

Washing Pole

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Washing%20Pole.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Washing%20Pole>

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Katana forged in an Eastern land.

Very unusual specimen with a long blade.

The blade is extremely long, but as a result, quite easily broken.

Availability

Sold by Shiva of the East in Blighttown for 20,000 Souls to members of the Forest Hunter Covenant

General Information

Bleed build-up is 30 per strike.

The name "Washing Pole" is a reference to the famous Japanese swordsman Sasaki Kojirō (ささき こじろう), and his weapon of choice.

In the German, Italian, Spanish and French translation this sword is called "Nodachi".

The Washing Pole has a somewhat slower attack speed compared to other Katanas.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Washing Pole	90/0/0/0 (Slash/Thrust)	60	8.0	20 ¹ /16/0/0 D/D/-/-	45/10/30/30	30	300/0/-/-	50

Move Set

One-handed	
R1	Alternating upward/downward slashes
R2	Piercing thrust
Forward + R1	Kick
Running R1	Jump attack
Running R1	Running thrust
Roll + R1	Horizontal slash
Two-handed	
R1	Alternating upward/downward slashes
R2	Delayed overhead chop
Forward + R1	Kick
Forward + R2	Jump attack
Running R1	Running thrust
Roll + R1	Horizontal slash

Upgrades

Basic

Standard upgrade path.
Requires Titanite

38% STR, 50% DEX scaling

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Washing Pole +0	90/0/0/0	D/D/-/-					200
Washing Pole +1	99/0/0/0	D/C/-/-	1				200
Washing Pole +2	108/0/0/0	D/C/-/-	1				200
Washing Pole +3	116/0/0/0	D/C/-/-	2				200
Washing Pole +4	126/0/0/0	D/C/-/-	2				200
Washing Pole +5	135/0/0/0	D/C/-/-	3				200
Washing Pole +6	144/0/0/0	D/C/-/-		1			200
Washing Pole +7	153/0/0/0	D/C/-/-		1			200
Washing Pole +8	162/0/0/0	D/C/-/-		2			200
Washing Pole +9	171/0/0/0	D/C/-/-		2			200
Washing Pole +10	180/0/0/0	D/C/-/-		3			200
Washing Pole +11	188/0/0/0	D/C/-/-			1		200
Washing Pole +12	198/0/0/0	D/C/-/-			1		200
Washing Pole +13	207/0/0/0	D/C/-/-			2		200
Washing Pole +14	216/0/0/0	D/C/-/-			3		200
Washing Pole +15	225/0/0/0	D/C/-/-				1	200

Crystal

Washing Pole durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Washing Pole +10
- Titanite

38% STR, 50% DEX scaling

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Washing Pole +0	198/0/0/0	D/C/-/-	1		200
Crystal Washing Pole +1	207/0/0/0	D/C/-/-	1		200
Crystal Washing Pole +2	216/0/0/0	D/C/-/-	1		200
Crystal Washing Pole +3	225/0/0/0	D/C/-/-	2		200
Crystal Washing Pole +4	233/0/0/0	D/C/-/-	3		200
Crystal Washing Pole +5	243/0/0/0	D/C/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Washing Pole +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Washing Pole +0	162/0/0/162	-/-/-/-	45/10/30/30	1		200
Lightning Washing Pole +1	174/0/0/174	-/-/-/-	45/10/30/32.4	1		200
Lightning Washing Pole +2	187/0/0/187	-/-/-/-	45/10/30/34.8	1		200
Lightning Washing Pole +3	199/0/0/199	-/-/-/-	45/10/30/37.2	2		200
Lightning Washing Pole +4	212/0/0/212	-/-/-/-	45/10/30/39.6	3		200
Lightning Washing Pole +5	225/0/0/225	-/-/-/-	45/10/30/42		1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Washing Pole +5

- Titanite

29% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Washing Pole +0	156/0/0/0	D/D/-/-	1	200
Raw Washing Pole +1	166/0/0/0	D/D/-/-	1	200
Raw Washing Pole +2	176/0/0/0	D/D/-/-	1	200
Raw Washing Pole +3	187/0/0/0	D/D/-/-	2	200
Raw Washing Pole +4	197/0/0/0	D/D/-/-	2	200
Raw Washing Pole +5	208/0/0/0	D/D/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Washing Pole +5
- Green Titanite
- Blue Titanite

11% STR, 14% DEX, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Washing Pole +0	102/109/0/0	E/E/C/-	1			200
Magic Washing Pole +1	108/116/0/0	E/E/C/-	1			200
Magic Washing Pole +2	115/124/0/0	E/E/C/-	1			200
Magic Washing Pole +3	122/131/0/0	E/E/C/-	2			200
Magic Washing Pole +4	129/138/0/0	E/E/C/-	2			200
Magic Washing Pole +5	136/146/0/0	E/E/C/-	3			200
Magic Washing Pole +6	142/153/0/0	E/E/C/-		1		200
Magic Washing Pole +7	149/160/0/0	E/E/C/-		1		200
Magic Washing Pole +8	156/167/0/0	E/E/C/-		2		200
Magic Washing Pole +9	163/175/0/0	E/E/C/-		3		200
Magic Washing Pole +10	170/182/0/0	E/E/C/-			1	200

Enchanted

Enchanted damage added. INT scaling added.

