

# 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>

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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.*

## In Game Description

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## 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 -/B/-/-	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 laito +0	88/109/0/0	D/E/-/C	300/0/100/-	x1 Green Titanite Shard	200
Divine laito +1	94/116/0/0	D/E/-/C	300/0/100/-	x1 Green Titanite Shard	200
Divine laito +2	100/124/0/0	D/E/-/C	300/0/100/-	x1 Green Titanite Shard	200
Divine laito +3	106/131/0/0	D/E/-/C	300/0/100/-	x2 Green Titanite Shards	200
Divine laito +4	112/138/0/0	D/E/-/C	300/0/100/-	x2 Green Titanite Shards	200
Divine laito +5	118/146/0/0	D/E/-/C	300/0/100/-	x3 Green Titanite Shards	200
Divine laito +6	123/153/0/0	D/E/-/C	300/0/100/-	x1 White Titanite Chunk	200
Divine laito +7	129/160/0/0	D/E/-/C	300/0/100/-	x1 White Titanite Chunk	200
Divine laito +8	135/167/0/0	D/E/-/C	300/0/100/-	x2 White Titanite Chunks	200
Divine laito +9	141/175/0/0	D/E/-/C	300/0/100/-	x3 White Titanite Chunks	200
Divine laito +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 laito +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>(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>

## Footnotes

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