

Curved Greatswords

Curved Greatswords are essentially heavier, more powerful versions of Curved Swords, offering higher damage, better poise damage, and longer reach. While still Dexterity-oriented, these weapons have more weight behind their swings, enabling them to engage groups of enemies effectively. Although their attacks can be parried more easily and they tend to be heavier, the combination of decent speed, strong damage, and effective crowd control makes them an attractive option for players wanting a powerful yet still somewhat agile armament.

- Gravelord Sword
- Murakumo
- Server

Gravelord Sword

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

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

“ *Sword wielded only by servants of Gravelord Nito, the first of the dead. Crafted from the bones of the fallen.*

The miasma of death exudes from the sword, a veritable toxin to any living being.

Availability

Join the Gravelord Servant Covenant

General Information

Cannot be enchanted

The toxin's HP loss rate is 5 HP/seconds

A second Gravelord Sword will not be added to the inventory on **joining** the Covenant in NG+, unless the first sword is upgraded (to at least +1). However another one can be picked up from another players.

One of the only two weapons in game which can inflict toxin, the other being the Dark Silver Tracer.

The weakest of all the Curved Great Swords, yet also the most versatile due to its strong thrust attack, making it applicable in cramped quarters.

Curved Great Swords are a good choice for DEX builds in terms of damage and stun potential at the cost of slow attack speed and high weight compared to other DEX weapons with high DEX scaling.

Can be a viable starting weapon due to its early availability and easy accessibility.

A wide attack range and deal high damage to mostly every enemy in the game, barring those who're very resistant to physical attacks and slash damage.

Its high base damage and E rating in STR and DEX allows the user to increase other stats besides STR and DEX as it doesn't need the investment in either of those two.

Getting the Gravelord Sword Early

It is possible to run for through the Catacombs and join the Gravelord Servant Covenant the moment the player lands at Firelink Shrine:

- Make sure equip burden is under 25% to be able to move fast
- Run through the cemetery to the Catacombs
- Run past all of the enemies and hit the switch by the first bonfire (DO NOT rest here); run back up and continue to the area with the first bridge
- When going up the bridge, before going into the next cavern area, stand to the far right of the door, then look back and down: see the area below. Simply roll, fall down and land near the area before the Titanite Demon and the interactive coffin. To do this, be at full health and Make sure to roll when landing to avoid any enemies aggroed.
- Run straight for the Titanite Demon, keepingshield up. Bypass him and grab the Eye of Death x3 behind him, then quickly run back to the open coffin. The Titanite Demon will take the majority of the time slowly crawling around, and will likely not attack. If he does attack, he can deal damage to and kill the user lying in the coffin.
- Once the cutscene activates, the player will be transported to Nito's Lair. Simply join the covenant, then Darksign/Homeward Bone back.

Because of its power and easiness to upgrade to +5 by time of completing Anor Londo, this weapon is great for speed runs or for people trying to build characters more quickly through the NG playthrough. The weapon also makes it easy to acquire Rite of Kindling early as well, since Pinwheel is too weak to withstand a lot of hits from it.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Gravelord Sword	265/0/0/0 Toxin 300 (Slashing)	600	10	24 ¹ /13/0/0 E/E/-/-	60/10/40/40	36	100

Move Set

1 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy alternating horizontal slashes.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping right-to-left horizontal slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 (left hand)	Guard.	
L2 (left hand)	Fast left-to-right horizontal slash.	

2 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy overhead chop into a second overhead chop.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

Strong attacks are replaced by a powerful thrust attack.

Upgrades

Requires Demon Titanite

13% STR, 13% DEX scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Gravelord Sword +0	265/0/0/0	E/E/-/-		
Gravelord Sword +1	291/0/0/0	E/E/-/-	1	5,000
Gravelord Sword +2	318/0/0/0	E/E/-/-	1	5,000
Gravelord Sword +3	344/0/0/0	E/E/-/-	2	5,000
Gravelord Sword +4	371/0/0/0	E/E/-/-	2	5,000
Gravelord Sword +5	397/0/0/0	E/E/-/-	4	5,000

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 16 Strength is required

Murakumo

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

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

“ *Giant curved sword forged using special methods in an Eastern land.*

This unparalleled weapon cuts like a Katana but is heavier than a Nata machete.

Requires extreme strength, dexterity, and stamina to wield.

Availability

100% drop by Shiva of the East

Drop from Giant Skeletons (1% drop rate before, 2% drop rate beyond golden fog)

General Information

Curved Great Swords are the best choice for DEX builds in terms of damage and stun potential at the cost of slow attack speed and high weight compared to other DEX weapons with high DEX scaling. They have a wide attack range and deal high damage to mostly every enemy in the game, barring those who're very resistant to physical attacks and slash damage. Ineffective in cramped quarters.

The Murakumo is the most damaging of all curved great swords, as well as the heaviest, requiring a high 28 STR requirement (19 w/ 2 hand) weighing 12 units. Has no special abilities compared to the other Curved Great Swords (Server restores 7HP per hit and Gravelord Sword inflicts toxin and can thrust) but out performs both in terms of damage output.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Murakumo	113/0/0/0 (Slash)	100	180	12.0	28 ¹ /13/0/0 E/B/-/-	60/10/40/40	36	50

Move Set

1 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy alternating horizontal slashes.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping right-to-left horizontal slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 (left hand)	Guard.	
L2 (left hand)	Fast left-to-right horizontal slash.	

