

Status Effects

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Bleed

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Effect

A sudden burst of damage is inflicted when Bleed Resistance is overcome, signified by a large notice stating "Blood Loss". The damage inflicted is a percentage of the target's max HP. The bleed rating stat on a weapon indicates the percentage of health that the enemy will lose (0.1 times the value indicated on the item). Most weapons have a bleed rating of 300 (30% HP loss). The only exceptions are the weapons obtained from Crossbreed Priscilla (Lifehunt Scythe and Priscilla's Dagger), which have a bleed rating of 500 (50% HP loss).

Causes

The following weapons can be used to inflict bleed on other players, NPCs, and certain enemies:

Weapon	Bleed Buildup Per Strike	Bleed Damage
Priscilla's Dagger	20	50%
Bandit's Knife	30	30%
Jagged Ghost Blade	30	30%
Painting Guardian Sword	30	30%
Washing Pole	30	30%
Reinforced Club	30	30%
Barbed Straight Sword	33	30%
Iaito	33	30%
Morning Star	33	30%
Notched Whip	33	30%
Spiked Shield	33	30%
Uchigatana	33	30%
Claw	36	30%
Chaos Blade	36	30%

Flamberge	36	30%
Great Scythe	36	30%
Gold Tracer	40	30%
Lifehunt Scythe	50/40 ¹	50%

In addition to the various NPCs that wield weapons listed in the table above, the following enemies are other possible sources of bleed against the player:

Enemy	Attack	Bleed Buildup Per Strike	Bleed Damage
Skeleton	Scimitar & Falchion	30	17%
Undead Attack Dog	Bite/ Pounce	30	17%
Giant Skeleton	Sword	33	22%
Undead Assassin	Bandit Knife	39	32%
Undead Merchant	Uchigatana	42	42%
Serpent Mage	Flamberge	45	68%
Crossbreed Priscilla	Lifehunt Scythe	80	60%
Marvellous Chester	Rose Daggers	100	32%

Recover

- Consume Bloodred Moss Clump - recover from the effect of Bleeding and restore full bleed resistance
- Cast Remedy
- Rest at a Bonfire

Resist

- Increase Endurance stat
- Equip Bleed Resistant armors
- Equip Bloodbite Ring (multiplies base Bleed resist by 5)
- Equip Gargoyle's Halberd (increases Bleed resistance by 25)
- Equip Bloodshield (just equipping Bloodshield increases Bleed resistance by 50)

- Block with shields that have 100% Bleed resist to prevent Bleed buildup:
 - Crystal Shield
 - All Greatshields except Bonewheel Shield and Eagle Shield

Notes

- The bleed bar build-up per strike is not listed in the in-game weapon statistics, only the percentage of health lost when blood loss occurs.
- Bleed damage is capped lower for damage against bosses.
- The skeletons are able to inflict bleed upon the player when using their Scimitars and Falchions, despite these weapons not having a bleed effect when used by the player against enemies. Similarly, the Painting Guardians cannot use their weapons to inflict bleed upon the player, though the Painting Guardian Sword does inflict bleed upon enemies when wielded by the player.
- Bleed damage is not blocked by any shields to any degree if the build-up was caused by an opponent in PvP. The same is true with Poison and Toxic.

Enemies Immune to Bleed

The following enemies are fully immune, or have a resistance that is unrealistically high to overcome in-game. NPCs that cannot be killed are not included in this list.

Regular Enemies

- All skeleton types
- Both ghost types
- Crystal Golem / Golden Crystal Golem
- Crystal Lizard
- Demonic Foliage
- Demonic Statue
- Giant Stone Knight
- Hellkite Dragon
- Hydra
- Humanity Phantom
- Scarecrow
- Slime
- Stone Guardian
- Prowling Demon
- Undead Dragon / Bounding Demon of Izalith

Note - Enemies such as the Armored Tusk, Black Knight, Chained Prisoner, Darkwraith, Man Eater Shell and Possessed Tree have a very high resistance that can be difficult to overcome under normal circumstances. Though it is possible to bleed them, it is much more likely that you will kill them well before triggering bleed.

