

# 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.