

# Katanas

Katanas strike a fine balance among speed, range, and damage while offering exceptional Dexterity scaling. They inflict both Slash and Thrust damage, enabling versatile attack patterns. Notably, Katanas can inflict Bleed, adding a punishing effect for sustained assaults. Their main drawback is low durability, but careful maintenance and strategic usage ensure their reliability. Katanas can also parry when wielded off-hand, supporting a dual-wield style or an aggressive playstyle focused on landing counters and critical hits. They fit a wide variety of builds and remain useful in most combat scenarios.

- [Chaos Blade](#)
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# Chaos Blade

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

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

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

*This blade inherits only the chaotic nature of Quelaag, and has a unique speckled design.*

*Blade wielder erodes along with opponents.*

## Availability

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


## General Information

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Bleed build-up is 36 per strike.

Drains 20 HP per strike from the wielder. Critical attacks don't trigger this drain.

Unquestionably considered the strongest weapon for higher-level PvP by the consensus of the community.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Chaos Blade	144/0/0/0  Bleed 300  (Normal)	100	120	6.0	16 <sup>1</sup> /14/0/0  -/B/-/	45/10/30/3 0	30	1,000

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slash.	
<b>R2</b>	Charged piercing thrust.	
<b>Roll — R1</b>	Upward slash.	
<b>Backstep or Run — R1</b>	Running piercing thrust.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping stab attack.	
<b>L1</b> (left hand)	Horizontal slash.	(L1-R1- when dual wielding katanas).
<b>L2</b> (left hand)	Parry.	

2 Handed		
<b>R1 — R1</b>	Vertical slash into upward slash.	
<b>R2</b>	Charged vertical overhead slash.	
<b>Roll — R1</b>	Upward slash.	
<b>Backstep or Run — R1</b>	Running piercing thrust.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping stab attack.	
<b>L1 or L2</b>	Guard.	

- One-handed strong attack is replaced by a delayed left-to-right horizontal slash.
- Two-handed strong attack is a delayed vertical chop. The blade being held back then released by the left hand provides leverage to create a very forceful chop that can knock down opponents. Also consumes a lot of stamina.

# Upgrades

Requires Demon Titanite  
85% DEX scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Chaos Blade +0	144/0/0/0	-/B/-/-		
Chaos Blade +1	158/0/0/0	-/B/-/-	1	5,000
Chaos Blade +2	172/0/0/0	-/B/-/-	1	5,000
Chaos Blade +3	187/0/0/0	-/B/-/-	2	5,000
Chaos Blade +4	201/0/0/0	-/B/-/-	2	5,000
Chaos Blade +5	216/0/0/0	-/B/-/-	4	5,000

# Humanity Effect at +5

Humanity	Physical Damage
1	+20
2	+10
3	+10
4	+6
5	+7
6	+6
7	+6
8	+6
9	+7
10 (Cap)	+6
Total	+84

# Notes

- This weapon functions similarly to Hiltless from Demon's Souls.
- Shiva of the East was originally meant to betray the player, in the same fashion as Satsuki from Demon's Souls. Like Satsuki, who attacks you for the sword Makoto, Shiva was intended to steal the Chaos Blade from you.

# 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><math>(18 \times 1.5 = 27)</math></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>

## Footnotes

1. When two-handing this weapon, only 11 Strength is required.

# Iaito

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

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

“

*Katana forged in an Eastern land.*

*The Katana is drawn from the scabbard at lightning speed, using an Iaijutsu technique.*

*Iaijutsu allows the wielder to charge forward to swiftly cut down distant foes.*

## In Game Description

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*Katana forged in an Eastern land.*

*The Katana is drawn from the scabbard at lightning speed, using an Iaijutsu technique.*

*Iaijutsu allows the wielder to charge forward to swiftly cut down distant foes.*

## Availability

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Blighttown treasure:

From the entrance located in the Depths, stay left. Perform a running jump to retrieve it.

## General Information

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Bleed build-up is 33 per strike and once inflicted, reduces 30% of the enemy's total HP.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Iaito Sword	88/0/0/0 (Slash)	100	80	5.0	14 <sup>1</sup> /20/0/0 -1B/-/-	45/10/30/30	30	300/0/-/-	50

# Move Set

## One Handed

Swinging attack

R2: Quickdraw (iaijutsu) attack

## Two Handed

Wide swing

Stepback +R1: Step back, dash forward and thrust

R2: Charged Quickdraw (iaijutsu) attack

# Upgrades

## Basic

Standard upgrade path.

Requires

- Titanite

85% DEX scaling.



Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
laity +0	88/0/0/0	-/B/-/-	300/0/-/-		
laity +1	96/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Shard	200
laity +2	105/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Shard	200
laity +3	114/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Shards	200
laity +4	123/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Shards	200
laity +5	132/0/0/0	-/B/-/-	300/0/-/-	x3 Titanite Shards	200
laity +6	140/0/0/0	-/B/-/-	300/0/-/-	x1 Large Titanite Shard	200
laity +7	149/0/0/0	-/B/-/-	300/0/-/-	x1 Large Titanite Shard	200
laity +8	158/0/0/0	-/B/-/-	300/0/-/-	x2 Large Titanite Shards	200
laity +9	167/0/0/0	-/B/-/-	300/0/-/-	x2 Large Titanite Shards	200
laity +10	176/0/0/0	-/B/-/-	300/0/-/-	x3 Large Titanite Shards	200
laity +11	184/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Chunk	200
laity +12	193/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Chunk	200
laity +13	202/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Chunks	200
laity +14	211/0/0/0	-/A/-/-	300/0/-/-	x3 Titanite Chunks	200
laity +15	220/0/0/0	-/A/-/-	300/0/-/-	x1 Titanite Slab	200

# Crystal

Base damage increased. Durability decreased. Cannot repair.  
Requires

- laity +10
- Titanite

85% DEX scaling.

Name	Damage	Durability	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Crystal Iaito +0	193/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk	200
Crystal Iaito +1	202/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk	200
Crystal Iaito +2	211/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk	200
Crystal Iaito +3	220/0/0/0	8	-/B/-/-	300/0/-/-	x2 Titanite Chunks	200
Crystal Iaito +4	228/0/0/0	8	-/A/-/-	300/0/-/-	x3 Titanite Chunks	200
Crystal Iaito +5	237/0/0/0	8	-/A/-/-	300/0/-/-	x1 Titanite Slab	200

# Lightning

Lightning damage added. All stat bonuses removed.  
Requires

- Iaito +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements	Souls
Lightning Iaito +0	158/0/0/158	-/-/-/-	45/10/30/30	300/0/-/-	x1 Titanite Chunk	200
Lightning Iaito +1	170/0/0/170	-/-/-/-	45/10/30/32.4	300/0/-/-	x1 Titanite Chunk	200
Lightning Iaito +2	183/0/0/183	-/-/-/-	45/10/30/34.8	300/0/-/-	x1 Titanite Chunk	200
Lightning Iaito +3	195/0/0/195	-/-/-/-	45/10/30/37.2	300/0/-/-	x2 Titanite Chunks	200
Lightning Iaito +4	207/0/0/207	-/-/-/-	45/10/30/39.6	300/0/-/-	x3 Titanite Chunks	200
Lightning Iaito +5	220/0/0/220	-/-/-/-	45/10/30/42	300/0/-/-	x1 Titanite Slab	200

# Raw

Base damage increased. Low strength bonus added, Dex bonus reduced to low.  
Requires

- Iaito +5
- Titanite

64% DEX scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements	Souls
Raw Iaito +0	151/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard	200
Raw Iaito +1	161/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard	200
Raw Iaito +2	171/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard	200
Raw Iaito +3	181/0/0/0	-/C/-/-	300/0/-/-	x2 Large Titanite Shards	200
Raw Iaito +4	191/0/0/0	-/C/-/-	300/0/-/-	x2 Large Titanite Shards	200
Raw Iaito +5	202/0/0/0	-/C/-/-	300/0/-/-	x3 Large Titanite Shards	200

## Magic

Base damage reduced, minimal strength bonus added, dexterity bonus reduced to minimal, moderate intelligence bonus added.

Requires

- Iaito +5
- Green Titanite
- Blue Titanite (for +6 to +10)

23% DEX, 61% INT scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements	Souls
Magic Iaito +0	99/108/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard	200
Magic Iaito +1	105/115/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard	200
Magic Iaito +2	112/122/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard	200
Magic Iaito +3	118/129/0/0	-/D/C/-	300/0/-/-	x2 Green Titanite Shards	200
Magic Iaito +4	125/136/0/0	-/D/C/-	300/0/-/-	x2 Green Titanite Shards	200
Magic Iaito +5	132/144/0/0	-/D/C/-	300/0/-/-	x3 Green Titanite Shards	200
Magic Iaito +6	138/151/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Chunk	200
Magic Iaito +7	145/158/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Chunk	200
Magic Iaito +8	151/165/0/0	-/D/C/-	300/0/-/-	x2 Blue Titanite Chunks	200
Magic Iaito +9	158/172/0/0	-/D/C/-	300/0/-/-	x3 Blue Titanite Chunks	200
Magic Iaito +10	165/180/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Slab	200