Bosses

- Bed of Chaos
- Black Dragon Kalameet
- Ceaseless Discharge
- Chaos Witch Quelaag
- Four Kings
- Gaping Dragon
- Gravelord Nito
- Gwyn, Lord of Cinder
- Iron Golem
- Knight Artorias
- Manus
- Moonlight Butterfly
- Seath the Scaleless

NPCs

- Vamos

Footnotes 1. The Lifehunt Scythe triggers 50 bleed buildup towards others, 40 bleed buildup towards self.

Curse

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Effect

Curse causes instant death once the Curse bar is full. After you respawn at the bonfire, your HP is cut in half and you can't use humanity to reverse hollow. Cursed status remains through death, signified by a skull icon that blocks your Humanity counter.

Inflict

- Get hit by Basilisk's cloud attacks
- Get hit by Seath the Scaleless's crystal breath attacks

Recover

- Consume a Purging Stone
- Speak to Ingward and sacrifice a humanity

Resist

- Raise your Humanity (stat)
- Equip Cursebite Ring (multiplies base Curse resist by 5)
- Equip various Curse resistant armors
- Equip Bloodshield (just equipping Bloodshield increases Curse resistance by 50)
- Equip Rare Ring of Sacrifice (doesn't increase Curse resistance, but prevents you from getting Cursed if you died by Curse attacks)
- Block with shields that have high Curse resist to slow Curse buildup:

- Greatshield of Artorias
- Sanctus
- Silver Knight Shield
- Black Knight Shield

Notes

- Being cursed lets you attack and block the Ghosts in New Londo Ruins without using Cursed weapons.
- Resist Curse despite the name only clears existing Curse buildup.
- When you (or another player) are killed by curse, a stone statue will appear in that area in the worlds of other players.
- Even though the Humanity counter in the HUD is blocked by a skull icon, humanity can still be obtained and accrued while the player is cursed. The humanity stat in the menu can be used to inform the player of how much humanity they have on them, and all the passive benefits of soft humanity will still be in effect.
- The Max HP-halving effect can be used in conjunction with Blue/Red Tearstone Ring and Power Within. Curse effectively halves the HP drain effect of Power Within. With low enough Vitality, you can nullify the HP drain even with Sanctus. If you can get the perfect balance for HP Drain/HP Regen, you can keep your HP below 30%, thus activating the Tearstone Ring(s) while having Power Within active.

Parasite Egg

In Game Description

An egg implanted on the head by a type of parasite bearing eggs on its back.

The nightmare begins with a slight itch on the head, and soon the parasite will be siphoning the souls of slain enemies. Unless you find this amusing, quickly use Egg Vermifuge to purge it.¹

Explanation

A unique condition caused by infection from Vile Maggots that infest Egg Carriers.

Getting Infected

- Stand in close proximity to a hostile Egg Carrier and allow yourself to get hit by their grab attack.
- 5 minutes and 20 seconds after being grabbed, the Parasite Egg will bloom.

Stages of Infection/Use

First Stage

If infected successfully by the above method, the player character will occasionally scratch their head while standing still.

- The character will first scratch their head after two minutes. After that, they will scratch their head every 10 seconds.
- The head scratching can be avoided by moving or doing something else while it would normally occur, but if the scratching animation begins, it can't be interrupted.

Second Stage

Five minutes and twenty seconds after being grabbed by the Egg Carrier, the player character's head will erupt into a lumpen mass, leaving them unable to wear head armor or use the Dragon Head Stone or Dragon Torso Stone.

- While in this state, you can speak to Eingyi and he will become friendly. He'll give you an Egg Vermifuge, and will now sell you Egg Vermifuges and pyromancies.
- In this state the amount of souls you gain from kills will be halved, the other half being absorbed by the egg head. Note that souls gained from using Soul items, including boss souls, are not halved but still count towards advancing to the final stage.

Final Stage

After about 100,000 souls have been absorbed by the egg head, it will evolve to its final stage. It has a slightly different shape.

- In this state, the player character's kick attack will be replaced by a larva biting attack.
- Half of all souls from kills will continue to be consumed by the egg head.

Curing the Infection

Consume an Egg Vermifuge.

Notes

- The special biting attack does **NOT** infect other player characters with the parasite.

