

# Curved Swords

Curved Swords combine speed, Dexterity scaling, and fluid movesets, making them excellent for players who favor hit-and-run tactics. Their attacks are swift and maintain good forward momentum, allowing pressure even in tight spaces where foes cannot easily evade. Although their reach and damage per hit are lower compared to Straight Swords, their faster swing speed and evasive flip-slash attacks set them apart. Curved Swords also pair well with weapon buffs, enabling them to chip away at opponents quickly before retreating to safety.

- [Falchion](#)
- [Gold Tracer](#)
- [Jagged Ghost Blade](#)
- [Painting Guardian Sword](#)
- [Quelaag's Furysword](#)
- [Scimitar](#)
- [Shotel](#)

# Falchion

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Falchion.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Falchion>

“ *Small curved sword. Each hit inflicts little damage, but fluid chain attacks are deadly.*

*The falchion's sharp slashing attacks are effective against cloth and flesh, but not against metal armor or tough scales.*

## Availability

Found in Blighttown with the Wanderer Set. Located in a dead end after climbing the third set of ladders down to the swamp. — Video Guide

Drop from Falchion-wielding skeleton in the Catacombs and at Firelink Shrine (2% drop rate)

Mimic drop (Enchanted Falchion) - in the side room near the second bonfire of The Duke's Archives

## General Information

When wielded by skeletons, the Falchion will cause bleed build-up upon hit

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Falchion	82/0/0/0 (Slash)	100	160	2.5	9 <sup>1</sup> /13/0/0 E/B/-/-	45/10/30/30	30	50

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Double overhead slash into horizontal slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 (left hand)</b>	Left-to-right horizontal slash.	
<b>L2 (left hand)</b>	Parry.	

2 Handed		
<b>R1 — R1</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Double over head slash into rising vertical slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard.	

# Upgrades

## Basic

Standard upgrade path.

Requires

- Titanite

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Falchion +0	82/0/0/0	E/B/-/-					200
Falchion +1	90/0/0/0	E/B/-/-	1				200
Falchion +2	98/0/0/0	E/B/-/-	1				200
Falchion +3	106/0/0/0	E/B/-/-	2				200
Falchion +4	114/0/0/0	E/B/-/-	2				200
Falchion +5	123/0/0/0	E/B/-/-	3				200
Falchion +6	131/0/0/0	E/B/-/-		1			200
Falchion +7	139/0/0/0	E/B/-/-		1			200
Falchion +8	147/0/0/0	E/B/-/-		2			200
Falchion +9	155/0/0/0	E/B/-/-		2			200
Falchion +10	164/0/0/0	E/B/-/-		3			200
Falchion +11	172/0/0/0	E/B/-/-			1		200
Falchion +12	188/0/0/0	E/B/-/-			1		200
Falchion +13	190/0/0/0	E/B/-/-			2		200
Falchion +14	196/0/0/0	E/A/-/-			3		200
Falchion +15	205/0/0/0	E/A/-/-				1	200

## Crystal

Weapon durability reduced to **16**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Falchion +10
- Titanite

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Falchion +0	180/0/0/0	E/B/-/-	1		200
Crystal Falchion +1	188/0/0/0	E/B/-/-	1		200
Crystal Falchion +2	196/0/0/0	E/B/-/-	2		200
Crystal Falchion +3	205/0/0/0	E/B/-/-	2		200
Crystal Falchion +4	213/0/0/0	E/A/-/-	3		200
Crystal Falchion +5	221/0/0/0	E/A/-/-		1	200

# Lightning

Adds lightning damage. All stat bonuses removed.

- Falchion +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Falchion +0	147/0/0/147	-/-/-	45/10/30/30	1		200
Lightning Falchion +1	159/0/0/159	-/-/-	45/10/30/2.4	1		200
Lightning Falchion +2	170/0/0/170	-/-/-	45/10/30/34.8	2		200
Lightning Falchion +3	182/0/0/182	-/-/-	45/10/30/37.2	2		200
Lightning Falchion +4	193/0/0/193	-/-/-	45/10/30/39.6	3		200
Lightning Falchion +5	205/0/0/205	-/-/-	45/10/30/42		1	200

# Raw

Base damage increased. Stat bonuses reduced.

Requires Titanite

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Falchion +0	141/0/0/0	E/C/-/-	1	200
Raw Falchion +1	150/0/0/0	E/C/-/-	1	200
Raw Falchion +2	159/0/0/0	E/C/-/-	1	200
Raw Falchion +3	169/0/0/0	E/C/-/-	2	200
Raw Falchion +4	178/0/0/0	E/C/-/-	2	200
Raw Falchion +5	188/0/0/0	E/C/-/-	3	200

# Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Falchion + 5
- Green-Titanite
- Blue-Titanite

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Falchion +0	93/100/0/0	E/D/C/-	1			200
Magic Falchion +1	99/107/0/0	E/D/C/-	1			200
Magic Falchion +2	105/113/0/0	E/D/C/-	1			200
Magic Falchion +3	111/120/0/0	E/D/C/-	2			200
Magic Falchion +4	117/127/0/0	E/D/C/-	2			200
Magic Falchion +5	124/134/0/0	E/D/C/-	3			200
Magic Falchion +6	130/140/0/0	E/D/B/-		1		200
Magic Falchion +7	136/147/0/0	E/D/B/-		1		200
Magic Falchion +8	142/154/0/0	E/D/B/-		2		200
Magic Falchion +9	148/160/0/0	E/D/B/-		3		200
Magic Falchion +10	155/167/0/0	E/D/B/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires

- Magic Falchion + 5
- Blue-Titanite

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Falchion +0	124/132/0/0	E/E/C/-	1		200
Enchanted Falchion +1	128/135/0/0	E/E/B/-	1		200
Enchanted Falchion +2	133/139/0/0	E/E/B/-	1		200
Enchanted Falchion +3	138/143/0/0	E/E/A/-	2		200
Enchanted Falchion +4	143/147/0/0	E/E/A/-	3		200
Enchanted Falchion +5	148/153/0/0	E/E/A/-		1	200

## Divine

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Adds magic damage. Moderate damage bonus from faith.

