

Murakumo

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

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

“ *Giant curved sword forged using special methods in an Eastern land.*

This unparalleled weapon cuts like a Katana but is heavier than a Nata machete.

Requires extreme strength, dexterity, and stamina to wield.

Availability

100% drop by Shiva of the East

Drop from Giant Skeletons (1% drop rate before, 2% drop rate beyond golden fog)

General Information

Curved Great Swords are the best choice for DEX builds in terms of damage and stun potential at the cost of slow attack speed and high weight compared to other DEX weapons with high DEX scaling. They have a wide attack range and deal high damage to mostly every enemy in the game, barring those who're very resistant to physical attacks and slash damage. Ineffective in cramped quarters.

The Murakumo is the most damaging of all curved great swords, as well as the heaviest, requiring a high 28 STR requirement (19 w/ 2 hand) weighing 12 units. Has no special abilities compared to the other Curved Great Swords (Server restores 7HP per hit and Gravelord Sword inflicts toxin and can thrust) but out performs both in terms of damage output.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Murakumo	113/0/0/0 (Slash)	100	180	12.0	28 ¹ /13/0/0 E/B/-/-	60/10/40/40	36	50

Move Set

1 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy alternating horizontal slashes.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping right-to-left horizontal slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 (left hand)	Guard.	
L2 (left hand)	Fast left-to-right horizontal slash.	

2 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy overhead chop into a second overhead chop.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

Upgrades

Standard upgrade cost for all paths: 400 Souls.

Basic

Standard upgrade path.

Requires

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

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements
Murakumo +0	113/0/0/0	E/B/-/-	0/0/-/-	
Murakumo +1	124/0/0/0	E/B/-/-	0/0/-/-	x1 Titanite Shard
Murakumo +2	135/0/0/0	E/B/-/-	0/0/-/-	x1 Titanite Shard
Murakumo +3	146/0/0/0	E/B/-/-	0/0/-/-	x2 Titanite Shards
Murakumo +4	158/0/0/0	E/B/-/-	0/0/-/-	x2 Titanite Shards
Murakumo +5	169/0/0/0	E/B/-/-	0/0/-/-	x3 Titanite Shards
Murakumo +6	180/0/0/0	E/B/-/-	0/0/-/-	x1 Large Titanite Shard
Murakumo +7	192/0/0/0	E/B/-/-	0/0/-/-	x1 Large Titanite Shard
Murakumo +8	203/0/0/0	E/B/-/-	0/0/-/-	x2 Large Titanite Shards
Murakumo +9	214/0/0/0	E/B/-/-	0/0/-/-	x2 Large Titanite Shards
Murakumo +10	226/0/0/0	E/B/-/-	0/0/-/-	x3 Large Titanite Shards
Murakumo +11	237/0/0/0	E/B/-/-	0/0/-/-	x1 Titanite Chunk
Murakumo +12	248/0/0/0	E/B/-/-	0/0/-/-	x1 Titanite Chunk
Murakumo +13	259/0/0/0	E/B/-/-	0/0/-/-	x2 Titanite Chunks
Murakumo +14	271/0/0/0	E/A/-/-	0/0/-/-	x3 Titanite Chunks
Murakumo +15	282/0/0/0	E/A/-/-	0/0/-/-	x1 Titanite Slab

Crystal

Murakumo durability reduced to **18**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Murakumo +10
- Titanite

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements
Crystal Murakumo +0	248/0/0/0	E/B/-/-	x1 Titanite Chunk
Crystal Murakumo +1	259/0/0/0	E/B/-/-	x1 Titanite Chunk
Crystal Murakumo +2	271/0/0/0	E/B/-/-	x1 Titanite Chunk
Crystal Murakumo +3	282/0/0/0	E/B/-/-	x2 Titanite Chunks
Crystal Murakumo +4	293/0/0/0	E/A/-/-	x3 Titanite Chunks
Crystal Murakumo +5	305/0/0/0	E/A/-/-	x1 Titanite Slab