Footnotes 1. This description is not shown in-game.

Poison

Not to be confused with Toxic.

Effect

Once the Poison meter is full, HP will begin to drain at a steady rate depending on the method of infliction. Duration is always 3 minutes and is not affected by Poison Resist.

Inflict

These Enemies are capable of poisoning the player by dealing the listed poison buildup, which when triggered drain HP at the corresponding rates listed. The rate at which these poison status effects apply damage was altered with the Remaster, differentiated here from PTDE. For example, in the Remaster with enemy inflicted poison, damage is applied once per 0.927 seconds, but the amount of damage dealt per tick and duration for which it lasts is unaltered , leading to higher damage rates and total damage:

Cause of Poison	PTDE Rate of HP loss	PTDE Total HP loss	Remaster tick Rate	Remaster Rate of HP loss	Remaster Total HP loss	Buildup per hit
Tree Lizard	10 HP per second	1800 HP	0.927 seconds	10.79 HP per second	1943 HP	60
Sanctuary Guardian	10 HP per second	1800 HP	0.927 seconds	10.79 HP per second	1943 HP	60
Giant Mosquito	9 HP per second	1620 HP	0.927 seconds	9.71 HP per second	1748 HP	45
Small Undead Rat	9 HP per second	1620 HP	0.927 seconds	9.71 HP per second	1748 HP	45
Infested Barbarian	7 HP per second	1260 HP	0.927 seconds	7.55 HP per second	1359 HP	55
Large Undead Rat	4 HP per second	720 HP	0.927 seconds	4.31 HP per second	777 HP	12
Giant Undead Rat	4 HP per second	720 HP	0.927 seconds	4.31 HP per second	777 HP	12
Blighttown Lake	4 HP per second	720 HP	1.02 seconds	3.92 HP per second	706 HP	3

Lost Izalith Pit	4 HP per second	720 HP	1.02 seconds	3.92 HP per second	706 HP	3
Poison Throwing Knife	4 HP per second	720 HP	1.02 seconds	3.92 HP per second	706 HP	55
Dark Fog	4 HP per second	720 HP	1.02 seconds	3.92 HP per second	706 HP	8
Poison Mist	3.75 HP per second	675 HP	0.8 seconds	3.75 HP per second	675 HP	10
Large Club	3 HP per second	540 HP	0.9 seconds	3.33 HP per second	600 HP	30
Oolacile Catalyst	3 HP per second	540 HP	0.9 seconds	3.33 HP per second	600 HP	30
Poison Arrow	3 HP per second	540 HP	1 second	3 HP per second	540 HP	60
Guardian Tail	3 HP per second	540 HP	1.02 seconds	2.94 HP per second	529 HP	40
Rotten Pine Resin	3 HP per second	540 HP	1.02 seconds	2.94 HP per second	529 HP	30

Poison Mist is the only one of these which in PTDE deviated from 1 per second with its Damage tick Rate.

Recover

- Consume a Purple Moss Clump
- Consume a Blooming Purple Moss Clump
- Consume a Divine Blessing
- Cast Remedy
- Rest at a Bonfire

Resisting and Avoiding Poison

- Increase Resistance stat
- Equip the Poisonbite Ring (multiplies base Poison resist by 5)

- Equip various Poison Resistant armors
- Equip Gargoyle's Halberd (increases Poison resistance by 25)
- Equip Bloodshield (just equipping Bloodshield increases Poison resistance by 50)
- Block with shields that have 100% Poison resist to prevent enemy attack's Poison buildup.
Note that status effect buildup is not decreased by blocking in PvP:
 - Spider Shield
 - Crystal Shield
 - Greatshield of Artorias

Enemies Immune to Poison

The following enemies cannot be poisoned:

Regular Enemies

- Bounding Demon of Izalith (can be inflicted with Toxic, but has high resistance)
- Crystal Golem / Golden Crystal Golem
- Crystal Lizard
- Demonic Statue
- Giant Stone Knight
- Hellkite Dragon
- Humanity Phantom
- Hydra
- Slime
- Stone Guardian
- Titanite Demon
- Undead Dragon (can be inflicted with Toxic, but has high resistance)
- All skeleton types (Skeleton, Giant Skeleton, Skeleton Beast, Bone Tower, Skeleton Baby & Skeleton Wheel)

