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Dark souls 2 curved dragon greatsword location

A curved great sword, forged from the soul of an ancient dragon. In the ancient age, the world was unformed, shrouded in fog. The land of gray crabs, archdiocese and eternal dragons. Effect: Special Attack (Strong Attack) Availability of Dark Souls 2 & Scholar of the First Sin: Trade Ancient Dragon Soul and 1500 Souls with Weaponsmith Ornifex. General Information Image Damage Aux Effects Counter Strength Poise Damage Stats Needed Stat Bonuses Damage Reduction Aux Effects Reduction Stability Longevity Weight Enchantable? Items/Spells 160/0/0/0 (Slash) 0/0 110 45 30/18/0/0 B/S/-/I/- 60/10/40/40/30 30/30 40 60 18.10 Yes / Yes Move Set One Hand Two-handed Light Attack Greatswords Horizontal Slash to the Left then right slanted hard diagonal down and left then left then right rolling attack fast down smash delayed circular tilt running attack delayed circular pas dash heavy dash heavy attack down smash along with wind gusts slower down smash along with three gusts of wind Notes Two-handed strong attack shoots wind gusts that fan and cover long distances, Costs 10 durability to use. This can be reduced to 5 using bracing knuckle ring +2. If the target is hit with a sword during a severe attack, they will be damaged by the sword and wind (which is a lot). Description taken from the first dart of dark souls game. Upgrade the Basic Boss upgrade route. Need: Name Damage Stat Bonus Materials Price Souls Curved Dragon Greatsword +0 160/0/0/0 B/S/-/-/ - Curved Dragon Greatsword +1 208/0/0/0/0 B/S/-/-/ 1x Petrified Dragon Bone 1,630 Curved Dragon Greatsword +2 256/0/0/0 B/S/-/-/ 2x Petrified Dragon Bone 2,040 Curved Dragon Greatsword +3 3 0/0/0/0 B/S/-/-/ 3x Crushed dragon bone 2 440 curved dragon big word +4 352/0/0/0 B/S/-/-/ 4 Petrified Dragon Bone 3,250 Curved Dragon Greatsword +5 400/0/0/0/0 B/S/-/-/ 5x Petrified Dragon Bone 3,660 Infusion Magic Reduces: Base Damage, STR and DEX Statistics, reduction of damage and auxiliary effects. Adds/Increases: Base Magic Damage, INT Stat Bonus, Magic Injury Reduction. Requires: Name Damage Aux Effects Stat Bonuses Damage Reduction Aux Effects Reduction Magic Curved Dragon Greatsword +0 156/67/0/0/0 0/0 C/A/C/-/-/ 58.7/20/38.7/38.7/28.7 18.7/18.7/18.7/18.7 Magic Curved Dragon Greatsword +1 203/87/0/0/0 0/0 C/A/B/-/-/ 58.7/20/38.7/38.7/28.7 18.7/18.7/18.7/18.7 Magic Curved Dragon Greatsword +2 250/107/0/0/0 0/0 C/A/B/-/-/ 58.7/20/38.7/38.7/28.7 18.7/18.7/18.7/18.7 Magic Curved Dragon Greatsword +3 297/197/0/0/0 0/0 C/A/B/-/-/ 58.7/20/38.7/38.7/28.7 18.7/18.7/18.7/18.7 Magic Curved Dragon Greatsword +4 344/147/0/0/0 0/0 C/A/B/-/-/ 58.7/20/38.7/38.7/28.7 18.7/18.7/18.7/18.7 Magic Curved Dragon Greatsword +5 392/167/0/0/0 0/0 58.7/20/38.7/38.7/28.7 58.7/20/38.7/38.7/28.7 Gaisras sumažina: Bazės žala, STR ir DEX stat premijas, žala ir aux efektų mažinimas. Priduria / padidina: Bazės gaisro žala, INT ir FTH stat premija, gaisro žalos mažinimas. Requires: Firedrake Stone 2,000 souls Name Damage Aux Effects Stat Bonuses Damage Reduction Aux Effects Reduction Fire Curved Dragon Greatsword +0 156/0/67/0/0 0/0 C/A/-/C/-/ 58.7/8.7/50/38.7/28.7 18.7/18.7/18.7/18.7 Fire Curved Dragon