Four-pronged Plow

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Four-pronged%20Plow.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Four-pronged%20Plow

> " *Four-pronged Plow wielded by the wooden scarecrows, serfs of the forest Sanctuary.*
>
> *The scarecrow serfs would not normally use these four-pronged plows as weapons, but their sharpness makes them very deadly.*

Availability

Drop from Scarecrow (1% drop rate)

General Information

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Four-pronged Plow	75/0/0/0 (Thrust)	100	300	5.5	15^1/12/0/0 D/C/-/-	40/10/30/30	26	50

Move Set

1 Handed

R1	Quick thrust attack.	Can be done with shield raised.
R2	Strong thrust attack.	
Roll — R1	Overhead chop.	
Backstep or Run — R1	Running thrust attack.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Guard.	
L2 (left hand)	Quick thrust attack.	

2 Handed		
R1	Quick thrust attack.	Can be done with shield raised.
R2	Strong thrust attack.	
Roll — R1	Overhead chop.	
Backstep or Run — R1	Running thrust attack.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

- Two-handed strong attack is replaced by a delayed strong thrust which imitates the Scarecrow's attack where they rush forward, then thrust while falling facedown at the same time.

Upgrades

Basic

Standard upgrade path.
Requires

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

40% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Four-pronged Plow +0	75/0/0/0	D/C/-/-	-
Four-pronged Plow +1	82/0/0/0	D/C/-/-	1 x Titanite Shard
Four-pronged Plow +2	90/0/0/0	D/C/-/-	1 x Titanite Shard
Four-pronged Plow +3	97/0/0/0	D/C/-/-	2 x Titanite Shard
Four-pronged Plow +4	105/0/0/0	D/C/-/-	2 x Titanite Shard
Four-pronged Plow +5	112/0/0/0	D/C/-/-	3 x Titanite Shard
Four-pronged Plow +6	120/0/0/0	D/C/-/-	1 x Large Titanite Shard
Four-pronged Plow +7	127/0/0/0	D/C/-/-	1 x Large Titanite Shard
Four-pronged Plow +8	135/0/0/0	D/C/-/-	2 x Large Titanite Shard
Four-pronged Plow +9	142/0/0/0	D/C/-/-	2 x Large Titanite Shard
Four-pronged Plow +10	150/0/0/0	D/C/-/-	3 x Large Titanite Shard
Four-pronged Plow +11	157/0/0/0	D/B/-/-	1 x Titanite Chunk
Four-pronged Plow +12	165/0/0/0	D/B/-/-	1 x Titanite Chunk
Four-pronged Plow +13	172/0/0/0	D/B/-/-	2 x Titanite Chunk
Four-pronged Plow +14	180/0/0/0	D/B/-/-	3 x Titanite Chunk
Four-pronged Plow +15	187/0/0/0	D/B/-/-	1 x Titanite Slab

Crystal

Base damage increased. Durability decreased to 30. Cannot repair.
Requires

- Four-pronged Plow +10
- Crystal Ember
- Titanite

40% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Crystal Four-pronged Plow +0	165/0/0/0	D/B/-/-	1 x Titanite Chunk
Crystal Four-pronged Plow +1	172/0/0/0	D/B/-/-	1 x Titanite Chunk
Crystal Four-pronged Plow +2	180/0/0/0	D/B/-/-	1 x Titanite Chunk
Crystal Four-pronged Plow +3	187/0/0/0	D/B/-/-	2 x Titanite Chunk
Crystal Four-pronged Plow +4	195/0/0/0	D/B/-/-	3 x Titanite Chunk
Crystal Four-pronged Plow +5	202/0/0/0	D/B/-/-	1 x Titanite Slab

Lightning

Lightning damage added. All stat bonuses removed.
Requires

- Four-pronged Plow +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Lightning Four-pronged Plow +0	135/0/0/135	-/-/-/-	40/10/30/30	1 x Titanite Chunk
Lightning Four-pronged Plow +1	145/0/0/145	-/-/-/-	40/10/30/32.4	1 x Titanite Chunk
Lightning Four-pronged Plow +2	156/0/0/156	-/-/-/-	40/10/30/34.8	1 x Titanite Chunk
Lightning Four-pronged Plow +3	166/0/0/166	-/-/-/-	40/10/30/37.2	2 x Titanite Chunk
Lightning Four-pronged Plow +4	176/0/0/176	-/-/-/-	40/10/30/39.6	3 x Titanite Chunk
Lightning Four-pronged Plow +5	187/0/0/187	-/-/-/-	40/10/30/42.0	1 x Titanite Slab