Bosses

- Bed of Chaos
- Black Dragon Kalameet
- Ceaseless Discharge
- Four Kings
- Gaping Dragon
- Gravelord Nito
- Gwyn, Lord of Cinder

- Iron Golem
- Knight Artorias
- Manus
- Moonlight Butterfly
- Seath the Scaleless
- Quelaag (can be inflicted with Toxic)

NPCs

Most non-hostile NPCs are immune to cloud forms of poison (Poison Mist, Dark Fog), though they can be poisoned or toxified with other attacks. The following are fully-immune:

- Lord's Blade Ciaran
- Vamos

Note - This list does not include NPCs that cannot be killed.

Status Effects

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Status Effect

A wide range of equipment can create a Status effect. An icon appears in the top left of the HUD to indicate the current effect(s).

Icon	Status	Notes
	Abyss Walking available	Covenant of Artorias equipped
	Additional Poise gained	Wolf Ring equipped Havel's Greatshield buff
	+20% Enhanced Stats	Ring of Favor and Protection equipped
	Enhance Spell/ Miracle	Bellowing Dragoncrest Ring equipped Lingering Dragoncrest Ring equipped Ring of the Sun Princess equipped Ring of the Sun's Firstborn equipped Crown of Dusk equipped
	Slows loss of Weapon Durability	East Wood Grain Ring equipped
	Lava Walking and Kick available	Orange Charred Ring equipped
	Gain HP from fallen enemies / Player slowed down by enemy casting	Ring of the Evil Eye equipped Tranquil Walk of Peace cast upon player Stone Greatsword special-attack cast upon player
	Increased Item Discovery or Soulgain	Covetous Gold Serpent Ring equipped Covetous Silver Serpent Ring equipped
	(Rare) Ring of Sacrifice active	Ring of Sacrifice equipped Rare Ring of Sacrifice equipped
	Faster Stamina regeneration / HP regeneration / Fall damage reduced	Cloranth Ring equipped Grass Crest Shield equipped Mask of the Child equipped Green Blossom consumed Sanctus equipped Replenishment cast by player Bountiful Sunlight cast by player Elizabeth's Mushroom consumed Fall Control cast by player

	Defense up / Pyromancy buff active	Ring of Steel Protection equipped Flame Stoneplate Ring equipped Thunder Stoneplate Ring equipped Spell Stoneplate Ring equipped Speckled Stoneplate Ring equipped Magic Barrier cast by player Great Magic Barrier cast by player Flash Sweat cast by player Iron Flesh cast by player Power Within cast by player
	Attack up	Leo Ring equipped Hornet Ring equipped Hawk Ring equipped Karmic Justice cast by player Channeler's Trident buff cast upon player
	Stealth Boost	Slumbering Dragoncrest Ring equipped Ring of Fog equipped Hidden Body cast by player Hush cast by player
	Auxiliary Resistance Boost / Other	Bloodbite Ring equipped (Bleed) Cursebite Ring equipped (Curse) Poisonbite Ring equipped (Poison) Bloodshield equipped (Various) Vow of Silence cast by player Seek Guidance cast by player
	Tearstone Boost	Blue Tearstone Ring activated Red Tearstone Ring activated
	Gear At Risk or Broken	Equipped weapon or armor at 30% or less durability

Status Ailments

Status ailments happen when attacks apply status points on you until they overcome your resistance. This is displayed to you by a bar on your screen with an icon and a inner color bar that fills it. The bar lengthens as you increase your resistances. The colored bar retracts as long as you are not being subjected to the status effect.

Icon	Status	Notes
	Bleed	Reduces a fixed percentage of the player's health when meter is filled
	Curse	Player dies and respawns with half health when meter is filled

	Poison	Player is inflicted with poison and loses HP at a steady rate when meter is filled
	Toxic	Player is inflicted with toxic and loses HP at a steady rate when meter is filled

Notes

See also Parasite Egg

Toxic

Not to be confused with Poison.

Effect

Once the Toxic meter is full, HP will begin to drain at a steady rate depending on the method of infliction. Also impedes upon stamina regeneration.