Greatsword +1 203/0/87/0/0 0/0 C/A/-/B/-/ 58.7/8.7/50/38.7/28.7 18.7/18.7/18.7/18.7 Fire Curved Dragon Greatsword +2 250/0/107/0/0 0/0 C/A/-/B/-/ 58.7/8.7/50/38.7/28.7 18.7/18.7/18.7/18.7 Fire Curved Dragon Greatsword +3 297/0/127/0/0 0/0 C/A/-/B/-/ 58.7/8.7/50/38.7/28.7 18.7/18.7/18.7/18.7 Fire Curved Dragon Greatsword +4 344/0/127/0/0 0/0 C/A/-/B/-/ 58.7/8.7/50/38.7/28.7 18.7/18.7/18.7/18.7 Fire Curved Dragon Greatsword +5 392/0/167/0/0 0/0 C/A/-/B/-/ 58.7/8.7/50/38.7/28.7 18.7/18.7/18.7/18.7 Lightning Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction. Priduria / padidina: Bazės žaibo žala, FTH stat premija, žaibo žalos mažinimas. Requires: Name Damage Aux Effects Stat Bonuses Damage Reduction Aux Effects Reduction Lightning Curved Dragon Greatsword +0 156/0/0/67/0 0/0 C/A/-/I/-/ 58.7/8.7/38.7/50/28.7 18.7/18.7/18.7/18.7 Lightning Curved Dragon Greatsword +1 203/0/0/87/0 0/0 C/A/-/I/-/ 58.7/8.7/38.7/50/28.7 18.7/18.7/18.7/18.7 Lightning Curved Dragon Greatsword +2 250/0/0/107/0 0/0 C/A/-/I/-/ 58.7/8.7/38.7/50/28.7 18.7/18.7/18.7/18.7 Lightning Curved Dragon Greatsword +3 297/0/0/127/0 0/0 C/A/-/I/-/ 58.7/8.7/38.7/50/28.7 18.7/18.7/18.7/18.7 Lightning Curved Dragon Greatsword +4 344/0/0/144/0 0/0 C/A/-/I/-/ 58.7/8.7/38.7/50/28.7 18.7/18.7/18.7/18.7 Lightning Curved Dragon Greatsword +5 392/0/0/167/0 0/0 C/A/-/I/-/ 58.7/8.7/38.7/50/28.7 18.7/18.7/18.7/18.7 Dark Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction. Priduria / padidina: Bazė tamsiai žala, INT ir FTH stat premija, tamsiai žalos sumažinimas. Requires: Darkknight Stone 2,000 souls Name Damage Aux Effects Stat Bonuses Damage Reduction Aux Effects Reduction Dark Curved Dragon Greatsword +0 156/0/0/0/67 0/0 C/A/-/I/-/C 58.7/8.7/38.7/38.7/40 18.7/18.7/18.7/18.7 Dark Curved Dragon Greatsword +1 203/0/0/0/87 0/0 C/A/-/I/-/B 58.7/8.7/38.7/38.7/40 18.7/18.7/18.7/18.7 Dark Curved Dragon Greatsword +2 250/0/0/0/107 0/0 C/A/-/I/-/B 58.7/8.7/38.7/38.7/40 18.7/18.7/18.7/18.7 Dark Curved Dragon Greatsword +3 297/0/0/0/127 0/0 C/A/-/I/-/B 58.7/8.7/38.7/38.7/40 18.7/18.7/18.7/18.7 Dark Curved Dragon Greatsword +4 344/0/0/0/144 0/0 C/A/-/I/-/B 58.7/8.7/38.7/38.7/40 18.7/18.7/18.7/18.7 Dark Curved Dragon Greatsword +5 392/0/0/0/167 0/0 C/A/-/I/-/B 58.7/8.7/38.7/38.7/40 18.7/18.7/18.7/18.7 Poison Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction. Priduria / padidina: Bazės nuodų žala, damage damage Requires: Name Damage Aux Effects Stat Bonuses Damage Reduction Aux Effects Reduction Poison Curved Dragon Greatsword +0 156/0/0/0/0 67/0 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 30/18.7/18.7/18.7 Poison Curved Dragon Greatsword +1 203/0/0/0/0 70/0 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 30/18.7/18.7/18.7 Poison Curved Dragon Greatsword +2 250/0/0/0/0 73/0 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 30/18.7/18.7/18.7 Poison Curved Dragon Greatsword +3 297/0/0/0/0 77/0 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 30/18.7/18.7/18.7 Poison Curved Dragon Greatsword +4 344/0/0/0/0 80/0 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 30/18.7/18.7/18.7 Poison Curved Dragon Greatsword +5 392/0/0/0/0 83/0 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 30/18.7/18.7/18.7 