## Enchanted

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

- Magic Iaito +5
- Blue Titanite

16% DEX, 60% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements	Souls
Enchanted Iaito +0	132/140/0/0	-/E/C/-	300/0/-/-	x1 Blue Titanite Chunk	200
Enchanted Iaito +1	137/144/0/0	-/E/C/-	300/0/-/-	x1 Blue Titanite Chunk	200
Enchanted Iaito +2	142/148/0/0	-/E/B/-	300/0/-/-	x1 Blue Titanite Chunk	200
Enchanted Iaito +3	147/152/0/0	-/E/B/-	300/0/-/-	x2 Blue Titanite Chunks	200
Enchanted Iaito +4	153/156/0/0	-/E/B/-	300/0/-/-	x3 Blue Titanite Chunks	200
Enchanted Iaito +5	158/162/0/0	-/E/A/-	300/0/-/-	x1 Blue Titanite Slab	200

## Divine

Base damage reduced, dexterity bonus reduced to low, magic damage added with moderate faith bonus, holy damage added.

Requires

- Iaito +5
- Green Titanite
- White Titanite (for +6 to +10)

32% DEX, 61% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements	Souls
Divine Iaito +0	88/109/0/0	D/E/-/C	300/0/100/-	x1 Green Titanite Shard	200
Divine Iaito +1	94/116/0/0	D/E/-/C	300/0/100/-	x1 Green Titanite Shard	200
Divine Iaito +2	100/124/0/0	D/E/-/C	300/0/100/-	x1 Green Titanite Shard	200
Divine Iaito +3	106/131/0/0	D/E/-/C	300/0/100/-	x2 Green Titanite Shards	200
Divine Iaito +4	112/138/0/0	D/E/-/C	300/0/100/-	x2 Green Titanite Shards	200
Divine Iaito +5	118/146/0/0	D/E/-/C	300/0/100/-	x3 Green Titanite Shards	200
Divine Iaito +6	123/153/0/0	D/E/-/C	300/0/100/-	x1 White Titanite Chunk	200
Divine Iaito +7	129/160/0/0	D/E/-/C	300/0/100/-	x1 White Titanite Chunk	200
Divine Iaito +8	135/167/0/0	D/E/-/C	300/0/100/-	x2 White Titanite Chunks	200
Divine Iaito +9	141/175/0/0	D/E/-/C	300/0/100/-	x3 White Titanite Chunks	200
Divine Iaito +10	147/182/0/0	D/E/-/C	300/0/100/-	x1 White Titanite Slab	200

# Occult

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

- Divine Iaito +5
- White Titanite

30% DEX, 71% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements	Souls
Occult Iaito +0	120/132/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk	200
Occult Iaito +1	127/138/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk	200
Occult Iaito +2	134/145/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk	200
Occult Iaito +3	141/151/0/0	-/D/-/B	300/0/-/110	x2 White Titanite Chunks	200
Occult Iaito +4	148/158/0/0	-/D/-/B	300/0/-/110	x3 White Titanite Chunks	200
Occult Iaito +5	156/165/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Slab	200

# Fire

Fire damage added. All stat bonuses removed  
Requires

- Iaito +5
- Green Titanite
- Red Titanite (for +6 to +10)

Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements	Souls
Fire Iaito +0	114/0/114/0	-/-/-	45/10/30/30	300/0/-/-	x1 Green Titanite Shard	200
Fire Iaito +1	123/0/123/0	-/-/-	45/10/30/30	300/0/-/-	x1 Green Titanite Shard	200
Fire Iaito +2	132/0/132/0	-/-/-	45/10/30.6/30	300/0/-/-	x1 Green Titanite Shard	200
Fire Iaito +3	140/0/140/0	-/-/-	45/10/30.9/30	300/0/-/-	x2 Green Titanite Shards	200
Fire Iaito +4	149/0/149/0	-/-/-	45/10/31.2/30	300/0/-/-	x2 Green Titanite Shards	200
Fire Iaito +5	158/0/158/0	-/-/-	45/10/31.5/30	300/0/-/-	x3 Green Titanite Shards	200
Fire Iaito +6	168/0/168/0	-/-/-	45/10/31.8/30	300/0/-/-	x1 Red Titanite Chunk	200
Fire Iaito +7	179/0/179/0	-/-/-	45/10/32.1/30	300/0/-/-	x1 Red Titanite Chunk	200
Fire Iaito +8	190/0/190/0	-/-/-	45/10/32.4/30	300/0/-/-	x2 Red Titanite Chunks	200
Fire Iaito +9	200/0/200/0	-/-/-	45/10/32.7/30	300/0/-/-	x3 Red Titanite Chunks	200
Fire Iaito +10	211/0/211/0	-/-/-	45/10/33/30	300/0/-/-	x1 Red Titanite Slab	200