Inflict

The following are capable of inflicting toxic, and drain HP at the corresponding rates listed:

Cause of Toxic	PTDE Rate of HP loss	PTDE Total HP loss	Remaster tick Rate	Remaster Rate of HP loss	Remaster Total HP loss	Buildup per hit
Blowdart Sniper	23.33 HP per second	14000 HP	0.6 seconds	23.33 HP per second	14000 HP	80
Gravelord Nito	8 HP per second	4800 HP	0.909 seconds	8.80 HP per second	5281 HP	58
Engorged Zombie	8 HP per second	4800 HP	0.927 seconds	8.63 HP per second	5178 HP	150
Undead Dragon Skeleton Baby	7 HP per second	4200 HP	0.927 seconds	7.55 HP per second	4531 HP	30
Dung Pie	7 HP per second	4200 HP	1.02 seconds	6.86 HP per second	4118 HP	30/55
Toxic Mist	6 HP per second	3600 HP	1.02 seconds	5.88 HP per second	3529 HP	10
Dark Silver Tracer	6 HP per second	3600 HP	1.02 seconds	5.88 HP per second	3529 HP	55
Gravelord Sword	5 HP per second	3000 HP	0.9 seconds	5.56 HP per second	3333 HP	30
Snow Rat	5 HP per second	3000 HP	0.927 seconds	5.39 HP per second	3236 HP	30

Blowdart Sniper is the only one of these which in PTDE deviated from 1 per second with its Damage tick Rate.

Recover

Recovering from Toxic is highly recommended, as the status effect lasts for 10 minutes (in most cases), and it drains HP rapidly. To recover, the player may:

- Consume a Blooming Purple Moss Clump
- Consume a Divine Blessing
- Cast Remedy
- Rest at a Bonfire

Resisting and Avoiding Toxic

- Toxic resistance shares the Poison resistance stat, but uses a separate status meter indicated by a black poison drop instead of a purple one. Though this means that a player or enemy can be both poisoned and toxic at the same time, increasing poison resistance will increase toxic resistance.
- Killing the Engorged Zombies of the Painted World with a fire-based attack will prevent them from spewing their toxic-spray upon death.
- Increase Resistance stat
- Equip the Poisonbite Ring (multiplies base Poison resist by 5)
- Equip various Poison Resistant armors
- Equip Gargoyle's Halberd (increases Poison resistance by 25)
- Equip Bloodshield (just equipping Bloodshield increases Poison resistance by 50)
- Block with shields that have 100% Poison resist to prevent enemy attack's Poison buildup. Note that status effect buildup is not decreased by blocking in PvP:
 - Spider Shield
 - Crystal Shield
 - Greatshield of Artorias

Enemies Immune to Toxic

The Dung Pie, Toxic Mist, Gravelord Sword, and Dark Silver Tracer are items available to the player that can be used to inflict toxic upon enemies. However, the following enemies are fully resistant and cannot be inflicted with the effect:

Regular Enemies

- Armored Tusk (can be poisoned)
- Crystal Golem / Golden Crystal Golem
- Crystal Lizard
- Demonic Foliage (can be poisoned)
- Demonic Statue
- Giant Stone Knight
- Hellkite Dragon
- Humanity Phantom
- Hydra
- Man Eater Shell (can be poisoned)
- Possessed Tree (can be poisoned)
- Slime
- Stone Guardian
- Titanite Demon
- All skeleton types (Skeleton, Giant Skeleton, Skeleton Beast, Bone Tower, Skeleton Baby & Skeleton Wheel)

Note - The Undead Dragons and Bounding Demons are able to be inflicted with toxic, however they have a very high resistance. It requires roughly 5 casts of Toxic Mist or ~24 Dung Pies to work.

Bosses

- Bed of Chaos
- Black Dragon Kalameet
- Ceaseless Discharge
- Four Kings
- Gravelord Nito
- Iron Golem
- Knight Artorias
- Manus
- Moonlight Butterfly
- Seath the Scaleless

NPCs

-
- Lord's Blade Ciaran
 - Vamos

Note - This list does not include NPCs that cannot be killed.