

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 |
|-------|--------|-------------|------------------|--------------|------------------------------|------------------|-----------------------|-----------|------------|--------|
|-------|--------|-------------|------------------|--------------|------------------------------|------------------|-----------------------|-----------|------------|--------|

| | | | | | | | | | | |
|--|--------------------|------|-----|----|-----------------|--------------------|-----------------|----|----|---|
| | 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

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| 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 |
|------|--------|-------------|--------------|------------------|-----------------------|
|------|--------|-------------|--------------|------------------|-----------------------|

| | | | | | |
|----------------------|-------------|------|-----------|----------------|-------------|
| 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

| | |
|---------------------------------|---|
| <p>Damage:</p> | <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> |
| <p>Aux Effect:</p> | <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 |
| <p>Counter Strength:</p> | <p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p> |
| <p>Poise Damage:</p> | <p>The ability of the weapon to break the poise of an enemy.</p> |

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|---------------------------------|---|
| <p>Stats Needed:</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"> • 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,</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. ($14 \times 2 = 28$)</p> |
| <p>Stat Bonuses:</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"> • 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). |
| <p>Damage Reduction:</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"> • 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. 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: | <p>The durability of the weapon.</p> |
| 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: | <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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