Bleed Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction. Prideda / padidina: Bazės kraujavimas žala, kraujavimas žalos sumažinimas. Requires: Name Damage Aux Effects Stat Bonuses Damage Reduction Aux Effects Reduction Bleed Curved Dragon Greatsword +0 156/0/0/0/0 0/67 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 18.7/30/18.7/18.7 Bleed Curved Dragon Greatsword +1 203/0/0/0/0 0/70 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 18.7/30/18.7/18.7 Bleed Curved Dragon Greatsword +2 250/0/0/0/0 0/73 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 18.7/30/18.7/18.7 Bleed Curved Dragon Greatsword +3 297/0/0/0/0 0/77 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 18.7/30/18.7/18.7 Bleed Curved Dragon Greatsword +4 344/0/0/0/0 0/80 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 18.7/30/18.7/18.7 Bleed Curved Dragon Greatsword +5 392/0/0/0/0 0/83 C/A/-/I/-/ 58.7/8.7/38.7/38.7/28.7 18.7/30/18.7/18.7 Raw Reduces: Stat bonuses. Prideda / padidina: Bazės pažeidimas. Requires: Name Damage Aux Effects Stat Bonuses Damage Reduction Aux Effects Reduction Raw Curved Dragon Greatsword +0 184/0/0/0/0 0/0 E/D/-/I/-/ 60/10/40/40/30 20/20/20/20 Raw Curved Dragon Greatsword +1 239/0/0/0/0 0/0 E/D/-/I/-/ 60/10/40/40/30 20/20/20/20 Raw Curved Dragon Greatsword +2 294/0/0/0/0 0/0 E/D/-/I/-/ 60/10/40/40/30 20/20/20/20 Raw Curved Dragon Greatsword +3 349/0/0/0/0 0/0 E/D/-/I/-/ 60/10/40/40/30 20/20/20/20 Raw Curved Dragon Greatsword +4 404/0/0/0/0 0/0 E/D/-/I/-/ 60/10/40/40/30 20/20/20/20 Raw Curved Dragon Greatsword +5 460/0/0/0/0 0/0 E/D/-/I/-/ 60/10/40/40/30 20/20/20/20 Enchanted Reduces: Stat bonuses. Priduria / padidina: INT stat premija (išskyrus ginklus, kurie bazės magija žala). Reikia: Vardas Žala Aux Efektai Stat Premijos Žalos mažinimo Aux efektai sumažinimas Enchanted Lenktas Dragon Greatsword +0 160/0/0/0/0 0/0 E/D/D/-/ 60/10/40/40/30 20/20/20 Enchanted lenktas drakonas Greatsword +1 208/0/0/0/0 0/0 E/D/D/-/ 60/10/40/40/30 20/20/20 Enchanted Curved Dragon Greatsword +2 256/0/0/0/0 0/0 D/D/D/-/ 60/10/40/40/30 20/20/20 Enchanted Lenktas Dragon Greatsword +3 304/0/0/0/0 0 /0 D/D/D/-/ 60/10/40/40/30 20/20/20 Enchanted Lenktas drakonas Didysis žodis +4 352/0/0/0/0 0/0 20/20/20 Enchanted Curved Dragon Greatsword +5 400/0/0/0 0/D/D/C/-/----- - 60/10/40/40/30 20/20/20 Mundane Reduces: Base damage, stat bonuses. Adds/Increases: Damage scaling from lowest stat. Requires: Old Mundane Stone 2,000 souls Name Damage Aux Effects Stat Bonuses Damage Reduction Aux Effects Reduction Mundane Curved Dragon Greatsword +0 80/0/0/0/0 0/0 D/C/-/I/-/ 60/10/40/40/30 20/20/20 Mundane Curved Dragon Greatsword +1 104/0/0/0/0 0/0 D/C/-/I/-/ 60/10/40/40/30 20/20/20 Mundane Curved Dragon Greatsword +2 128/0/0/0/0 0/0 D/C/-/I/-/ 60/10/40/40/30 20/20/20 Mundane Curved Dragon Greatsword +3 152/0/0/0/0 0/0 D/C/-/I/-/ 60/10/40/40/30 20/20/20 Mundane Curved Dragon Greatsword +4 176/0/0/0/0 0/0 D/C/-/I/-/ 60/10/40/40/30 20/20/20 Mundane Curved Dragon Greatsword +5 200/0/0/0/0 0/0 D/C/-/I/-/ 60/10/40/40/30 20/20/20 Key Damage: The Damage stat dictates how much damage the weapon does. Damage statistics weapon is A/B/C/D/E: there is physical damage B is magical damage C is fire damage D is lightning damage E is dark damage Each