Requires

- Magic Washing Pole +5
- Blue Titanite

8% STR, 10% DEX, 62% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Washing Pole +0	136/144/0/0	E/E/C/-	1		200
Enchanted Washing Pole +1	141/148/0/0	E/E/C/-	1		200
Enchanted Washing Pole +2	146/152/0/0	E/E/B/-	1		200
Enchanted Washing Pole +3	152/156/0/0	E/E/B/-	2		200
Enchanted Washing Pole +4	157/161/0/0	E/E/A/-	3		200
Enchanted Washing Pole +5	163/167/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Washing Pole +5
- Green Titanite
- White Titanite

15% STR, 19% DEX, 63% 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 Washing Pole +0	91/111/0/0	E/E/-/C	300/0/110/-	1			200
Divine Washing Pole +1	97/118/0/0	E/E/-/C	300/0/110/-	1			200
Divine Washing Pole +2	103/125/0/0	E/E/-/C	300/0/110/-	1			200
Divine Washing Pole +3	109/133/0/0	E/E/-/C	300/0/110/-	2			200
Divine Washing Pole +4	115/140/0/0	E/E/-/C	300/0/110/-	2			200
Divine Washing Pole +5	122/148/0/0	E/E/-/C	300/0/110/-	3			200
Divine Washing Pole +6	128/155/0/0	E/D/-/C	300/0/110/-		1		200
Divine Washing Pole +7	134/162/0/0	E/D/-/C	300/0/110/-		1		200
Divine Washing Pole +8	140/170/0/0	E/D/-/C	300/0/110/-		2		200
Divine Washing Pole +9	146/177/0/0	E/D/-/C	300/0/110/-		3		200
Divine Washing Pole +10	152/185/0/0	E/D/-/C	300/0/110/-			1	200

Occult

Occult damage added. Faith scaling added.

Requires

- Divine Washing Pole +5
- White Titanite

14% STR, 18% DEX, 74% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Washing Pole +0	124/136/0/0	E/E-/B	300/0/-/110	1		200
Occult Washing Pole +1	131/142/0/0	E/E-/B	300/0/-/110	1		200
Occult Washing Pole +2	138/149/0/0	E/E-/B	300/0/-/110	1		200
Occult Washing Pole +3	146/156/0/0	E/E-/B	300/0/-/110	2		200
Occult Washing Pole +4	153/163/0/0	E/D-/B	300/0/-/110	3		200
Occult Washing Pole +5	161/170/0/0	E/D-/B	300/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.

Requires

- Washing Pole +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Washing Pole +0	116/0/116/0	-/-/-	45/10/30/30	1			200
Fire Washing Pole +1	126/0/126/0	-/-/-	45/10/30.3/30	1			200
Fire Washing Pole +2	135/0/135/0	-/-/-	45/10/30.6/30	1			200
Fire Washing Pole +3	144/0/144/0	-/-/-	45/10/30.9/30	2			200
Fire Washing Pole +4	153/0/153/0	-/-/-	45/10/31.2/30	2			200
Fire Washing Pole +5	162/0/162/0	-/-/-	45/10/31.5/30	3			200
Fire Washing Pole +6	172/0/172/0	-/-/-	45/10/31.8/30		1		200
Fire Washing Pole +7	183/0/183/0	-/-/-	45/10/32.1/30		1		200
Fire Washing Pole +8	194/0/194/0	-/-/-	45/10/32.4/30		2		200
Fire Washing Pole +9	205/0/205/0	-/-/-	45/10/32.7/30		3		200
Fire Washing Pole +10	216/0/216/0	-/-/-	45/10/33/30			1	200

Chaos

Chaos damage added. All stat bonuses removed.
Requires

- Fire Washing Pole +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Washing Pole +0	140/0/162/0	-/-/-	45/10/30/30	1		200
Chaos Washing Pole +1	148/0/171/0	-/-/-	45/10/30.6/30	1		200
Chaos Washing Pole +2	156/0/180/0	-/-/-	45/10/31.2/30	1		200
Chaos Washing Pole +3	163/0/188/0	-/-/-	45/10/31.8/30	2		200
Chaos Washing Pole +4	171/0/198/0	-/-/-	45/10/32.4/30	3		200
Chaos Washing Pole +5	179/0/207/0	-/-/-	45/10/33/30		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:	<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:	<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>

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 14 Strength is required