Requires

- Falchion +5
- Green Titanite
- White Titanite

5% STR, 33% DEX, 70% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Falchion +0	82/102/0/0	E/D/-/C	0/0/110/-	1			200
Divine Falchion +1	88/108/0/0	E/D/-/C	0/0/110/-	1			200
Divine Falchion +2	93/115/0/0	E/D/-/C	0/0/110/-	1			200
Divine Falchion +3	99/122/0/0	E/D/-/C	0/0/110/-	2			200
Divine Falchion +4	104/129/0/0	E/D/-/C	0/0/110/-	2			200
Divine Falchion +5	110/136/0/0	E/D/-/C	0/0/110/-	3			200
Divine Falchion +6	115/142/0/0	E/D/-/C	0/0/110/-		1		200
Divine Falchion +7	121/149/0/0	E/D/-/C	0/0/110/-		1		200
Divine Falchion +8	126/156/0/0	E/D/-/C	0/0/110/-		2		200
Divine Falchion +9	132/163/0/0	E/D/-/B	0/0/110/-		3		200
Divine Falchion +10	137/170/0/0	E/D/-/B	0/0/110/-			1	200

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.

Requires

- Divine Falchion +5
- White Titanite

5% STR, 31% DEX, 82% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Falchion +0	112/124/0/0	E/D/-/B	0/0/-/110	1		200
Occult Falchion +1	118/130/0/0	E/D/-/B	0/0/-/110	1		200
Occult Falchion +2	125/136/0/0	E/D/-/B	0/0/-/110	1		200
Occult Falchion +3	132/142/0/0	E/D/-/B	0/0/-/110	2		200
Occult Falchion +4	138/148/0/0	E/D/-/B	0/0/-/110	3		200
Occult Falchion +5	145/155/0/0	E/D/-/B	0/0/-/110		1	200

## Fire

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Adds fire damage. All stat bonuses removed.

Requires

- Falchion +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Falchion +0	106/0/106/0	-/-/-	45/10/30/30	1			200
Fire Falchion +1	114/0/114/0	-/-/-	45/10/30.3/30	1			200
Fire Falchion +2	123/0/123/0	-/-/-	45/10/30.6/30	1			200
Fire Falchion +3	131/0/131/0	-/-/-	45/10/30.9/30	2			200
Fire Falchion +4	139/0/139/0	-/-/-	45/10/31.2/30	2			200
Fire Falchion +5	147/0/147/0	-/-/-	45/10/31.5/30	3			200
Fire Falchion +6	157/0/157/0	-/-/-	45/10/31.8/30		1		200
Fire Falchion +7	167/0/167/0	-/-/-	45/10/32.1/30		1		200
Fire Falchion +8	177/0/177/0	-/-/-	45/10/32.4/30		2		200
Fire Falchion +9	186/0/186/0	-/-/-	45/10/32.7/30		3		200
Fire Falchion +10	196/0/196/0	-/-/-	45/10/33/30			1	200

## Chaos

Base damage reduced from fire upgrade path. Increased damage bonus from humanity.  
Requires

- Fire Falchion +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Falchion +0	129/0/147/0	-/-/-	45/10/30/30	1		200
Chaos Falchion +1	136/0/155/0	-/-/-	45/10/30.6/30	1		200
Chaos Falchion +2	144/0/164/0	-/-/-	45/10/31.2/30	1		200
Chaos Falchion +3	151/0/172/0	-/-/-	45/10/31.8/30	2		200
Chaos Falchion +4	158/0/180/0	-/-/-	45/10/32.4/30	3		200
Chaos Falchion +5	165/0/188/0	-/-/-	45/10/33/30		1	200

# 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>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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>	<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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<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.

# Gold Tracer

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Gold%20Tracer.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Gold%20Tracer>

“ Curved sword used by the Lord's Blade Ciaran, one of Lord Gwyn's Four Knights.

Ciaran brandishes her sword in a mesmerizing dance, etching the darkness with dire streaks of gold.

## Availability

Given by Lord's Blade Ciaran in return for the Soul of Artorias

Drops from Lord's Blade Ciaran if not given her the Soul of Artorias

## General Information

Bleed buildup is 40 per strike

When equipped in the left hand, instead of a parry (L2) and single attack (L1), the right handed strong attacks are used instead (L1 is the first attack, and L2 is the follow up attack). Uniquely for left-handed attacks, it still retains the event state of a parry although it has no parry frames, allowing for it to be cancelled for a Parry Backstab.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Gold Tracer	130/0/0/0 (Slash)	100	240	2.0	9 <sup>1</sup> /25/0/0 E/A/-/-	45/10/30/ 30	30	300/0/0/-	100

# Move Set

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1 Handed		
<b>R1 — R1 —</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Twin horizontal slashes into triple slash attack.	5 hits total.
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1</b> (left hand)	Twin horizontal slashes.	
<b>L2</b> (left hand)	Triple slash attack.	