# Chaos

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

- Fire Iaito +5
- Red Titanite



Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements	Souls
Chaos Iaito +0	138/0/160/0	-/-/-	45/10/30/30	300/0/-/-	x1 Red Titanite Chunk	200
Chaos Iaito +1	146/0/169/0	-/-/-	45/10/30.6/30	300/0/-/-	x1 Red Titanite Chunk	200
Chaos Iaito +2	154/0/178/0	-/-/-	45/10/31.2/30	300/0/-/-	x1 Red Titanite Chunk	200
Chaos Iaito +3	161/0/186/0	-/-/-	45/10/31.8/30	300/0/-/-	x2 Red Titanite Chunks	200
Chaos Iaito +4	169/0/195/0	-/-/-	45/10/32.4/30	300/0/-/-	x3 Red Titanite Chunks	200
Chaos Iaito +5	177/0/204/0	-/-/-	45/10/33/30	300/0/-/-	x1 Red Titanite Slab	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>
<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><math>(18 \times 1.5 = 27)</math></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>

## Footnotes

1. when two handing this weapon, only 11 Strength is required

# Uchigatana

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

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

“

*Katana forged in an Eastern land.*

*Known for its brisk slashing motions.*

*The Uchigatana cuts beautifully and causes bleeding, but its blade is easily nicked.*

## Availability

Dropped by the Undead Merchant (Male) in the Undead Burg

Sold by Shiva of the East in Blighttown for 5,000 Souls after joining the Forest Hunter Covenant

## General Information

Bleed buildup is 33 per strike.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Uchigatana	90/0/0/0 (Slash/Thrust)	100	80	5.0	14 <sup>1</sup> /14/0/0 -B/-	45/10/30/30	30	300/0/-	50

## Move Set

One-handed

R1	Downward-diagonal chop, followed by an upward slash (R1 + R1)
R2	Piercing thrust
Forward + R1	Kick
Forward + R2	Jump attack
Running R1	Running thrust
Roll + R1	Horizontal slash

Two-handed

R1	Downward-diagonal chop, followed by an upward slash (R1 + R1)
R2	Delayed overhead chop
Forward + R1	Kick
Forward + R2	Jump attack
Running R1	Running thrust
Roll + R1	Horizontal slash

# Upgrades

Standard upgrade cost for all paths: 200 Souls.

## Basic

Standard upgrade path.

Requires

- Titanite
- Large Ember (+6 and up)
- Very Large Ember (+11 and up)

85% DEX scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements
Uchigatana +1	99/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Shard
Uchigatana +2	108/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Shard
Uchigatana +3	117/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Shard
Uchigatana +4	126/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Shard
Uchigatana +5	135/0/0/0	-/B/-/-	300/0/-/-	x3 Titanite Shard
Uchigatana +6	144/0/0/0	-/B/-/-	300/0/-/-	x1 Large Titanite Shard
Uchigatana +7	153/0/0/0	-/B/-/-	300/0/-/-	x1 Large Titanite Shard
Uchigatana +8	162/0/0/0	-/B/-/-	300/0/-/-	x2 Large Titanite Shard
Uchigatana +9	171/0/0/0	-/B/-/-	300/0/-/-	x2 Large Titanite Shard
Uchigatana +10	180/0/0/0	-/B/-/-	300/0/-/-	x3 Large Titanite Shard
Uchigatana +11	188/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Uchigatana +12	198/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Uchigatana +13	207/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Chunk
Uchigatana +14	216/0/0/0	-/A/-/-	300/0/-/-	x3 Titanite Chunk
Uchigatana +15	225/0/0/0	-/A/-/-	300/0/-/-	x1 Titanite Slab

# Crystal

Base damage increased. Durability decreased. Cannot repair.  
Requires

- Uchigatana +10
- Titanite

85% DEX scaling.

Name	Damage	Durability	Stat Bonuses	Aux Effects	Upgrade Requirements
Crystal Uchigatana +0	198/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Crystal Uchigatana +1	207/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Crystal Uchigatana +2	216/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Crystal Uchigatana +3	225/0/0/0	8	-/B/-/-	300/0/-/-	x2 Titanite Chunk
Crystal Uchigatana +4	233/0/0/0	8	-/A/-/-	300/0/-/-	x3 Titanite Chunk
Crystal Uchigatana +5	243/0/0/0	8	-/A/-/-	300/0/-/-	x1 Titanite Slab

