

Blacksteel Katana

In-Game Description

*Blacksteel katana wielded by Alonne Knights.
One of the sturdiest types of katana,
preferred by masters of the quick-draw.*

*In the heyday of his land, the Old Iron King
fancied entertaining dubious and eccentric
guests from faraway lands.*

Most of them were charlatans, but among the riff-raff was an unusual knight from the far east. He trained the Iron King's men in the sword, in obeisance to his new lord.

Availability

- Alonne Knight drop - very rare.
- Alonne Knight Captain drop - very rare.
- A reskinned version was available for a limited time in the Majula Mansion Chest.

General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
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	95/0/0/0/0 (Slash/Thrust)	0/0	150	20	14/25/0/0 -/A/-/-/-/-	45/10/30/30/20	15/25/15/15	30	40	8.0
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Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light	diagonal slashes	diagonal slashes
Rolling	wide slash	wide slash
Running	lunging thrust	lunging thrust
Heavy	delayed wide slash (quickdraw/iaijutsu) then thrust	slower wide slash (quickdraw/iaijutsu) then thrust

Notes

- Shares a nearly identical moveset with the Iaito from Dark Souls.
- The White re-skinned version is used by the Alonne Knights in the Memory of the Old Iron King.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
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Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Blacksteel Katana +0	95/0/0/0/0	0/0	-/A/-/-/-/-	-	-

Blacksteel Katana +1	104/0/0/0/0	0/0	-/A/-/-/-	1x Titanite Shard	530
Blacksteel Katana +2	114/0/0/0/0	0/0	-/S/-/-/-	2x Titanite Shard	660
Blacksteel Katana +3	123/0/0/0/0	0/0	-/S/-/-/-	3x Titanite Shard	790
Blacksteel Katana +4	133/0/0/0/0	0/0	-/S/-/-/-	1x Large Titanite Shard	1,050
Blacksteel Katana +5	142/0/0/0/0	0/0	-/S/-/-/-	2x Large Titanite Shard	1,190
Blacksteel Katana +6	152/0/0/0/0	0/0	-/S/-/-/-	3x Large Titanite Shard	1,320
Blacksteel Katana +7	161/0/0/0/0	0/0	-/S/-/-/-	1x Titanite Chunk	1,580
Blacksteel Katana +8	171/0/0/0/0	0/0	-/S/-/-/-	2x Titanite Chunk	1,710
Blacksteel Katana +9	180/0/0/0/0	0/0	-/S/-/-/-	3x Titanite Chunk	1,840
Blacksteel Katana +10	190/0/0/0/0	0/0	-/S/-/-/-	1x Titanite Slab	2,100

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Blacksteel Katana +0	86/46/0/0/0	0/0	-/B/C/-/-	43.5/21.6/28.5/28.5/18.5	13.5/23.5/13.5/13.5
Magic Blacksteel Katana +1	95/51/0/0/0	0/0	-/B/C/-/-		
Magic Blacksteel Katana +2	103/55/0/0/0	0/0	-/A/C/-/-		

Magic Blacksteel Katana +3	112/60/0/0/0	0/0	-/A/B/-/-/-
Magic Blacksteel Katana +4	121/65/0/0/0	0/0	-/A/B/-/-/-
Magic Blacksteel Katana +5	129/69/0/0/0	0/0	-/A/B/-/-/-
Magic Blacksteel Katana +6	138/74/0/0/0	0/0	-/S/B/-/-/-
Magic Blacksteel Katana +7	146/79/0/0/0	0/0	-/S/B/-/-/-
Magic Blacksteel Katana +8	155/83/0/0/0	0/0	-/S/B/-/-/-
Magic Blacksteel Katana +9	164/88/0/0/0	0/0	-/S/B/-/-/-
Magic Blacksteel Katana +10	172/93/0/0/0	0/0	-/S/B/-/-/-

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Blacksteel Katana +0	86/0/46/0/0	0/0	-/B/-/C/-/-	43.5/8.5/41.6/28.5/18.5	13.5/23.5/13.5/13.5
Fire Blacksteel Katana +1	95/0/51/0/0	0/0	-/B/-/C/-/-		
Fire Blacksteel Katana +2	103/0/55/0/0	0/0	-/A/-/C/-/-		
Fire Blacksteel Katana +3	112/0/60/0/0	0/0	-/A/-/B/-/-		
Fire Blacksteel Katana +4	121/0/65/0/0	0/0	-/A/-/B/-/-		
Fire Blacksteel Katana +5	129/0/69/0/0	0/0	-/A/-/B/-/-		