weapon has one or more types of physical damage: Staggering slashing traction Certain enemies are weak or strong from different types of damage. See Weakness for Physical Reduction, Resistance to Cell Mitigation. Aux Effect: The aux effect stat dictates how effective the weapon will cause exposure. Aux effect stats weapon is / B: there is a poison effect B is the strength of the bleeding effect counter: damage multiplier when hitting the enemy, which performs action, such as attacking. A value of 100 means no additional damage. Poise Damage: The weapon's ability to break enemy poise. Statistics Needed: Statistics Need to determine how big a variety of statistics must be in order to manage the weapon effectively. Weapon statistics are A/B/C/D: Using a weapon without the required strength and/or dexterity will cause punishment for physical weapon damage, while less than the required magic and/or faith will reduce the weapon's miraculous damage. Also keep in mind that your character acquires a 100% bonus strength wielding a gun with both hands, thereby reducing the actual strength required. For example, a character with a strength of 14 may have a great club (Requires 28 strength) properly if the weapon is held with both hands. (14 x 2 = 28) Stat Bonuses: Stat Bonuses rating shows the level of bonus damage you do with a weapon based on the related Stat. This rating can be S, A, B, C, D or E (that from most to the least bonus for related skills). For more information, see Zoom in. Bonus stats for a weapon are A/B/C/D/E/F: A is a strength stat bonus that affects the physical attack weapon. B is the Prize for Dexterity Statistics, which influences the physical attack of a weapon. C is the prize of intelligence statistics that influences weapon attack. D is the prize of the stat of intelligence and faith that influences the attack of gun fire. E is the Faith Stat Prize, which influences the weapon's lightning attack. F is the intelligence or belief stat prize that affects the Dark Weapon Attack (The bottom of the two stats are selected as bonus statistics). Harm reduction: Harm reduction % from the weapon. It dictates how much damage the weapon mitigates by blocking. Injury reduction % statistics weapons are A/B/C/D/E: A is physical damage B is magical damage C is fire damage D is lightning damage E dark damage aux effect reduction: Aux effect reduction % weapon. It dictates how much impact the weapon mitigates by blocking. Aux effect reduction % statistics for the weapon are A/B/C/D: Stability: Determines the amount of endurance depleted to block an incoming attack. Increased stability also allows to block stronger attacks without breaking protection and reduces the amount of endurance depleted from blocking attacks. Durability: longevity of the weapon. Weight: weight of the weapon. Please note that more than 70% of your Equip Weight carry will reduce the speed of your rollers, while more than 100% will reduce your normal speed before walking, and attempts to roll or pull back will leave you instantly stunned. Enchantable? Items/Spells: Determines whether a weapon can get temporary damage to lovers by items and/or spells. Please note that if you decide to pour a gun, it can not be vicious things. Items.