## Lightning

Lightning damage added. All stat bonuses removed.  
Requires

- Uchigatana +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements
Lightning Uchigatana +0	162/0/0/162	-/-/-/-	45/10/0/30/30	300/0/-/-	x1 Titanite Chunk
Lightning Uchigatana +1	174/0/0/174	-/-/-/-	45/10/0/30/32.4	300/0/-/-	x1 Titanite Chunk
Lightning Uchigatana +2	187/0/0/187	-/-/-/-	45/10/0/30/34.8	300/0/-/-	x1 Titanite Chunk
Lightning Uchigatana +3	199/0/0/199	-/-/-/-	45/10/0/30/37.2	300/0/-/-	x2 Titanite Chunks
Lightning Uchigatana +4	212/0/0/212	-/-/-/-	45/10/0/30/39.6	300/0/-/-	x3 Titanite Chunks
Lightning Uchigatana +5	225/0/0/225	-/-/-/-	45/10/0/30/42.0	300/0/-/-	x1 Titanite Slab

## Raw

Base damage increased. Dexterity bonus reduced to low.  
Requires

- Uchigatana +5
- Titanite

64% DEX scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Raw Uchigatana +0	156/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard
Raw Uchigatana +1	166/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard
Raw Uchigatana +2	176/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard
Raw Uchigatana +3	187/0/0/0	-/C/-/-	300/0/-/-	x2 Large Titanite Shards
Raw Uchigatana +4	197/0/0/0	-/C/-/-	300/0/-/-	x2 Large Titanite Shards
Raw Uchigatana +5	208/0/0/0	-/C/-/-	300/0/-/-	x3 Large Titanite Shards

## Magic

Base damage reduced. Dexterity bonus reduced to minimal. Magic damage added with moderate intelligence bonus.

Requires

- Uchigatana +5
- Green Titanite
- Blue Titanite (for +6 to +10)

23% DEX, 61% INT scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Magic Uchigatana +0	102/109/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard
Magic Uchigatana +1	108/116/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard
Magic Uchigatana +2	115/124/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard
Magic Uchigatana +3	122/131/0/0	-/D/C/-	300/0/-/-	x2 Green Titanite Shards
Magic Uchigatana +4	129/138/0/0	-/D/C/-	300/0/-/-	x2 Green Titanite Shards
Magic Uchigatana +5	136/146/0/0	-/D/C/-	300/0/-/-	x3 Green Titanite Shards
Magic Uchigatana +6	142/153/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Chunk
Magic Uchigatana +7	149/160/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Chunk
Magic Uchigatana +8	156/167/0/0	-/D/C/-	300/0/-/-	x2 Blue Titanite Chunks
Magic Uchigatana +9	163/175/0/0	-/D/C/-	300/0/-/-	x3 Blue Titanite Chunks
Magic Uchigatana +10	170/182/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Slab

# Enchanted

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

Requires

- Magic Uchigatana +5
- Blue Titanite

16% DEX, 60% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Enchanted Uchigatana +0	136/144/0/0	-/E/C/-	300/0/-/-	x1 Blue Titanite Chunk
Enchanted Uchigatana +1	141/148/0/0	-/E/C/-	300/0/-/-	x1 Blue Titanite Chunk
Enchanted Uchigatana +2	146/152/0/0	-/E/B/-	300/0/-/-	x1 Blue Titanite Chunk
Enchanted Uchigatana +3	152/156/0/0	-/E/B/-	300/0/-/-	x2 Blue Titanite Chunk
Enchanted Uchigatana +4	157/161/0/0	-/E/B/-	300/0/-/-	x3 Blue Titanite Chunk
Enchanted Uchigatana +5	163/167/0/0	-/E/A/-	300/0/-/-	x1 Blue Titanite Slab

# Divine

Base damage reduced. Dexterity bonus reduced to low. Magic damage added with moderate faith bonus. Holy damage added.

Requires

- Uchigatana +5
- Green Titanite
- White Titanite (for +6 to +10)

32% DEX, 61% FAI scaling. Additional damage multiplier against unholy enemies.



Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Divine Uchigatana +0	91/111/0/0	-/D/-/C	300/0/110/-	x1 Green Titanite Shard
Divine Uchigatana +1	97/118/0/0	-/D/-/C	300/0/110/-	x1 Green Titanite Shard
Divine Uchigatana +2	103/125/0/0	-/D/-/C	300/0/110/-	x1 Green Titanite Shard
Divine Uchigatana +3	109/133/0/0	-/D/-/C	300/0/110/-	x2 Green Titanite Shards
Divine Uchigatana +4	115/140/0/0	-/D/-/C	300/0/110/-	x2 Green Titanite Shards
Divine Uchigatana +5	122/148/0/0	-/D/-/C	300/0/110/-	x3 Green Titanite Shards
Divine Uchigatana +6	128/155/0/0	-/D/-/C	300/0/110/-	x1 White Titanite Chunk
Divine Uchigatana +7	134/162/0/0	-/D/-/C	300/0/110/-	x1 White Titanite Chunk
Divine Uchigatana +8	140/170/0/0	-/D/-/C	300/0/110/-	x2 White Titanite Chunks
Divine Uchigatana +9	146/177/0/0	-/D/-/C	300/0/110/-	x3 White Titanite Chunks
Divine Uchigatana +10	152/185/0/0	-/D/-/C	300/0/110/-	x1 White Titanite Slab

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Holy damage changed to Dark.