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Murakumo +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Upgrade Requirements
Lightning Murakumo +0	203/0/0/203	-/-/-/-	60/10/40/40	x1 Titanite Chunk
Lightning Murakumo +1	219/0/0/219	-/-/-/-	60/10/40/43.2	x1 Titanite Chunk
Lightning Murakumo +2	235/0/0/235	-/-/-/-	60/10/40/46.4	x1 Titanite Chunk
Lightning Murakumo +3	250/0/0/250	-/-/-/-	60/10/40/49.6	x2 Titanite Chunks
Lightning Murakumo +4	266/0/0/266	-/-/-/-	60/10/40/52.8	x2 Titanite Chunks
Lightning Murakumo +5	282/0/0/282	-/-/-/-	60/10/40/56	x1 Titanite Slab

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Murakumo +5
- Titanite

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements
Raw Murakumo +0	195/0/0/0	E/C/-/-	x1 Large Titanite Shard
Raw Murakumo +1	208/0/0/0	E/C/-/-	x1 Large Titanite Shard
Raw Murakumo +2	221/0/0/0	E/C/-/-	x1 Large Titanite Shard
Raw Murakumo +3	234/0/0/0	E/C/-/-	x2 Large Titanite Shards
Raw Murakumo +4	247/0/0/0	E/C/-/-	x2 Large Titanite Shards
Raw Murakumo +5	260/0/0/0	E/C/-/-	x3 Large Titanite Shards

Magic

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

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

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

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Magic Murakumo +0	127/138/0/0	E/E/C/-	0/0/-/-	x1 Green Titanite Shard
Magic Murakumo +1	136/147/0/0	E/E/C/-	0/0/-/-	x1 Green Titanite Shard
Magic Murakumo +2	144/156/0/0	E/E/C/-	0/0/-/-	x1 Green Titanite Shard
Magic Murakumo +3	153/165/0/0	E/E/C/-	0/0/-/-	x2 Green Titanite Shards
Magic Murakumo +4	161/174/0/0	E/E/C/-	0/0/-/-	x2 Green Titanite Shards
Magic Murakumo +5	170/184/0/0	E/E/C/-	0/0/-/-	x3 Green Titanite Shards
Magic Murakumo +6	178/193/0/0	E/E/B/-	0/0/-/-	x1 Blue Titanite Chunk
Magic Murakumo +7	187/202/0/0	E/E/B/-	0/0/-/-	x1 Blue Titanite Chunk
Magic Murakumo +8	195/211/0/0	E/E/B/-	0/0/-/-	x2 Blue Titanite Chunks
Magic Murakumo +9	204/220/0/0	E/E/B/-	0/0/-/-	x3 Blue Titanite Chunks
Magic Murakumo +10	212/230/0/0	E/E/B/-	0/0/-/-	x1 Blue Titanite Slab

Enchanted

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

- Magic Murakumo +5
- Blue Titanite

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

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Enchanted Murakumo +0	170/180/0/0	E/E/C/-	0/0/-/-	x1 Blue Titanite Chunk
Enchanted Murakumo +1	176/185/0/0	E/E/C/-	0/0/-/-	x1 Blue Titanite Chunk
Enchanted Murakumo +2	183/190/0/0	E/E/B/-	0/0/-/-	x1 Blue Titanite Chunk
Enchanted Murakumo +3	190/196/0/0	E/E/A/-	0/0/-/-	x2 Blue Titanite Chunks
Enchanted Murakumo +4	197/201/0/0	E/E/A/-	0/0/-/-	x3 Blue Titanite Chunks
Enchanted Murakumo +5	204/208/0/0	E/E/A/-	0/0/-/-	x1 Blue Titanite Slab

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Murakumo +5
- Green Titanite
- White Titanite

