

# Manslayer

## In-Game Description

*A katana with a terribly worn blade.  
Appears useless, but is in fact coated  
with deadly poison.*

*This sword has claimed countless victims,  
and the bloodstains upon its blade have  
turned to poison.*

## Availability

Shrine of Amana treasure.

1. From the Rise of the Dead bonfire, head up the circular staircase to a large door (Note: You can only open the door if you're hollowed and you have interacted with the second Milfanito).
2. Go through the door and run along the cliff until you reach a room with a flaming altar and similar circular staircase, head down the stairs until you're outside again on a smaller set of straight stairs.
3. There will be a metal chest submerged in the water on the left side on these stairs containing the Manslayer.

# General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
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	153/0/0 /0/0	67/0	150	20	11/18/0 /0	45/10/3 0/30/20	35/15/1 5/15	30	40	6
	(Slash/T hrust)				E/B/-/-/- /-					

# Move Set

Same as the Uchigatana.

# Notes

It can **only** be enchanted by these spells (items won't work); Magic Weapon, Great Magic Weapon, Crystal Magic Weapon, Sunlight Blade, Resonant Weapon or Flame Weapon.

# Upgrades

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

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux. Effects	Stat Bonuses	Materials Cost	Souls
Manslayer +0	153/0/0/0/0	67/0	E/B/-/-/-	-	-
Manslayer +1	168/0/0/0/0	73/0	E/B/-/-/-	1x Twinkling Titanite	1,150
Manslayer +2	183/0/0/0/0	80/0	E/A/-/-/-	2x Twinkling Titanite	1,430
Manslayer +3	199/0/0/0/0	56/0	E/A/-/-/-	3x Twinkling Titanite	1,720
Manslayer +4	214/0/0/0/0	93/0	E/A/-/-/-	4x Twinkling Titanite	2,290
Manslayer +5	230/0/0/0/0	100/0	E/A/-/-/-	5x Twinkling Titanite	2,580

# 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 Manslayer +0	114/67/0/0/0	50/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/12.9/12.9/12.9
Magic Manslayer +1	126/73/0/0/0	55/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/12.9/12.9/12.9
Magic Manslayer +2	137/80/0/0/0	60/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/12.9/12.9/12.9
Magic Manslayer +3	149/86/0/0/0	65/0	E/B/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/12.9/12.9/12.9
Magic Manslayer +4	160/93/0/0/0	70/0	E/B/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/12.9/12.9/12.9
Magic Manslayer +5	172/100/0/0/0	75/0	E/B/C/-/-	42.9/26.6/27.9/27.9/17.9	32.9/12.9/12.9/12.9

## 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 Manslayer +0	114/0/67/0/0	50/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/12.9/12.9/12.9

Fire Manslayer +1	126/0/73/0/0	55/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/12.9/12.9/12.9
Fire Manslayer +2	137/0/80/0/0	60/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/12.9/12.9/12.9
Fire Manslayer +3	149/0/86/0/0	65/0	E/B/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/12.9/12.9/12.9
Fire Manslayer +4	160/0/93/0/0	70/0	E/B/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/12.9/12.9/12.9
Fire Manslayer +5	172/0/100/0/0	75/0	E/B/-/C/-/-	42.9/7.9/46.6/27.9/17.9	32.9/12.9/12.9/12.9

## 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 Manslayer +0	114/0/0/67/0	50/0	E/C/-/-/C/-/-	42.9/7.9/27.9/46.6/17.9	32.9/12.9/12.9/12.9
Lightning Manslayer +1	126/0/0/73/0	55/0	E/C/-/-/C/-/-	42.9/7.9/27.9/46.6/17.9	32.9/12.9/12.9/12.9
Lightning Manslayer +2	137/0/0/80/0	60/0	E/C/-/-/C/-/-	42.9/7.9/27.9/46.6/17.9	32.9/12.9/12.9/12.9
Lightning Manslayer +3	149/0/0/86/0	65/0	E/B/-/-/C/-/-	42.9/7.9/27.9/46.6/17.9	32.9/12.9/12.9/12.9
Lightning Manslayer +4	160/0/0/93/0	70/0	E/B/-/-/C/-/-	42.9/7.9/27.9/46.6/17.9	32.9/12.9/12.9/12.9
Lightning Manslayer +5	172/0/0/100/0	75/0	E/B/-/-/C/-/-	42.9/7.9/27.9/46.6/17.9	32.9/12.9/12.9/12.9