Requires

- Divine Uchigatana +5
- White Titanite

30% DEX, 71% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Occult Uchigatana +0	124/136/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk
Occult Uchigatana +1	131/142/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk
Occult Uchigatana +2	138/149/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk
Occult Uchigatana +3	146/156/0/0	-/D/-/B	300/0/-/110	x2 White Titanite Chunks
Occult Uchigatana +4	153/163/0/0	-/D/-/B	300/0/-/110	x3 White Titanite Chunks
Occult Uchigatana +5	161/170/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Slab

## Fire

Fire damage added. All stat bonuses removed.

Requires

- Uchigatana +5
- Green Titanite
- Red Titanite (for +6 to +10)

Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements
Fire Uchigatana +0	116/0/116/0	-/-/-	45/10/30/30	300/0/-/-	x1 Green Titanite Shard
Fire Uchigatana +1	126/0/126/0	-/-/-	45/10/30.3/30	300/0/-/-	x1 Green Titanite Shard
Fire Uchigatana +2	135/0/135/0	-/-/-	45/10/30.6/30	300/0/-/-	x1 Green Titanite Shard
Fire Uchigatana +3	144/0/144/0	-/-/-	45/10/30.9/30	300/0/-/-	x2 Green Titanite Shards
Fire Uchigatana +4	153/0/153/0	-/-/-	45/10/31.2/30	300/0/-/-	x2 Green Titanite Shards
Fire Uchigatana +5	162/0/162/0	-/-/-	45/10/31.5/30	300/0/-/-	x3 Green Titanite Shards
Fire Uchigatana +6	172/0/172/0	-/-/-	45/10/31.8/30	300/0/-/-	x1 Red Titanite Chunk
Fire Uchigatana +7	183/0/183/0	-/-/-	45/10/32.1/30	300/0/-/-	x1 Red Titanite Chunk
Fire Uchigatana +8	194/0/194/0	-/-/-	45/10/32.4/30	300/0/-/-	x2 Red Titanite Chunk
Fire Uchigatana +9	205/0/205/0	-/-/-	45/10/32.7/30	300/0/-/-	x3 Red Titanite Chunk
Fire Uchigatana +10	216/0/216/0	-/-/-	45/10/33/30	300/0/-/-	x1 Red Titanite Slab

## Chaos

Base damage reduced from fire upgrade path. Bonus damage from humanity.  
Requires

- Fire Uchigatana +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements
Chaos Uchigatana +0	140/0/162/0	-/-/-	45/10/30/30	300/0/-/-	x1 Red Titanite Chunk
Chaos Uchigatana +1	148/0/171/0	-/-/-	45/10/30.6/30	300/0/-/-	x1 Red Titanite Chunk
Chaos Uchigatana +2	156/0/180/0	-/-/-	45/10/31.2/30	300/0/-/-	x1 Red Titanite Chunk
Chaos Uchigatana +3	163/0/188/0	-/-/-	45/10/31.8/30	300/0/-/-	x2 Red Titanite Chunk
Chaos Uchigatana +4	171/0/198/0	-/-/-	45/10/32.4/30	300/0/-/-	x3 Red Titanite Chunk
Chaos Uchigatana +5	179/0/207/0	-/-/-	45/10/33/30	300/0/-/-	x1 Red Titanite Slab

# 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><math>(18 \times 1.5 = 27)</math></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>

## Footnotes

1. When two-handing this weapon, only 10 Strength is required

# Washing Pole

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

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

“

*Katana forged in an Eastern land.*

*Very unusual specimen with a long blade.*

*The blade is extremely long, but as a result, quite easily broken.*

## Availability

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Sold by Shiva of the East in Blighttown for 20,000 Souls to members of the Forest Hunter Covenant

## General Information

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Bleed build-up is 30 per strike.

The name "Washing Pole" is a reference to the famous Japanese swordsman Sasaki Kojirō (ささき こじろう), and his weapon of choice.

In the German, Italian, Spanish and French translation this sword is called "Nodachi".