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

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements
Divine Murakumo +0	114/139/0/0	E/D/-/C	0/0/110/-	x1 Green Titanite Shard
Divine Murakumo +1	121/148/0/0	E/D/-/C	0/0/110/-	x1 Green Titanite Shard
Divine Murakumo +2	129/158/0/0	E/D/-/C	0/0/110/-	x1 Green Titanite Shard
Divine Murakumo +3	136/167/0/0	E/D/-/C	0/0/110/-	x2 Green Titanite Shards
Divine Murakumo +4	144/176/0/0	E/D/-/C	0/0/110/-	x2 Green Titanite Shards
Divine Murakumo +5	152/186/0/0	E/D/-/C	0/0/110/-	x3 Green Titanite Shards
Divine Murakumo +6	159/195/0/0	E/D/-/C	0/0/110/-	x1 White Titanite Chunk
Divine Murakumo +7	167/204/0/0	E/D/-/C	0/0/110/-	x1 White Titanite Chunk
Divine Murakumo +8	174/213/0/0	E/D/-/C	0/0/110/-	x2 White Titanite Chunks
Divine Murakumo +9	182/223/0/0	E/D/-/B	0/0/110/-	x3 White Titanite Chunks
Divine Murakumo +10	190/232/0/0	E/D/-/B	0/0/110/-	x1 White Titanite Slab

Occult

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

- Divine Murakumo +5
- White Titanite

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

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements
Occult Murakumo +0	156/170/0/0	E/D/-/B	0/0/-/110	x1 White Titanite Chunk
Occult Murakumo +1	165/178/0/0	E/D/-/B	0/0/-/110	x1 White Titanite Chunk
Occult Murakumo +2	174/187/0/0	E/D/-/B	0/0/-/110	x1 White Titanite Chunk
Occult Murakumo +3	184/195/0/0	E/D/-/B	0/0/-/110	x2 White Titanite Chunks
Occult Murakumo +4	193/204/0/0	E/D/-/B	0/0/-/110	x3 White Titanite Chunks
Occult Murakumo +5	202/212/0/0	E/D/-/B	0/0/-/110	x1 White Titanite Slab

Fire

Fire damage added. All stat bonuses removed.
Requires

- Murakumo +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Upgrade Requirements
Fire Murakumo +0	146/0/146/0	-/-/-	60/10/40/40	x1 Green Titanite Shard
Fire Murakumo +1	158/0/158/0	-/-/-	60/10/40.4/40	x1 Green Titanite Shard
Fire Murakumo +2	169/0/169/0	-/-/-	60/10/40.8/40	x1 Green Titanite Shard
Fire Murakumo +3	180/0/180/0	-/-/-	60/10/41.2/40	x2 Green Titanite Shards
Fire Murakumo +4	192/0/192/0	-/-/-	60/10/41.6/40	x2 Green Titanite Shards
Fire Murakumo +5	203/0/203/0	-/-/-	60/10/42/40	x3 Green Titanite Shards
Fire Murakumo +6	216/0/216/0	-/-/-	60/10/42.4/40	x1 Red Titanite Chunk
Fire Murakumo +7	230/0/230/0	-/-/-	60/10/42.8/40	x1 Red Titanite Chunk
Fire Murakumo +8	244/0/244/0	-/-/-	60/10/43.2/40	x2 Red Titanite Chunks
Fire Murakumo +9	257/0/257/0	-/-/-	60/10/43.6/40	x3 Red Titanite Chunks
Fire Murakumo +10	271/0/271/0	-/-/-	60/10/44/40	x1 Red Titanite Slab

Chaos

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

- Fire Murakumo +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Upgrade Requirements
Chaos Murakumo +0	178/0/203/0	-/-/-	60/10/40/40	x1 Red Titanite Chunk
Chaos Murakumo +1	188/0/214/0	-/-/-	60/10/40.8/40	x1 Red Titanite Chunk
Chaos Murakumo +2	198/0/226/0	-/-/-	60/10/41.6/40	x1 Red Titanite Chunk
Chaos Murakumo +3	207/0/237/0	-/-/-	60/10/42.4/40	x2 Red Titanite Chunks
Chaos Murakumo +4	217/0/248/0	-/-/-	60/10/43.2/40	x3 Red Titanite Chunks
Chaos Murakumo +5	227/0/259/0	-/-/-	60/10/44/40	x1 Red Titanite Slab

Key

Damage:	<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">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Normal• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

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:	<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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required <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>
Damage Reduction %:	<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">• 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 19 Strength is required