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2 Handed		
<b>R1 — R1 —</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Triple vertical slashes into slash-thrust-slash combo.	6 hits total.
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard	

# Upgrades

- Requires Twinkling Titanite

10% STR, 106% DEX scaling

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Gold Tracer +0	130/0/0/0	E/A/-/-		
Gold Tracer +1	143/0/0/0	E/A/-/-	1	2,000
Gold Tracer +2	156/0/0/0	E/A/-/-	1	2,000
Gold Tracer +3	169/0/0/0	E/A/-/-	2	2,000
Gold Tracer +4	182/0/0/0	E/A/-/-	2	2,000
Gold Tracer +5	195/0/0/0	E/A/-/-	4	2,000

# Key

<p><b>Damage:</b></p>	<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>
<p><b>Critical:</b></p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p><b>Durability:</b></p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p><b>Weight:</b></p>	<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>

<p><b>Stats Needed:</b></p>	<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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<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

# Jagged Ghost Blade

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Jagged%20Ghost%20Blade.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Jagged%20Ghost%20Blade>

“ *Jagged blade wielded by New Londo ghosts. Violent thrust attack.*  
*One of the cursed weapons. Inflicts damage to ghosts.* ”

## Availability

Drop from Ghost in the New Londo Ruins (1% drop rate)

## General Information

Damages Ghosts without being cursed.

When used with two hands, it can block Ghost attacks by holding L1.

Bleed build-up is 30 per strike.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Jagged Ghost Blade	155/0/0/0  Bleed 300  (Slash/Thrust)	100	1.5	7 <sup>1</sup> /0/0/0 E/-/-/	45/10/30/30	30	100

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Double overhead slash into horizontal slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1</b> (left hand)	Left-to-right horizontal slash.	
<b>L2</b> (left hand)	Parry.	

2 Handed		
<b>R1 — R1</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Double over head slash into rising vertical slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard.	

R2 attack is replaced by a double downward stab, followed by four more downward stabs on the second button press.

## Upgrades

Requires Twinkling Titanite

13% STR scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite
Jagged Ghost Blade +0	155/0/0/0	E/-/-/	
Jagged Ghost Blade +1	170/0/0/0	E/-/-/	1
Jagged Ghost Blade +2	186/0/0/0	E/-/-/	1
Jagged Ghost Blade +3	201/0/0/0	E/-/-/	2
Jagged Ghost Blade +4	217/0/0/0	E/-/-/	2
Jagged Ghost Blade +5	232/0/0/0	E/-/-/	4

# 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>

<p><b>Stats Needed:</b></p>	<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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<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 5 Strength is required

# Painting Guardian Sword

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Painting%20Guardian%20Sword.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Painting%20Guardian%20Sword>

“ *Curved sword of Anor Londo painting guards. Unique shape with flat tip.*

*The guardians, who strike down those who dare threaten the paintings, attack in a continuous, circular dancing motion, a technique passed down through generations.*

## Availability

Drop from Painting Guardian (2% drop rate)

## General Information

A standard Painting Guardian Sword does more damage than both a standard Scimitar or Falchion due to its better Dexterity scaling and faster attack speed. This is offset by very short range. Bleed build-up is 30 per strike.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Painting Guardian Sword	76/0/0/0 (Slash)	100	100	1.5	7 <sup>1</sup> /20/0/0 E/A/-/-	45/10/30/ 30	30	300/0/-/-	50

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Double overhead slash into horizontal slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1</b> (left hand)	Left-to-right horizontal slash.	
<b>L2</b> (left hand)	Parry.	

2 Handed		
<b>R1 — R1</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Double over head slash into rising vertical slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard.	

- 1-handed R2 attacks are replaced by a horizontal slash to vertical slash combo, followed by a triple slash combo
- 2-handed R2 attacks are replaced by a double vertical slash, followed by a slash-thrust-slash combo

## Upgrades

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### Basic

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Standard upgrade path.

Requires

- Titanite

9% STR, 109% DEX scaling.

Name	Damage	Stat Bonuses	Shard	Large Shard	Chunk	Slab	Souls
Painting Guardian Sword +0	76/0/0/0	E/A/-/-					
Painting Guardian Sword +1	83/0/0/0	E/A/-/-	1				200
Painting Guardian Sword +2	91/0/0/0	E/A/-/-	1				200
Painting Guardian Sword +3	98/0/0/0	E/A/-/-	2				200
Painting Guardian Sword +4	106/0/0/0	E/A/-/-	2				200
Painting Guardian Sword +5	114/0/0/0	E/A/-/-	3				200
Painting Guardian Sword +6	121/0/0/0	E/A/-/-		1			200
Painting Guardian Sword +7	129/0/0/0	E/A/-/-		1			200
Painting Guardian Sword +8	136/0/0/0	E/A/-/-		2			200
Painting Guardian Sword +9	144/0/0/0	E/A/-/-		2			200
Painting Guardian Sword +10	152/0/0/0	E/A/-/-		3			200
Painting Guardian Sword +11	159/0/0/0	E/A/-/-			1		200
Painting Guardian Sword +12	167/0/0/0	E/A/-/-			1		200
Painting Guardian Sword +13	174/0/0/0	E/A/-/-			2		200
Painting Guardian Sword +14	182/0/0/0	E/A/-/-			3		200
Painting Guardian Sword +15	190/0/0/0	E/A/-/-				1	200

# Crystal

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Painting Guardian Sword durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Painting Guardian Sword +10
- Titanite

9% STR, 109% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Painting Guardian Sword +0	167/0/0/0	E/A/-/-	1		200
Crystal Painting Guardian Sword +1	174/0/0/0	E/A/-/-	1		200
Crystal Painting Guardian Sword +2	182/0/0/0	E/A/-/-	1		200
Crystal Painting Guardian Sword +3	190/0/0/0	E/A/-/-	2		200
Crystal Painting Guardian Sword +4	197/0/0/0	E/A/-/-	3		200
Crystal Painting Guardian Sword +5	205/0/0/0	E/A/-/-		1	200

# Lightning

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Adds lightning damage. All stat bonuses removed.

