

Shotel

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

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

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Requires great skill to wield, but evades shield defense to sneak in damage.

In Game Description

Curved sword with sharply curved blade.

Created by Arstor, Earl of Carim.

*Requires great skill to wield, but evades
shield defense to sneak in damage.*

Availability

Sen's Fortress treasure


Drop off near the top of the long slope (next to the Serpent Mage) near the first encounter of the huge rolling iron balls, just before the room where the Ring of Steel Protection is found.

Sold by Shiva of the East for 10,000 Souls.

General Information

This weapon's strong attacks can stunlock another player infinitely if not toggle-escaped

This weapon's strong attacks go through shields.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Shotel	82/0/0/0 (Slash)	120	2.5	9 ¹ /14/0/0 E/C/-/-	45/10/30/30	30	50

Move Set

1 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Double overhead slash into horizontal slash.	
Roll — R1	Fast left-to-right horizontal slash.	
Backstep or Run — R1	Upward vertical slash.	
Forward + R1	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 (left hand)	Left-to-right horizontal slash.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Fast alternating horizontal slashes.	Very fast and often spammed.
R2 — R2	Double over head slash into rising vertical slash.	
Roll — R1	Fast left-to-right horizontal slash.	
Backstep or Run — R1	Upward vertical slash.	
Forward + R1	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

Strong attacks are replaced by heavy slashes that ignore opponent's guard

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

15% STR, 72% DEX scaling

Name	Damage	Stat Bonuses	Shard	Large Shard	Chunk	Slab	Souls
Shotel +0	82/0/0/0	E/C/-/-					
Shotel +1	90/0/0/0	E/C/-/-	1				200
Shotel +2	98/0/0/0	E/C/-/-	1				200
Shotel +3	106/0/0/0	E/C/-/-	2				200
Shotel +4	114/0/0/0	E/C/-/-	2				200
Shotel +5	123/0/0/0	E/C/-/-	3				200
Shotel +6	131/0/0/0	E/C/-/-		1			200
Shotel +7	139/0/0/0	E/C/-/-		1			200
Shotel +8	147/0/0/0	E/C/-/-		2			200
Shotel +9	155/0/0/0	E/C/-/-		2			200
Shotel +10	164/0/0/0	E/C/-/-		3			200
Shotel +11	172/0/0/0	E/B/-/-			1		200
Shotel +12	180/0/0/0	E/B/-/-			1		200
Shotel +13	188/0/0/0	E/B/-/-			2		200
Shotel +14	196/0/0/0	E/B/-/-			3		200
Shotel +15	205/0/0/0	E/B/-/-				1	200

Crystal

Weapon durability reduced to **12**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Shotel +10
- Titanite

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Shotel +0	180/0/0/0	E/B/-/-	1		200
Crystal Shotel +1	188/0/0/0	E/B/-/-	1		200
Crystal Shotel +2	196/0/0/0	E/B/-/-	2		200
Crystal Shotel +3	205/0/0/0	E/B/-/-	2		200
Crystal Shotel +4	213/0/0/0	E/B/-/-	3		200
Crystal Shotel +5	221/0/0/0	E/B/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

- Shotel +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Shotel +0	147/0/0/147	-/-/-/-	45/10/30/30	1		200
Lightning Shotel +1	159/0/0/159	-/-/-/-	45/10/30/32.4	1		200
Lightning Shotel +2	170/0/0/170	-/-/-/-	45/10/30/34.8	2		200
Lightning Shotel +3	182/0/0/182	-/-/-/-	45/10/30/37.2	2		200
Lightning Shotel +4	193/0/0/193	-/-/-/-	45/10/30/39.6	3		200
Lightning Shotel +5	205/0/0/205	-/-/-/-	45/10/30/42.0		1	200

Raw

Base damage increased. Stat bonuses reduced.

Requires

- Shotel +5
- Titanite

11% STR, 55% DEX scaling.

Name	Damage	Stat Bonuses	Large Titanite Shard	Souls
Raw Shotel +0	141/0/0/0	E/C/-/-	1	200
Raw Shotel +1	150/0/0/0	E/C/-/-	1	200
Raw Shotel +2	159/0/0/0	E/C/-/-	1	200
Raw Shotel +3	169/0/0/0	E/C/-/-	2	200
Raw Shotel +4	178/0/0/0	E/C/-/-	2	200
Raw Shotel +5	188/0/0/0	E/C/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Shotel +5
- Green Titanite
- Blue Titanite