## Dark

Reduces: 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 Manslayer +0	114/0/0/0/67	50/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/12.9/12.9/12.9/2.9
Dark Manslayer +1	126/0/0/0/73	55/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/12.9/12.9/12.9/2.9
Dark Manslayer +2	137/0/0/0/80	60/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/12.9/12.9/12.9/2.9
Dark Manslayer +3	149/0/0/0/86	65/0	E/B/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/12.9/12.9/12.9/2.9
Dark Manslayer +4	160/0/0/0/93	70/0	E/B/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/12.9/12.9/12.9/2.9
Dark Manslayer +5	172/0/0/0/100	75/0	E/B/-/-/-/C	42.9/7.9/27.9/27.9/36.6	32.9/12.9/12.9/12.9/2.9

## 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 Manslayer +0	146/0/0/0/0	96/0	E/C/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1/4.1
Poison Manslayer +1	161/0/0/0/0	105/0	E/C/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1/4.1
Poison Manslayer +2	176/0/0/0/0	115/0	E/C/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1/4.1
Poison Manslayer +3	191/0/0/0/0	124/0	E/B/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1/4.1
Poison Manslayer +4	206/0/0/0/0	134/0	E/B/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1/4.1
Poison Manslayer +5	220/0/0/0/0	143/0	E/B/-/-/-/-	44.1/9.1/29.1/29.1/19.1	41.6/14.1/14.1/14.1/4.1

# 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 Manslayer +0	137/0/0/0/0	60/96	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Manslayer +1	151/0/0/0/0	66/100	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Manslayer +2	165/0/0/0/0	72/105	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Manslayer +3	179/0/0/0/0	78/110	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Manslayer +4	193/0/0/0/0	84/115	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9
Bleed Manslayer +5	207/0/0/0/0	90/120	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	32.9/31.6/12.9/12.9

# 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 Manslayer +0	175/0/0/0/0	77/0	E/E/-/-/-	45/10/30/30/20	35/15/15/15
Raw Manslayer +1	193/0/0/0/0	84/0	E/E/-/-/-	45/10/30/30/20	35/15/15/15
Raw Manslayer +2	211/0/0/0/0	92/0	E/E/-/-/-	45/10/30/30/20	35/15/15/15

Raw Manslayer +3	229/0/0/0/0	99/0	E/E/-/-/-	45/10/30/30/20	35/15/15/15
Raw Manslayer +4	246/0/0/0/0	107/0	E/E/-/-/-	45/10/30/30/20	35/15/15/15
Raw Manslayer +5	264/0/0/0/0	115/0	E/E/-/-/-	45/10/30/30/20	35/15/15/15

# 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 Manslayer +0	153/0/0/0/0	67/0	E/E/D/-/-	45/10/30/30/20	35/15/15/15
Enchanted Manslayer +1	168/0/0/0/0	73/0	E/E/D/-/-	45/10/30/30/20	35/15/15/15
Enchanted Manslayer +2	183/0/0/0/0	80/0	E/E/D/-/-	45/10/30/30/20	35/15/15/15
Enchanted Manslayer +3	199/0/0/0/0	86/0	E/E/D/-/-	45/10/30/30/20	35/15/15/15
Enchanted Manslayer +4	214/0/0/0/0	93/0	E/E/D/-/-	45/10/30/30/20	35/15/15/15
Enchanted Manslayer +5	230/0/0/0/0	100/0	E/D/C/-/-	45/10/30/30/20	35/15/15/15

# 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
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Mundane Manslayer +0	76/0/0/0/0	33/0	E/D/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Manslayer +1	?/0/0/0/0	?/0	E/D/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Manslayer +2	?/0/0/0/0	?/0	E/D/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Manslayer +3	99/0/0/0/0	43/0	E/D/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Manslayer +4	107/0/0/0/0	46/0	E/D/-/-/-	45/10/30/30/20	35/15/15/15
Mundane Manslayer +5	115/0/0/0/0	50/0	E/C/-/-/-	45/10/30/30/20	35/15/15/15

# Key

<b>Damage:</b>	<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"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<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"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>



<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>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. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></p>	<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"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• 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).</li> </ul>
<p><b>Damage Reduction:</b></p>	<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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li><li>• C is Petrification Effect</li><li>• D is Curse Effect</li></ul>
<b>Stability:</b>	<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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<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>
<b>Enchantable? Items/Spells:</b>	<p>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.</p>

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