Requires

- Painting Guardian Sword +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Painting Guardian Sword +0	136/0/0/136	-/-/-	45/10/30/30	1		200
Lightning Painting Guardian Sword +1	147/0/0/147	-/-/-	45/10/30/32.4	1		200
Lightning Painting Guardian Sword +2	158/0/0/158	-/-/-	45/10/30/34.8	1		200
Lightning Painting Guardian Sword +3	168/0/0/168	-/-/-	45/10/30/37.2	2		200
Lightning Painting Guardian Sword +4	179/0/0/179	-/-/-	45/10/30/39.6	3		200
Lightning Painting Guardian Sword +5	190/0/0/190	-/-/-	45/10/30/42		1	200

## Raw

Base damage increased. Stat bonuses reduced.

Requires

- Painting Guardian Sword +5
- Titanite

7% STR, 81% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Painting Guardian Sword +0	130/0/0/0	E/B/-/-	1	200
Raw Painting Guardian Sword +1	139/0/0/0	E/B/-/-	1	200
Raw Painting Guardian Sword +2	147/0/0/0	E/B/-/-	1	200
Raw Painting Guardian Sword +3	156/0/0/0	E/B/-/-	2	200
Raw Painting Guardian Sword +4	165/0/0/0	E/B/-/-	2	200
Raw Painting Guardian Sword +5	174/0/0/0	E/B/-/-	3	200

## Magic

---

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Painting Guardian Sword +5
- Green Titanite
- Blue Titanite

3% STR, 30% DEX, 85% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Painting Guardian Sword +0	85/93/0/0	E/D/B/-	1			200
Magic Painting Guardian Sword +1	91/99/0/0	E/D/B/-	1			200
Magic Painting Guardian Sword +2	96/105/0/0	E/D/B/-	1			200
Magic Painting Guardian Sword +3	102/111/0/0	E/D/B/-	2			200
Magic Painting Guardian Sword +4	108/117/0/0	E/D/B/-	2			200
Magic Painting Guardian Sword +5	114/124/0/0	E/D/B/-	3			200
Magic Painting Guardian Sword +6	119/130/0/0	E/D/B/-		1		200
Magic Painting Guardian Sword +7	125/136/0/0	E/D/B/-		1		200
Magic Painting Guardian Sword +8	131/142/0/0	E/D/B/-		2		200
Magic Painting Guardian Sword +9	136/148/0/0	E/D/A/-		3		200
Magic Painting Guardian Sword +10	142/155/0/0	E/D/A/-			1	200

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## Enchanted

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Enchanted damage added. All stat bonuses removed.

Requires

- Magic Painting Guardian Sword +5
- Blue Titanite

2% STR, 22% DEX, 83% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Painting Guardian Sword +0	114/122/0/0	E/D/B/-	1		200
Enchanted Painting Guardian Sword +1	118/125/0/0	E/D/A/-	1		200
Enchanted Painting Guardian Sword +2	123/129/0/0	E/D/A/-	1		200
Enchanted Painting Guardian Sword +3	127/132/0/0	E/D/A/-	2		200
Enchanted Painting Guardian Sword +4	132/136/0/0	E/D/A/-	3		200
Enchanted Painting Guardian Sword +5	136/141/0/0	E/D/S/-		1	200

## Divine

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Adds magic damage. Moderate damage bonus from faith.

Requires

- Painting Guardian Sword +5
- Green Titanite
- White Titanite

3% STR, 42% DEX, 84% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Painting Guardian Sword +0	76/94/0/0	E/D/-/B	300/0/110/-	1			200
Divine Painting Guardian Sword +1	81/100/0/0	E/D/-/B	300/0/110/-	1			200
Divine Painting Guardian Sword +2	86/107/0/0	E/D/-/B	300/0/110/-	1			200
Divine Painting Guardian Sword +3	91/113/0/0	E/D/-/B	300/0/110/-	2			200
Divine Painting Guardian Sword +4	96/119/0/0	E/D/-/B	300/0/110/-	2			200
Divine Painting Guardian Sword +5	102/126/0/0	E/D/-/B	300/0/110/-	3			200
Divine Painting Guardian Sword +6	107/132/0/0	E/D/-/B	300/0/110/-		1		200
Divine Painting Guardian Sword +7	112/138/0/0	E/D/-/B	300/0/110/-		1		200
Divine Painting Guardian Sword +8	117/144/0/0	E/D/-/B	300/0/110/-		2		200
Divine Painting Guardian Sword +9	122/151/0/0	E/D/-/B	300/0/110/-		3		200
Divine Painting Guardian Sword +10	127/157/0/0	E/D/-/B	300/0/110/-			1	200

## Occult

Occult damage added. Increased damage bonus from faith..

Requires

- Divine Painting Guardian Sword +5
- White Titanite

3% STR, 39% DEX, 99% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Painting Guardian Sword +0	104/114/0/0	E/D/-/A	300/0/-/110	1		200
Occult Painting Guardian Sword +1	110/119/0/0	E/D/-/A	300/0/-/110	1		200
Occult Painting Guardian Sword +2	116/125/0/0	E/D/-/A	300/0/-/110	1		200
Occult Painting Guardian Sword +3	122/131/0/0	E/D/-/A	300/0/-/110	2		200
Occult Painting Guardian Sword +4	128/136/0/0	E/D/-/A	300/0/-/110	3		200
Occult Painting Guardian Sword +5	135/142/0/0	E/D/-/A	300/0/-/110		1	200

## Fire

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Fire damage added. All stat bonuses removed.