The Washing Pole has a somewhat slower attack speed compared to other Katanas.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Washing Pole	90/0/0/0  (Slash/Thrust)	60	8.0	20 <sup>1</sup> /16/0/0  D/D/-/-	45/10/30/30	30	300/0/-/-	50

# Move Set

One-handed	
R1	Alternating upward/downward slashes
R2	Piercing thrust
Forward + R1	Kick
Running R1	Jump attack
Running R1	Running thrust
Roll + R1	Horizontal slash

Two-handed	
R1	Alternating upward/downward slashes
R2	Delayed overhead chop
Forward + R1	Kick
Forward + R2	Jump attack
Running R1	Running thrust
Roll + R1	Horizontal slash

# Upgrades

## Basic

Standard upgrade path.  
Requires Titanite

38% STR, 50% DEX scaling

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Washing Pole +0	90/0/0/0	D/D/-/-					200
Washing Pole +1	99/0/0/0	D/C/-/-	1				200
Washing Pole +2	108/0/0/0	D/C/-/-	1				200
Washing Pole +3	116/0/0/0	D/C/-/-	2				200
Washing Pole +4	126/0/0/0	D/C/-/-	2				200
Washing Pole +5	135/0/0/0	D/C/-/-	3				200
Washing Pole +6	144/0/0/0	D/C/-/-		1			200
Washing Pole +7	153/0/0/0	D/C/-/-		1			200
Washing Pole +8	162/0/0/0	D/C/-/-		2			200
Washing Pole +9	171/0/0/0	D/C/-/-		2			200
Washing Pole +10	180/0/0/0	D/C/-/-		3			200
Washing Pole +11	188/0/0/0	D/C/-/-			1		200
Washing Pole +12	198/0/0/0	D/C/-/-			1		200
Washing Pole +13	207/0/0/0	D/C/-/-			2		200
Washing Pole +14	216/0/0/0	D/C/-/-			3		200
Washing Pole +15	225/0/0/0	D/C/-/-				1	200

# Crystal

Washing Pole durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Washing Pole +10
- Titanite

38% STR, 50% DEX scaling

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Washing Pole +0	198/0/0/0	D/C/-/-	1		200
Crystal Washing Pole +1	207/0/0/0	D/C/-/-	1		200
Crystal Washing Pole +2	216/0/0/0	D/C/-/-	1		200
Crystal Washing Pole +3	225/0/0/0	D/C/-/-	2		200
Crystal Washing Pole +4	233/0/0/0	D/C/-/-	3		200
Crystal Washing Pole +5	243/0/0/0	D/C/-/-		1	200

# Lightning

Adds lightning damage. All stat bonuses removed.  
Requires

- Washing Pole +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Washing Pole +0	162/0/0/162	-/-/-/-	45/10/30/30	1		200
Lightning Washing Pole +1	174/0/0/174	-/-/-/-	45/10/30/32.4	1		200
Lightning Washing Pole +2	187/0/0/187	-/-/-/-	45/10/30/34.8	1		200
Lightning Washing Pole +3	199/0/0/199	-/-/-/-	45/10/30/37.2	2		200
Lightning Washing Pole +4	212/0/0/212	-/-/-/-	45/10/30/39.6	3		200
Lightning Washing Pole +5	225/0/0/225	-/-/-/-	45/10/30/42		1	200

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Washing Pole +5



- Titanite

29% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Washing Pole +0	156/0/0/0	D/D/-/-	1	200
Raw Washing Pole +1	166/0/0/0	D/D/-/-	1	200
Raw Washing Pole +2	176/0/0/0	D/D/-/-	1	200
Raw Washing Pole +3	187/0/0/0	D/D/-/-	2	200
Raw Washing Pole +4	197/0/0/0	D/D/-/-	2	200
Raw Washing Pole +5	208/0/0/0	D/D/-/-	3	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Washing Pole +5
- Green Titanite
- Blue Titanite

11% STR, 14% DEX, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Washing Pole +0	102/109/0/0	E/E/C/-	1			200
Magic Washing Pole +1	108/116/0/0	E/E/C/-	1			200
Magic Washing Pole +2	115/124/0/0	E/E/C/-	1			200
Magic Washing Pole +3	122/131/0/0	E/E/C/-	2			200
Magic Washing Pole +4	129/138/0/0	E/E/C/-	2			200
Magic Washing Pole +5	136/146/0/0	E/E/C/-	3			200
Magic Washing Pole +6	142/153/0/0	E/E/C/-		1		200
Magic Washing Pole +7	149/160/0/0	E/E/C/-		1		200
Magic Washing Pole +8	156/167/0/0	E/E/C/-		2		200
Magic Washing Pole +9	163/175/0/0	E/E/C/-		3		200
Magic Washing Pole +10	170/182/0/0	E/E/C/-			1	200

## Enchanted

Enchanted damage added. INT scaling added.