Raw

Base damage increased. Strength and Dexterity bonus reduced.
Requires

- Four-pronged Plow +5
- Titanite

30% STR, 54% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Raw Four-pronged Plow +0	129/0/0/0	D/C/-/-	1 x Large Titanite Shard
Raw Four-pronged Plow +1	137/0/0/0	D/C/-/-	1 x Large Titanite Shard
Raw Four-pronged Plow +2	146/0/0/0	D/C/-/-	1 x Large Titanite Shard
Raw Four-pronged Plow +3	154/0/0/0	D/C/-/-	2 x Large Titanite Shard
Raw Four-pronged Plow +4	163/0/0/0	D/C/-/-	2 x Large Titanite Shard
Raw Four-pronged Plow +5	172/0/0/0	D/C/-/-	3 x Large Titanite Shard

Magic

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

- Four-pronged Plow +5
- Large Magic Ember (+6 and up)
- Green Titanite
- Blue Titanite

11% STR, 20% DEX, 81% INT scaling.

Name	Damage	Stat Bonuses	Req. Material
Magic Four-pronged Plow +0	84/91/0/0	E/D/B/-	1 x Green Titanite Shard
Magic Four-pronged Plow +1	89/97/0/0	E/D/B/-	1 x Green Titanite Shard
Magic Four-pronged Plow +2	95/103/0/0	E/D/B/-	1 x Green Titanite Shard
Magic Four-pronged Plow +3	100/109/0/0	E/D/B/-	2 x Green Titanite Shard
Magic Four-pronged Plow +4	106/115/0/0	E/D/B/-	2 x Green Titanite Shard
Magic Four-pronged Plow +5	112/122/0/0	E/D/B/-	3 x Green Titanite Shard
Magic Four-pronged Plow +6	117/128/0/0	E/D/B/-	1 x Blue Titanite Chunk
Magic Four-pronged Plow +7	123/134/0/0	E/D/B/-	1 x Blue Titanite Chunk
Magic Four-pronged Plow +8	128/140/0/0	E/D/B/-	2 x Blue Titanite Chunk
Magic Four-pronged Plow +9	134/146/0/0	E/D/B/-	3 x Blue Titanite Chunk
Magic Four-pronged Plow +10	140/152/0/0	E/D/B/-	1 x Blue Titanite Slab

Enchanted

Base damage reduced from magic upgrade path. Further reduced bonus damage from Strength and Dexterity. Increased damage bonus from Intelligence.
Requires

- Magic Four-pronged Plow +5
- Enchanted Ember
- Blue Titanite

8% STR, 14% DEX, 79% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Req. Material
Enchanted Four-pronged Plow +0	112/120/0/0	E/E/A/-	1 x Blue Titanite Chunk
Enchanted Four-pronged Plow +1	116/123/0/0	E/E/A/-	1 x Blue Titanite Chunk
Enchanted Four-pronged Plow +2	120/127/0/0	E/E/A/-	1 x Blue Titanite Chunk
Enchanted Four-pronged Plow +3	125/130/0/0	E/E/A/-	2 x Blue Titanite Chunk
Enchanted Four-pronged Plow +4	129/134/0/0	E/E/A/-	3 x Blue Titanite Chunk
Enchanted Four-pronged Plow +5	134/139/0/0	E/E/S/-	1 x Blue Titanite Slab

Divine

Base damage reduced. Strength and Dexterity bonus reduced. Magic damage added with moderate Faith bonus. Holy damage added.
Requires

- Four-pronged Plow +5
- Divine Ember (+0 and up)
- Large Divine Ember (+6 and up)
- Green Titanite
- White Titanite