Requires

- Painting Guardian Sword +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Painting Guardian Sword +0	98/0/98/0	-/-/-	45/10/30/30	1			200
Fire Painting Guardian Sword +1	106/0/106/0	-/-/-	45/10/30.3/30	1			200
Fire Painting Guardian Sword +2	114/0/114/0	-/-/-	45/10/30.6/30	1			200
Fire Painting Guardian Sword +3	121/0/121/0	-/-/-	45/10/30.9/30	2			200
Fire Painting Guardian Sword +4	129/0/129/0	-/-/-	45/10/31.2/30	2			200
Fire Painting Guardian Sword +5	136/0/136/0	-/-/-	45/10/31.5/30	3			200
Fire Painting Guardian Sword +6	145/0/145/0	-/-/-	45/10/31.8/30		1		200
Fire Painting Guardian Sword +7	155/0/155/0	-/-/-	45/10/32.1/30		1		200
Fire Painting Guardian Sword +8	164/0/164/0	-/-/-	45/10/32.4/30		2		200
Fire Painting Guardian Sword +9	173/0/173/0	-/-/-	45/10/32.7/30		3		200
Fire Painting Guardian Sword +10	182/0/182/0	-/-/-	45/10/33/30			1	200

## Chaos

Chaos damage added. All stat bonuses removed.

Requires

- Fire Painting Guardian Sword +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Painting Guardian Sword +0	118/0/136/0	-/-/-	45/10/30/30	1		200
Chaos Painting Guardian Sword +1	125/0/144/0	-/-/-	45/10/36/30	1		200
Chaos Painting Guardian Sword +2	132/0/152/0	-/-/-	45/10/31.2/30	1		200
Chaos Painting Guardian Sword +3	138/0/159/0	-/-/-	45/10/31.8/30	2		200
Chaos Painting Guardian Sword +4	145/0/167/0	-/-/-	45/10/32.4/30	3		200
Chaos Painting Guardian Sword +5	151/0/174/0	-/-/-	45/10/33/30		1	200

# 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>

<p><b>Weight:</b></p>	<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>
<p><b>Stats Needed:</b></p>	<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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<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 5 Strength is required

# Quelaag's Furysword

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

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Quelaag's%20Furysword>

“ *A curved sword born from the soul of Quelaag, daughter of the Witch of Izalith, who was transformed into a chaos demon.*

*Like Quelaag's body, the sword features shells, spikes, and a coating of chaos fire.*

*Power affected by wielder's humanity.*

## Availability

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Created by the Giant Blacksmith in Anor Londo from the Soul of Quelaag and any +10 Curved Sword for 5,000 Souls

## General Information

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While this weapon has only average stats for a curved sword, it is notable for its high fraction of Fire damage. At low Dexterity and Humanity, Fire damage outnumbers Physical damage nearly three-to-one. Thus, the Furysword is an excellent choice against Fire-weak enemies and shields.

While attacking with this weapon, it will ignite and show a fiery trail. This effect will stop when the attack animation ends. Landing on an enemy also triggers a fire effect.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Quelaag's Furysword	60/0/170/0 (Slash)	600	3.5	11/13/0/0 E/B/-/-	45/10/30/30	30	5,000

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Double overhead slash into horizontal slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 (left hand)</b>	Left-to-right horizontal slash.	
<b>L2 (left hand)</b>	Parry.	

2 Handed		
<b>R1 — R1</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Double over head slash into rising vertical slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard.	

Strong attacks are replaced by alternating heavier horizontal slashes.

## Quelaag's Furysword move set video

# Upgrades

Requires Demon Titanite

8% STR, 94% DEX scaling

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Quelaag's Furysword +0	60/0/170/0	45/10/30/30	E/B/-/-	-	-
Quelaag's Furysword +1	66/0/187/0	45/10/30/30	E/B/-/-	1 x Demon Titanite	5000
Quelaag's Furysword +2	72/0/204/0	45/10/30/30	E/B/-/-	1 x Demon Titanite	5000
Quelaag's Furysword +3	78/0/221/0	45/10/30/30	E/B/-/-	2 x Demon Titanite	5000
Quelaag's Furysword +4	84/0/237/0	45/10/30/30	E/B/-/-	2 x Demon Titanite	5000
Quelaag's Furysword +5	90/0/255/0	45/10/30/30	E/B/-/-	4 x Demon Titanite	5000

# Humanity Effect

Humanity	Physical Damage	Fire Damage
1	+2	+13
2	+5	+20
3	+7	+27
4	+10	+31
5	+12	+35
6	+15	+39
7	+17	+43
8	+20	+48
9	+22	+52
10 (Cap)	+25	+56

# 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>

# Scimitar

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Scimitar.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Scimitar>

“ *Small curved sword. Each hit inflicts little damage, but fluid chain attacks are deadly.*

*The scimitar's sharp slashing attacks are effective against cloth and flesh, but not against metal armor or tough scales.*

## Availability

Starting weapon of the Wanderer class

Purchased from the Undead Merchant (Male) for 600 Souls

Drop from the Scimitar-wielding skeletons in the Catacombs (2% drop rate)

## General Information

When wielded by skeletons, the Scimitar will cause bleed build-up upon hit.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Scimitar	80/0/0/0 (Slash)	160	1.5	7 <sup>1</sup> /13/0/0 E/B/-/-	45/10/30/30	30	50

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Double overhead slash into horizontal slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1</b> (left hand)	Left-to-right horizontal slash.	
<b>L2</b> (left hand)	Parry.	

2 Handed		
<b>R1 — R1</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Double over head slash into rising vertical slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard.	

# Upgrades

## Basic

Standard upgrade path.