Requires

- Magic Washing Pole +5
- Blue Titanite

8% STR, 10% DEX, 62% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Washing Pole +0	136/144/0/0	E/E/C/-	1		200
Enchanted Washing Pole +1	141/148/0/0	E/E/C/-	1		200
Enchanted Washing Pole +2	146/152/0/0	E/E/B/-	1		200
Enchanted Washing Pole +3	152/156/0/0	E/E/B/-	2		200
Enchanted Washing Pole +4	157/161/0/0	E/E/A/-	3		200
Enchanted Washing Pole +5	163/167/0/0	E/E/A/-		1	200

## Divine

Adds magic damage. Moderate damage bonus from faith.  
Requires

- Washing Pole +5
- Green Titanite
- White Titanite

15% STR, 19% DEX, 63% 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 Washing Pole +0	91/111/0/0	E/E/-/C	300/0/110/-	1			200
Divine Washing Pole +1	97/118/0/0	E/E/-/C	300/0/110/-	1			200
Divine Washing Pole +2	103/125/0/0	E/E/-/C	300/0/110/-	1			200
Divine Washing Pole +3	109/133/0/0	E/E/-/C	300/0/110/-	2			200
Divine Washing Pole +4	115/140/0/0	E/E/-/C	300/0/110/-	2			200
Divine Washing Pole +5	122/148/0/0	E/E/-/C	300/0/110/-	3			200
Divine Washing Pole +6	128/155/0/0	E/D/-/C	300/0/110/-		1		200
Divine Washing Pole +7	134/162/0/0	E/D/-/C	300/0/110/-		1		200
Divine Washing Pole +8	140/170/0/0	E/D/-/C	300/0/110/-		2		200
Divine Washing Pole +9	146/177/0/0	E/D/-/C	300/0/110/-		3		200
Divine Washing Pole +10	152/185/0/0	E/D/-/C	300/0/110/-			1	200

## Occult

Occult damage added. Faith scaling added.  
Requires

- Divine Washing Pole +5
- White Titanite

14% STR, 18% DEX, 74% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Washing Pole +0	124/136/0/0	E/E-/B	300/0/-/110	1		200
Occult Washing Pole +1	131/142/0/0	E/E-/B	300/0/-/110	1		200
Occult Washing Pole +2	138/149/0/0	E/E-/B	300/0/-/110	1		200
Occult Washing Pole +3	146/156/0/0	E/E-/B	300/0/-/110	2		200
Occult Washing Pole +4	153/163/0/0	E/D-/B	300/0/-/110	3		200
Occult Washing Pole +5	161/170/0/0	E/D-/B	300/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed.

Requires

- Washing Pole +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Washing Pole +0	116/0/116/0	-/-/-	45/10/30/30	1			200
Fire Washing Pole +1	126/0/126/0	-/-/-	45/10/30.3/30	1			200
Fire Washing Pole +2	135/0/135/0	-/-/-	45/10/30.6/30	1			200
Fire Washing Pole +3	144/0/144/0	-/-/-	45/10/30.9/30	2			200
Fire Washing Pole +4	153/0/153/0	-/-/-	45/10/31.2/30	2			200
Fire Washing Pole +5	162/0/162/0	-/-/-	45/10/31.5/30	3			200
Fire Washing Pole +6	172/0/172/0	-/-/-	45/10/31.8/30		1		200
Fire Washing Pole +7	183/0/183/0	-/-/-	45/10/32.1/30		1		200
Fire Washing Pole +8	194/0/194/0	-/-/-	45/10/32.4/30		2		200
Fire Washing Pole +9	205/0/205/0	-/-/-	45/10/32.7/30		3		200
Fire Washing Pole +10	216/0/216/0	-/-/-	45/10/33/30			1	200

# Chaos

Chaos damage added. All stat bonuses removed.  
Requires

- Fire Washing Pole +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Washing Pole +0	140/0/162/0	-/-/-	45/10/30/30	1		200
Chaos Washing Pole +1	148/0/171/0	-/-/-	45/10/30.6/30	1		200
Chaos Washing Pole +2	156/0/180/0	-/-/-	45/10/31.2/30	1		200
Chaos Washing Pole +3	163/0/188/0	-/-/-	45/10/31.8/30	2		200
Chaos Washing Pole +4	171/0/198/0	-/-/-	45/10/32.4/30	3		200
Chaos Washing Pole +5	179/0/207/0	-/-/-	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>
<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><math>(18 \times 1.5 = 27)</math></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>

## Footnotes

1. when two handing this weapon, only 14 Strength is required