15% STR, 28% DEX, 80% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Req. Material
Divine Four-pronged Plow +0	76/93/0/0	E/D/-/B	1 x Green Titanite Shard
Divine Four-pronged Plow +1	81/99/0/0	E/D/-/B	1 x Green Titanite Shard
Divine Four-pronged Plow +2	86/105/0/0	E/D/-/B	1 x Green Titanite Shard
Divine Four-pronged Plow +3	91/111/0/0	E/D/-/B	2 x Green Titanite Shard
Divine Four-pronged Plow +4	96/117/0/0	E/D/-/B	2 x Green Titanite Shard
Divine Four-pronged Plow +5	102/124/0/0	E/D/-/B	3 x Green Titanite Shard
Divine Four-pronged Plow +6	107/130/0/0	E/D/-/B	1 x White Titanite Chunk
Divine Four-pronged Plow +7	112/136/0/0	E/D/-/B	1 x White Titanite Chunk
Divine Four-pronged Plow +8	117/142/0/0	E/D/-/B	2 x White Titanite Chunk
Divine Four-pronged Plow +9	122/148/0/0	E/D/-/B	3 x White Titanite Chunk
Divine Four-pronged Plow +10	127/155/0/0	E/D/-/B	1 x White Titanite Slab

Occult

Base damage reduced from Divine upgrade path. Increased damage bonus from Faith. Holy damage changed to Dark.
Requires

- Divine Four-pronged Plow +5
- Dark Ember
- White Titanite

14% STR, 26% DEX, 94% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Req. Material
Occult Four-pronged Plow +0	104/112/0/0	E/D/-/A	1 x White Titanite Chunk
Occult Four-pronged Plow +1	110/117/0/0	E/D/-/A	1 x White Titanite Chunk
Occult Four-pronged Plow +2	116/123/0/0	E/D/-/A	1 x White Titanite Chunk
Occult Four-pronged Plow +3	122/128/0/0	E/D/-/A	2 x White Titanite Chunk
Occult Four-pronged Plow +4	128/134/0/0	E/D/-/A	3 x White Titanite Chunk
Occult Four-pronged Plow +5	135/140/0/0	E/D/-/A	1 x White Titanite Slab

Fire

Fire damage added. All stat bonuses removed.
Requires

- Four-pronged Plow +5
- Large Flame Ember (+6 and up)
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Fire Four-pronged Plow +0	97/0/97/0	-/-/-/-	40/10/30/30	1 x Green Titanite Shard
Fire Four-pronged Plow +1	105/0/105/0	-/-/-/-	40/10/30.3/30	1 x Green Titanite Shard
Fire Four-pronged Plow +2	112/0/112/0	-/-/-/-	40/10/30.6/30	1 x Green Titanite Shard
Fire Four-pronged Plow +3	120/0/120/0	-/-/-/-	40/10/30.9/30	2 x Green Titanite Shard
Fire Four-pronged Plow +4	127/0/127/0	-/-/-/-	40/10/31.2/30	2 x Green Titanite Shard
Fire Four-pronged Plow +5	135/0/135/0	-/-/-/-	40/10/31.5/30	3 x Green Titanite Shard
Fire Four-pronged Plow +6	144/0/144/0	-/-/-/-	40/10/31.8/30	1 x Red Titanite Chunk
Fire Four-pronged Plow +7	153/0/153/0	-/-/-/-	40/10/32.1/30	1 x Red Titanite Chunk
Fire Four-pronged Plow +8	162/0/162/0	-/-/-/-	40/10/32.4/30	2 x Red Titanite Chunk
Fire Four-pronged Plow +9	171/0/171/0	-/-/-/-	40/10/32.7/30	3 x Red Titanite Chunk
Fire Four-pronged Plow +10	180/0/180/0	-/-/-/-	40/10/33/30	1 x Red Titanite Slab

Chaos

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

- Fire Four-pronged Plow +5
- Chaos Flame Ember
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Chaos Four-pronged Plow +0	118/0/135/0	-/-/-/-	40/10/30/30	1 x Red Titanite Chunk
Chaos Four-pronged Plow +1	125/0/142/0	-/-/-/-	40/10/30.6/30	1 x Red Titanite Chunk
Chaos Four-pronged Plow +2	132/0/150/0	-/-/-/-	40/10/31.2/30	1 x Red Titanite Chunk
Chaos Four-pronged Plow +3	138/0/157/0	-/-/-/-	40/10/31.8/30	2 x Red Titanite Chunk
Chaos Four-pronged Plow +4	145/0/165/0	-/-/-/-	40/10/32.4/30	3 x Red Titanite Chunk
Chaos Four-pronged Plow +5	151/0/172/0	-/-/-/-	40/10/33/30	1 x Red Titanite Slab

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.

Stats Needed:	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:
	- W is the Strength required - X is the Dexterity required - Y is the Intelligence required - Z is the Faith required 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. 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. 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)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: - W is the Physical Damage Reduction - X is the Magical Damage Reduction - Y is the Fire Damage Reduction - Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

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