Requires

- Titanite

13% STR, 85% DEX scaling

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Scimitar +0	80/0/0/0	E/B/-/-					200
Scimitar +1	88/0/0/0	E/B/-/-	1				200
Scimitar +2	96/0/0/0	E/B/-/-	1				200
Scimitar +3	104/0/0/0	E/B/-/-	2				200
Scimitar +4	112/0/0/0	E/B/-/-	2				200
Scimitar +5	120/0/0/0	E/B/-/-	3				200
Scimitar +6	128/0/0/0	E/B/-/-		1			200
Scimitar +7	136/0/0/0	E/B/-/-		1			200
Scimitar +8	144/0/0/0	E/B/-/-		2			200
Scimitar +9	152/0/0/0	E/B/-/-		2			200
Scimitar +10	160/0/0/0	E/B/-/-		3			200
Scimitar +11	168/0/0/0	E/B/-/-			1		200
Scimitar +12	176/0/0/0	E/B/-/-			1		200
Scimitar +13	184/0/0/0	E/B/-/-			2		200
Scimitar +14	192/0/0/0	E/A/-/-			3		200
Scimitar +15	200/0/0/0	E/A/-/-				1	200

## Crystal

Weapon durability reduced to **16**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Scimitar +10
- Titanite

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Scimitar +0	176/0/0/0	E/B/-/-	1		200
Crystal Scimitar +1	184/0/0/0	E/B/-/-	1		200
Crystal Scimitar +2	192/0/0/0	E/B/-/-	1		200
Crystal Scimitar +3	200/0/0/0	E/B/-/-	2		200
Crystal Scimitar +4	208/0/0/0	E/A/-/-	3		200
Crystal Scimitar +5	216/0/0/0	E/A/-/-		1	200

# Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Scimitar +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Scimitar +0	144/0/0/144	-/-/-	45/10/30/30	1		200
Lightning Scimitar +1	155/0/0/155	-/-/-	45/10/30/32.4	1		200
Lightning Scimitar +2	166/0/0/166	-/-/-	45/10/30/34.8	1		200
Lightning Scimitar +3	177/0/0/177	-/-/-	45/10/30/37.2	2		200
Lightning Scimitar +4	188/0/0/188	-/-/-	45/10/30/39.6	3		200
Lightning Scimitar +5	200/0/0/200	-/-/-	45/10/30/42.0		1	200

# Raw

Base damage increased. Stat bonuses reduced.

Requires

- Scimitar +5
- Titanite

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Scimitar +0	138/0/0/0	E/C/-/-	1	200
Raw Scimitar +1	147/0/0/0	E/C/-/-	1	200
Raw Scimitar +2	156/0/0/0	E/C/-/-	1	200
Raw Scimitar +3	165/0/0/0	E/C/-/-	2	200
Raw Scimitar +4	174/0/0/0	E/C/-/-	2	200
Raw Scimitar +5	184/0/0/0	E/C/-/-	3	200

# Magic

Adds magic damage, reduces strength and dex bonuses to minimal, adds moderate intelligence bonus

Requires

- Scimitar + 5
- Green Titanite
- Blue Titanite

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Scimitar +0	90/97/0/0	E/D/C/-	1			200
Magic Scimitar +1	96/104/0/0	E/D/C/-	1			200
Magic Scimitar +2	102/110/0/0	E/D/C/-	1			200
Magic Scimitar +3	108/117/0/0	E/D/C/-	2			200
Magic Scimitar +4	114/123/0/0	E/D/C/-	2			200
Magic Scimitar +5	120/130/0/0	E/D/C/-	3			200
Magic Scimitar +6	125/136/0/0	E/E/B/-		1		200
Magic Scimitar +7	132/143/0/0	E/E/B/-		1		200
Magic Scimitar +8	138/149/0/0	E/E/B/-		2		200
Magic Scimitar +9	144/156/0/0	E/E/B/-		3		200
Magic Scimitar +10	150/162/0/0	E/E/B/-			1	200

# Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires

- Magic Scimitar + 5
- Blue Titanite

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Scimitar +0	120/128/0/0	E/E/C/-	1		200
Enchanted Scimitar +1	124/131/0/0	E/E/C/-	1		200
Enchanted Scimitar +2	129/135/0/0	E/E/C/-	1		200
Enchanted Scimitar +3	134/139/0/0	E/E/B/-	2		200
Enchanted Scimitar +4	139/143/0/0	E/E/B/-	3		200
Enchanted Scimitar +5	144/148/0/0	E/E/A/-		1	200

## Divine

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- Divine weapon upgrade path.

Requires:

Green Titanite

White Titanite

5% STR, 33% DEX, 70% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Scimitar +0	81/99/0/0	E/D/-/C	0/0/110/0	1			200
Divine Scimitar +1	86/105/0/0	E/D/-/C	0/0/110/0	1			200
Divine Scimitar +2	91/112/0/0	E/D/-/C	0/0/110/0	1			200
Divine Scimitar +3	97/118/0/0	E/D/-/C	0/0/110/0	2			200
Divine Scimitar +4	102/125/0/0	E/D/-/C	0/0/110/0	2			200
Divine Scimitar +5	108/132/0/0	E/D/-/C	0/0/110/0	3			200
Divine Scimitar +6	113/138/0/0	E/D/-/C	0/0/110/0		1		200
Divine Scimitar +7	118/145/0/0	E/D/-/C	0/0/110/0		1		200
Divine Scimitar +8	124/151/0/0	E/D/-/C	0/0/110/0		2		200
Divine Scimitar +9	129/158/0/0	E/D/-/B	0/0/110/0		3		200
Divine Scimitar +10	135/165/0/0	E/D/-/B	0/0/110/0			1	200

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.

