

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