning defense tho) 2H - 203 / 223 + 33 Bleed
Carthus Flame Arc / Blessed Weapon (**CFA Outperforms w/ upgraded flame**)

Oceiros

(Extreme lightning weakness, strong to everything else)

Raw Dragonslayer's Axe +10 2H - 390 / 508

Champion Gundyr

(Weak to lightning)

Raw Dragonslayer's Axe +10 2H - 351 / 445

Lorian, Elder Prince (Twin Princes)

(Weak to Lightning)

Raw Dragonslayer's Axe +10 2H - 357 / 458

Nameless King

(Weak to Dark)

Deep Carthus Sword +10 2H - 253 + 33 Bleed

Soul of Cinder

(Weak to Lightning)

Raw Dragonslayer's Axe +10 2H - 327 / 406

Old Demon King (Bet you forgot about him again)

(Strong against fire)

Raw Dragonslayer's Axe +10 2H - 367 / 448