Fire Blacksteel Katana +6	138/0/74/0/0	0/0	-/S/-/B/-/-
Fire Blacksteel Katana +7	146/0/79/0/0	0/0	-/S/-/B/-/-
Fire Blacksteel Katana +8	155/0/83/0/0	0/0	-/S/-/B/-/-
Fire Blacksteel Katana +9	164/0/88/0/0	0/0	-/S/-/B/-/-
Fire Blacksteel Katana +10	172/0/93/0/0	0/0	-/S/-/B/-/-

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Blacksteel Katana +0	86/0/0/46/0	0/0	-/B/-/-/C/-	43.5/8.5/28.5/41.6/18.5	13.5/23.5/13.5/13.5
Lightning Blacksteel Katana +1	95/0/0/51/0	0/0	-/B/-/-/C/-		
Lightning Blacksteel Katana +2	103/0/0/55/0	0/0	-/A/-/-/C/-		
Lightning Blacksteel Katana +3	112/0/0/60/0	0/0	-/A/-/-/B/-		
Lightning Blacksteel Katana +4	121/0/0/65/0	0/0	-/A/-/-/B/-		
Lightning Blacksteel Katana +5	129/0/0/69/0	0/0	-/A/-/-/B/-		
Lightning Blacksteel Katana +6	138/0/0/74/0	0/0	-/S/-/-/B/-		

Lightning Blacksteel Katana +7	146/0/0/79/0	0/0	-/S/-/-/B/-
Lightning Blacksteel Katana +8	155/0/0/83/0	0/0	-/S/-/-/B/-
Lightning Blacksteel Katana +9	164/0/0/88/0	0/0	-/S/-/-/B/-
Lightning Blacksteel Katana +10	172/0/0/93/0	0/0	-/S/-/-/B/-

Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Blacksteel Katana +0	86/0/0/0/46	0/0	-/B/-/-/-/C	43.5/8.5/28.5/28.5/31.6	13.5/23.5/13.5/13.5
Dark Blacksteel Katana +1	95/0/0/0/51	0/0	-/B/-/-/-/C		
Dark Blacksteel Katana +2	103/0/0/0/55	0/0	-/A/-/-/-/C		
Dark Blacksteel Katana +3	112/0/0/0/60	0/0	-/A/-/-/-/B		
Dark Blacksteel Katana +4	121/0/0/0/65	0/0	-/A/-/-/-/B		
Dark Blacksteel Katana +5	129/0/0/0/69	0/0	-/A/-/-/-/B		
Dark Blacksteel Katana +6	138/0/0/0/74	0/0	-/S/-/-/-/B		
Dark Blacksteel Katana +7	146/0/0/0/79	0/0	-/S/-/-/-/B		
Dark Blacksteel Katana +8	155/0/0/0/83	0/0	-/S/-/-/-/B		

Dark Blacksteel Katana +9	164/0/0/0/88	0/0	-/S/-/-/-/B
Dark Blacksteel Katana +10	172/0/0/0/93	0/0	-/S/-/-/-/B

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Blacksteel Katana +0	86/0/0/0/0	78/0	-/B/-/-/-/-	43.5/8.5/28.5/28.5/18.5	26.6/23.5/13.5/13.5
Poison Blacksteel Katana +1	95/0/0/0/0	80/0	-/B/-/-/-/-		
Poison Blacksteel Katana +2	103/0/0/0/0	82/0	-/A/-/-/-/-		
Poison Blacksteel Katana +3	112/0/0/0/0	84/0	-/A/-/-/-/-		
Poison Blacksteel Katana +4	121/0/0/0/0	86/0	-/A/-/-/-/-		
Poison Blacksteel Katana +5	129/0/0/0/0	88/0	-/A/-/-/-/-		
Poison Blacksteel Katana +6	138/0/0/0/0	90/0	-/S/-/-/-/-		
Poison Blacksteel Katana +7	146/0/0/0/0	92/0	-/S/-/-/-/-		
Poison Blacksteel Katana +8	155/0/0/0/0	94/0	-/S/-/-/-/-		
Poison Blacksteel Katana +9	164/0/0/0/0	96/0	-/S/-/-/-/-		
Poison Blacksteel Katana +10	172/0/0/0/0	98/0	-/S/-/-/-/-		

Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Blacksteel Katana +0	86/0/0/0/0	0/78	-/B/-/-/-	43.5/8.5/28.5/28.5/18.5	13.5/36.6/13.5/13.5
Bleed Blacksteel Katana +1	95/0/0/0/0	0/80	-/B/-/-/-		
Bleed Blacksteel Katana +2	103/0/0/0/0	0/82	-/A/-/-/-		
Bleed Blacksteel Katana +3	112/0/0/0/0	0/84	-/A/-/-/-		
Bleed Blacksteel Katana +4	121/0/0/0/0	0/86	-/A/-/-/-		
Bleed Blacksteel Katana +5	129/0/0/0/0	0/88	-/A/-/-/-		
Bleed Blacksteel Katana +6	138/0/0/0/0	0/90	-/S/-/-/-		
Bleed Blacksteel Katana +7	146/0/0/0/0	0/92	-/S/-/-/-		
Bleed Blacksteel Katana +8	155/0/0/0/0	0/94	-/S/-/-/-		
Bleed Blacksteel Katana +9	164/0/0/0/0	0/96	-/S/-/-/-		
Bleed Blacksteel Katana +10	172/0/0/0/0	0/98	-/S/-/-/-		

Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Blacksteel Katana +0	109/0/0/0/0	0/0	-/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/25.0/15.0/15.0
Raw Blacksteel Katana +1	120/0/0/0/0	0/0	-/E/-/-/-		
Raw Blacksteel Katana +2	131/0/0/0/0	0/0	-/D/-/-/-		
Raw Blacksteel Katana +3	142/0/0/0/0	0/0	-/D/-/-/-		
Raw Blacksteel Katana +4	152/0/0/0/0	0/0	-/D/-/-/-		
Raw Blacksteel Katana +5	163/0/0/0/0	0/0	-/D/-/-/-		
Raw Blacksteel Katana +6	174/0/0/0/0	0/0	-/D/-/-/-		
Raw Blacksteel Katana +7	185/0/0/0/0	0/0	-/D/-/-/-		
Raw Blacksteel Katana +8	196/0/0/0/0	0/0	-/D/-/-/-		
Raw Blacksteel Katana +9	207/0/0/0/0	0/0	-/D/-/-/-		
Raw Blacksteel Katana +10	218/0/0/0/0	0/0	-/C/-/-/-		

Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Blacksteel Katana +0	95/0/0/0/0	0/0	-/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/25.0/15.0/15.0
Enchanted Blacksteel Katana +1	104/0/0/0/0	0/0	-/D/D/-/-/-		

Enchanted Blacksteel Katana +2	114/0/0/0/0	0/0	-/D/D/-/-/-
Enchanted Blacksteel Katana +3	123/0/0/0/0	0/0	-/D/D/-/-/-
Enchanted Blacksteel Katana +4	133/0/0/0/0	0/0	-/C/D/-/-/-
Enchanted Blacksteel Katana +5	142/0/0/0/0	0/0	-/C/D/-/-/-
Enchanted Blacksteel Katana +6	152/0/0/0/0	0/0	-/C/D/-/-/-
Enchanted Blacksteel Katana +7	161/0/0/0/0	0/0	-/C/D/-/-/-
Enchanted Blacksteel Katana +8	171/0/0/0/0	0/0	-/C/D/-/-/-
Enchanted Blacksteel Katana +9	180/0/0/0/0	0/0	-/C/D/-/-/-
Enchanted Blacksteel Katana +10	190/0/0/0/0	0/0	-/B/C/-/-/-

Mundane

Reduces: Base damage, stat bonuses.
 Adds/Increases: Damage scaling from lowest stat.
 Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Blacksteel Katana +0	47/0/0/0/0	0/0	-/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/25.0/15.0/15.0

Mundane Blacksteel Katana +1	52/0/0/0/0	0/0	-/C/-/-/-/-
Mundane Blacksteel Katana +2	57/0/0/0/0	0/0	-/C/-/-/-/-
Mundane Blacksteel Katana +3	61/0/0/0/0	0/0	-/C/-/-/-/-
Mundane Blacksteel Katana +4	66/0/0/0/0	0/0	-/B/-/-/-/-
Mundane Blacksteel Katana +5	71/0/0/0/0	0/0	-/B/-/-/-/-
Mundane Blacksteel Katana +6	76/0/0/0/0	0/0	-/B/-/-/-/-
Mundane Blacksteel Katana +7	80/0/0/0/0	0/0	-/B/-/-/-/-
Mundane Blacksteel Katana +8	85/0/0/0/0	0/0	-/A/-/-/-/-
Mundane Blacksteel Katana +9	90/0/0/0/0	0/0	-/A/-/-/-/-
Mundane Blacksteel Katana +10	95/0/0/0/0	0/0	-/A/-/-/-/-

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($14 \times 2 = 28$)</p>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
Durability:	The durability of the weapon.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

Enchantable? Items/Spells:	Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.
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