Requires

- Divine Scimitar +5
- White Titanite

5% STR, 31% DEX, 82% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Scimitar +0	110/120/0/0	E/D/-/B	0/0/0/110	1		200
Occult Scimitar +1	116/125/0/0	E/D/-/B	0/0/0/110	1		200
Occult Scimitar +2	123/132/0/0	E/D/-/B	0/0/0/110	1		200
Occult Scimitar +3	129/138/0/0	E/D/-/B	0/0/0/110	2		200
Occult Scimitar +4	136/144/0/0	E/D/-/B	0/0/0/110	3		200
Occult Scimitar +5	143/150/0/0	E/D/-/B	0/0/0/110		1	200

## Fire

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Adds fire damage, removes strength and dex bonuses, increases Fire Damage Reduction 1.5%

Requires

- Scimitar + 5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Scimitar +0	104/0/104/0	-/-/-	45/10/30/30	1			200
Fire Scimitar +1	112/0/112/0	-/-/-	45/10/30.3/30	1			200
Fire Scimitar +2	120/0/120/0	-/-/-	45/10/30.6/30	1			200
Fire Scimitar +3	128/0/128/0	-/-/-	45/10/30.9/30	2			200
Fire Scimitar +4	136/0/136/0	-/-/-	45/10/31.2/30	2			200
Fire Scimitar +5	144/0/144/0	-/-/-	45/10/31.5/30	3			200
Fire Scimitar +6	153/0/153/0	-/-/-	45/10/31.8/30		1		200
Fire Scimitar +7	163/0/163/0	-/-/-	45/10/32.1/30		1		200
Fire Scimitar +8	172/0/172/0	-/-/-	45/10/32.4/30		2		200
Fire Scimitar +9	182/0/182/0	-/-/-	45/10/32.7/30		3		200
Fire Scimitar +10	192/0/192/0	-/-/-	45/10/33.0/30			1	200

## Chaos

Chaos damage added. All stat bonuses removed.

Requires

- Fire Scimitar +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Scimitar +0	126/0/144/0	-/-/-	45/10/30/30	1		200
Chaos Scimitar +1	133/0/152/0	-/-/-	45/10/30.6/30	1		200
Chaos Scimitar +2	140/0/160/0	-/-/-	45/10/31.2/30	1		200
Chaos Scimitar +3	147/0/168/0	-/-/-	45/10/31.8/30	2		200
Chaos Scimitar +4	154/0/176/0	-/-/-	45/10/32.4/30	3		200
Chaos Scimitar +5	161/0/184/0	-/-/-	45/10/33.0/30		1	200

# 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>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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>	<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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<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 5 Strength is required

# Shotel

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Shotel.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Shotel>

“ *Curved sword with sharply curved blade. Created by Arstor, Earl of Carim.*  
*Requires great skill to wield, but evades shield defense to sneak in damage.*

## In Game Description

---

*Curved sword with sharply curved blade.*

*Created by Arstor, Earl of Carim.*

*Requires great skill to wield, but evades shield defense to sneak in damage.*

## Availability

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Sen's Fortress treasure

Drop off near the top of the long slope (next to the Serpent Mage) near the first encounter of the huge rolling iron balls, just before the room where the Ring of Steel Protection is found.

Sold by Shiva of the East for 10,000 Souls.

## General Information

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This weapon's strong attacks can stunlock another player infinitely if not toggle-escaped

This weapon's strong attacks go through shields.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Shotel	82/0/0/0 (Slash)	120	2.5	9 <sup>1</sup> / <sub>14</sub> /0/0 E/C/-/-	45/10/30/30	30	50

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Double overhead slash into horizontal slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 (left hand)</b>	Left-to-right horizontal slash.	
<b>L2 (left hand)</b>	Parry.	

2 Handed		
<b>R1 — R1</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Double over head slash into rising vertical slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard.	

Strong attacks are replaced by heavy slashes that ignore opponent's guard

# Upgrades

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## Basic

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Standard upgrade path.

Requires

- Titanite

15% STR, 72% DEX scaling

Name	Damage	Stat Bonuses	Shard	Large Shard	Chunk	Slab	Souls
Shotel +0	82/0/0/0	E/C/-/-					
Shotel +1	90/0/0/0	E/C/-/-	1				200
Shotel +2	98/0/0/0	E/C/-/-	1				200
Shotel +3	106/0/0/0	E/C/-/-	2				200
Shotel +4	114/0/0/0	E/C/-/-	2				200
Shotel +5	123/0/0/0	E/C/-/-	3				200
Shotel +6	131/0/0/0	E/C/-/-		1			200
Shotel +7	139/0/0/0	E/C/-/-		1			200
Shotel +8	147/0/0/0	E/C/-/-		2			200
Shotel +9	155/0/0/0	E/C/-/-		2			200
Shotel +10	164/0/0/0	E/C/-/-		3			200
Shotel +11	172/0/0/0	E/B/-/-			1		200
Shotel +12	180/0/0/0	E/B/-/-			1		200
Shotel +13	188/0/0/0	E/B/-/-			2		200
Shotel +14	196/0/0/0	E/B/-/-			3		200
Shotel +15	205/0/0/0	E/B/-/-				1	200

## Crystal

---

Weapon durability reduced to **12**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Shotel +10
- Titanite

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Shotel +0	180/0/0/0	E/B/-/-	1		200
Crystal Shotel +1	188/0/0/0	E/B/-/-	1		200
Crystal Shotel +2	196/0/0/0	E/B/-/-	2		200
Crystal Shotel +3	205/0/0/0	E/B/-/-	2		200
Crystal Shotel +4	213/0/0/0	E/B/-/-	3		200
Crystal Shotel +5	221/0/0/0	E/B/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

- Shotel +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Shotel +0	147/0/0/147	-/-/-/-	45/10/30/30	1		200
Lightning Shotel +1	159/0/0/159	-/-/-/-	45/10/30/32.4	1		200
Lightning Shotel +2	170/0/0/170	-/-/-/-	45/10/30/34.8	2		200
Lightning Shotel +3	182/0/0/182	-/-/-/-	45/10/30/37.2	2		200
Lightning Shotel +4	193/0/0/193	-/-/-/-	45/10/30/39.6	3		200
Lightning Shotel +5	205/0/0/205	-/-/-/-	45/10/30/42.0		1	200

## Raw

Base damage increased. Stat bonuses reduced.