4% STR, 21% DEX, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Shotel +0	93/100/0/0	E/D/C/-	1			200
Magic Shotel +1	99/107/0/0	E/D/C/-	1			200
Magic Shotel +2	105/113/0/0	E/D/C/-	1			200
Magic Shotel +3	111/120/0/0	E/D/C/-	2			200
Magic Shotel +4	117/127/0/0	E/D/C/-	2			200
Magic Shotel +5	124/134/0/0	E/D/C/-	3			200
Magic Shotel +6	130/140/0/0	E/D/C/-		1		200
Magic Shotel +7	136/147/0/0	E/D/C/-		1		200
Magic Shotel +8	142/154/0/0	E/D/C/-		2		200
Magic Shotel +9	148/160/0/0	E/D/C/-		3		200
Magic Shotel +10	155/167/0/0	E/D/C/-			1	200

Enchanted

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

- Magic Shotel +5
- Blue Titanite

3% STR, 15% DEX, 61% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Shotel +0	124/132/0/0	E/E/C/-	1		200
Enchanted Shotel +1	128/135/0/0	E/E/C/-	1		200
Enchanted Shotel +2	133/139/0/0	E/E/B/-	2		200
Enchanted Shotel +3	138/143/0/0	E/E/B/-	2		200
Enchanted Shotel +4	143/147/0/0	E/E/A/-	3		200
Enchanted Shotel +5	148/153/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Shotel +5
- Green Titanite
- White Titanite

6% STR, 28% DEX, 62% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Shotel +0	82/102/0/0	E/D/-/C	0/0/110/-	1			200
Divine Shotel +1	88/108/0/0	E/D/-/C	0/0/110/-	1			200
Divine Shotel +2	93/115/0/0	E/D/-/C	0/0/110/-	1			200
Divine Shotel +3	99/122/0/0	E/D/-/C	0/0/110/-	2			200
Divine Shotel +4	104/129/0/0	E/D/-/C	0/0/110/-	2			200
Divine Shotel +5	110/136/0/0	E/D/-/C	0/0/110/-	3			200
Divine Shotel +6	115/142/0/0	E/D/-/C	0/0/110/-		1		200
Divine Shotel +7	121/149/0/0	E/D/-/C	0/0/110/-		1		200
Divine Shotel +8	126/156/0/0	E/D/-/C	0/0/110/-		2		200
Divine Shotel +9	132/163/0/0	E/D/-/C	0/0/110/-		3		200
Divine Shotel +10	137/170/0/0	E/D/-/C	0/0/110/-			1	200

Occult

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

- Divine Shotel +5
- White Titanite

5% STR, 26% DEX, 73% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Shotel +0	112/124/0/0	E/D/-/B	0/0/-/110	1		200
Occult Shotel +1	118/130/0/0	E/D/-/B	0/0/-/110	1		200
Occult Shotel +2	125/136/0/0	E/D/-/B	0/0/-/110	2		200
Occult Shotel +3	132/142/0/0	E/D/-/B	0/0/-/110	2		200
Occult Shotel +4	138/148/0/0	E/D/-/B	0/0/-/110	3		200
Occult Shotel +5	145/155/0/0	E/D/-/B	0/0/-/110		1	200

Fire

Adds fire damage. All stat bonuses removed.
Requires

- Shotel +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Shotel +0	106/0/106/0	-/-/-/	45/10/30/30	1			200
Fire Shotel +1	114/0/114/0	-/-/-/	45/10/30.3/30	1			200
Fire Shotel +2	123/0/123/0	-/-/-/	45/10/30.6/30	1			200
Fire Shotel +3	131/0/131/0	-/-/-/	45/10/30.9/30	2			200
Fire Shotel +4	139/0/139/0	-/-/-/	45/10/31.2/30	2			200
Fire Shotel +5	147/0/147/0	-/-/-/	45/10/31.5/30	3			200
Fire Shotel +6	157/0/157/0	-/-/-/	45/10/31.8/30		1		200
Fire Shotel +7	167/0/167/0	-/-/-/	45/10/32.1/30		1		200
Fire Shotel +8	177/0/177/0	-/-/-/	45/10/32.4/30		2		200
Fire Shotel +9	186/0/186/0	-/-/-/	45/10/32.7/30		3		200
Fire Shotel +10	196/0/196/0	-/-/-/	45/10/33.0/30			1	200

Chaos

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

- Fire Shotel +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Shotel +0	129/0/147/0	-/-/-	45/10/30/30	1		200
Chaos Shotel +1	136/0/155/0	-/-/-	45/10/30.6/30	1		200
Chaos Shotel +2	144/0/164/0	-/-/-	45/10/31.2/30	1		200
Chaos Shotel +3	151/0/172/0	-/-/-	45/10/31.8/30	2		200
Chaos Shotel +4	158/0/180/0	-/-/-	45/10/32.4/30	3		200
Chaos Shotel +5	165/0/188/0	-/-/-	45/10/33.0/30	0	1	200

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:	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:	<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>$(18 \times 1.5 = 27)$</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:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<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 6 Strength is required