Requires

- Shotel +5
- Titanite

11% STR, 55% DEX scaling.

Name	Damage	Stat Bonuses	Large Titanite Shard	Souls
Raw Shotel +0	141/0/0/0	E/C/-/-	1	200
Raw Shotel +1	150/0/0/0	E/C/-/-	1	200
Raw Shotel +2	159/0/0/0	E/C/-/-	1	200
Raw Shotel +3	169/0/0/0	E/C/-/-	2	200
Raw Shotel +4	178/0/0/0	E/C/-/-	2	200
Raw Shotel +5	188/0/0/0	E/C/-/-	3	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Shotel +5
- Green Titanite
- Blue Titanite

4% STR, 21% DEX, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Shotel +0	93/100/0/0	E/D/C/-	1			200
Magic Shotel +1	99/107/0/0	E/D/C/-	1			200
Magic Shotel +2	105/113/0/0	E/D/C/-	1			200
Magic Shotel +3	111/120/0/0	E/D/C/-	2			200
Magic Shotel +4	117/127/0/0	E/D/C/-	2			200
Magic Shotel +5	124/134/0/0	E/D/C/-	3			200
Magic Shotel +6	130/140/0/0	E/D/C/-		1		200
Magic Shotel +7	136/147/0/0	E/D/C/-		1		200
Magic Shotel +8	142/154/0/0	E/D/C/-		2		200
Magic Shotel +9	148/160/0/0	E/D/C/-		3		200
Magic Shotel +10	155/167/0/0	E/D/C/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires

- Magic Shotel +5
- Blue Titanite

3% STR, 15% DEX, 61% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Shotel +0	124/132/0/0	E/E/C/-	1		200
Enchanted Shotel +1	128/135/0/0	E/E/C/-	1		200
Enchanted Shotel +2	133/139/0/0	E/E/B/-	2		200
Enchanted Shotel +3	138/143/0/0	E/E/B/-	2		200
Enchanted Shotel +4	143/147/0/0	E/E/A/-	3		200
Enchanted Shotel +5	148/153/0/0	E/E/A/-		1	200

## Divine

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Adds magic damage. Moderate damage bonus from faith.

Requires

- Shotel +5
- Green Titanite
- White Titanite

6% STR, 28% DEX, 62% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Shotel +0	82/102/0/0	E/D/-/C	0/0/110/-	1			200
Divine Shotel +1	88/108/0/0	E/D/-/C	0/0/110/-	1			200
Divine Shotel +2	93/115/0/0	E/D/-/C	0/0/110/-	1			200
Divine Shotel +3	99/122/0/0	E/D/-/C	0/0/110/-	2			200
Divine Shotel +4	104/129/0/0	E/D/-/C	0/0/110/-	2			200
Divine Shotel +5	110/136/0/0	E/D/-/C	0/0/110/-	3			200
Divine Shotel +6	115/142/0/0	E/D/-/C	0/0/110/-		1		200
Divine Shotel +7	121/149/0/0	E/D/-/C	0/0/110/-		1		200
Divine Shotel +8	126/156/0/0	E/D/-/C	0/0/110/-		2		200
Divine Shotel +9	132/163/0/0	E/D/-/C	0/0/110/-		3		200
Divine Shotel +10	137/170/0/0	E/D/-/C	0/0/110/-			1	200

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.  
Requires

- Divine Shotel +5
- White Titanite

5% STR, 26% DEX, 73% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Shotel +0	112/124/0/0	E/D/-/B	0/0/-/110	1		200
Occult Shotel +1	118/130/0/0	E/D/-/B	0/0/-/110	1		200
Occult Shotel +2	125/136/0/0	E/D/-/B	0/0/-/110	2		200
Occult Shotel +3	132/142/0/0	E/D/-/B	0/0/-/110	2		200
Occult Shotel +4	138/148/0/0	E/D/-/B	0/0/-/110	3		200
Occult Shotel +5	145/155/0/0	E/D/-/B	0/0/-/110		1	200

## Fire

Adds fire damage. All stat bonuses removed.

Requires

- Shotel +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Shotel +0	106/0/106/0	-/-/-	45/10/30/30	1			200
Fire Shotel +1	114/0/114/0	-/-/-	45/10/30.3/30	1			200
Fire Shotel +2	123/0/123/0	-/-/-	45/10/30.6/30	1			200
Fire Shotel +3	131/0/131/0	-/-/-	45/10/30.9/30	2			200
Fire Shotel +4	139/0/139/0	-/-/-	45/10/31.2/30	2			200
Fire Shotel +5	147/0/147/0	-/-/-	45/10/31.5/30	3			200
Fire Shotel +6	157/0/157/0	-/-/-	45/10/31.8/30		1		200
Fire Shotel +7	167/0/167/0	-/-/-	45/10/32.1/30		1		200
Fire Shotel +8	177/0/177/0	-/-/-	45/10/32.4/30		2		200
Fire Shotel +9	186/0/186/0	-/-/-	45/10/32.7/30		3		200
Fire Shotel +10	196/0/196/0	-/-/-	45/10/33.0/30			1	200

## Chaos

Base damage reduced from fire upgrade path. Increased damage bonus from humanity.

Requires

- Fire Shotel +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Shotel +0	129/0/147/0	-/-/-	45/10/30/30	1		200
Chaos Shotel +1	136/0/155/0	-/-/-	45/10/30.6/30	1		200
Chaos Shotel +2	144/0/164/0	-/-/-	45/10/31.2/30	1		200
Chaos Shotel +3	151/0/172/0	-/-/-	45/10/31.8/30	2		200
Chaos Shotel +4	158/0/180/0	-/-/-	45/10/32.4/30	3		200
Chaos Shotel +5	165/0/188/0	-/-/-	45/10/33.0/30	0	1	200

# 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>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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>	<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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<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