2 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy overhead chop into a second overhead chop.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

Upgrades

Standard upgrade cost for all paths: 400 Souls.

Basic

Standard upgrade path.

Requires

- Titanite
- Very Large Ember (+11 and up)

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements
Murakumo +0	113/0/0/0	E/B/-/-	0/0/-/-	
Murakumo +1	124/0/0/0	E/B/-/-	0/0/-/-	x1 Titanite Shard
Murakumo +2	135/0/0/0	E/B/-/-	0/0/-/-	x1 Titanite Shard
Murakumo +3	146/0/0/0	E/B/-/-	0/0/-/-	x2 Titanite Shards
Murakumo +4	158/0/0/0	E/B/-/-	0/0/-/-	x2 Titanite Shards
Murakumo +5	169/0/0/0	E/B/-/-	0/0/-/-	x3 Titanite Shards
Murakumo +6	180/0/0/0	E/B/-/-	0/0/-/-	x1 Large Titanite Shard
Murakumo +7	192/0/0/0	E/B/-/-	0/0/-/-	x1 Large Titanite Shard
Murakumo +8	203/0/0/0	E/B/-/-	0/0/-/-	x2 Large Titanite Shards
Murakumo +9	214/0/0/0	E/B/-/-	0/0/-/-	x2 Large Titanite Shards
Murakumo +10	226/0/0/0	E/B/-/-	0/0/-/-	x3 Large Titanite Shards
Murakumo +11	237/0/0/0	E/B/-/-	0/0/-/-	x1 Titanite Chunk
Murakumo +12	248/0/0/0	E/B/-/-	0/0/-/-	x1 Titanite Chunk
Murakumo +13	259/0/0/0	E/B/-/-	0/0/-/-	x2 Titanite Chunks
Murakumo +14	271/0/0/0	E/A/-/-	0/0/-/-	x3 Titanite Chunks
Murakumo +15	282/0/0/0	E/A/-/-	0/0/-/-	x1 Titanite Slab

Crystal

Murakumo durability reduced to **18**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Murakumo +10
- Titanite

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements
Crystal Murakumo +0	248/0/0/0	E/B/-/-	x1 Titanite Chunk
Crystal Murakumo +1	259/0/0/0	E/B/-/-	x1 Titanite Chunk
Crystal Murakumo +2	271/0/0/0	E/B/-/-	x1 Titanite Chunk
Crystal Murakumo +3	282/0/0/0	E/B/-/-	x2 Titanite Chunks
Crystal Murakumo +4	293/0/0/0	E/A/-/-	x3 Titanite Chunks
Crystal Murakumo +5	305/0/0/0	E/A/-/-	x1 Titanite Slab

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Murakumo +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Upgrade Requirements
Lightning Murakumo +0	203/0/0/203	-/-/-/-	60/10/40/40	x1 Titanite Chunk
Lightning Murakumo +1	219/0/0/219	-/-/-/-	60/10/40/43.2	x1 Titanite Chunk
Lightning Murakumo +2	235/0/0/235	-/-/-/-	60/10/40/46.4	x1 Titanite Chunk
Lightning Murakumo +3	250/0/0/250	-/-/-/-	60/10/40/49.6	x2 Titanite Chunks
Lightning Murakumo +4	266/0/0/266	-/-/-/-	60/10/40/52.8	x2 Titanite Chunks
Lightning Murakumo +5	282/0/0/282	-/-/-/-	60/10/40/56	x1 Titanite Slab

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Murakumo +5
- Titanite

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements
Raw Murakumo +0	195/0/0/0	E/C/-/-	x1 Large Titanite Shard
Raw Murakumo +1	208/0/0/0	E/C/-/-	x1 Large Titanite Shard
Raw Murakumo +2	221/0/0/0	E/C/-/-	x1 Large Titanite Shard
Raw Murakumo +3	234/0/0/0	E/C/-/-	x2 Large Titanite Shards
Raw Murakumo +4	247/0/0/0	E/C/-/-	x2 Large Titanite Shards
Raw Murakumo +5	260/0/0/0	E/C/-/-	x3 Large Titanite Shards

Magic

Base damage reduced, minimal strength bonus added, dexterity bonus reduced to minimal, moderate intelligence bonus added.

Requires

- Murakumo +5
- Green Titanite
- Blue Titanite (for +6 to +10)

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Magic Murakumo +0	127/138/0/0	E/E/C/-	0/0/-/-	x1 Green Titanite Shard
Magic Murakumo +1	136/147/0/0	E/E/C/-	0/0/-/-	x1 Green Titanite Shard
Magic Murakumo +2	144/156/0/0	E/E/C/-	0/0/-/-	x1 Green Titanite Shard
Magic Murakumo +3	153/165/0/0	E/E/C/-	0/0/-/-	x2 Green Titanite Shards
Magic Murakumo +4	161/174/0/0	E/E/C/-	0/0/-/-	x2 Green Titanite Shards
Magic Murakumo +5	170/184/0/0	E/E/C/-	0/0/-/-	x3 Green Titanite Shards
Magic Murakumo +6	178/193/0/0	E/E/B/-	0/0/-/-	x1 Blue Titanite Chunk
Magic Murakumo +7	187/202/0/0	E/E/B/-	0/0/-/-	x1 Blue Titanite Chunk
Magic Murakumo +8	195/211/0/0	E/E/B/-	0/0/-/-	x2 Blue Titanite Chunks
Magic Murakumo +9	204/220/0/0	E/E/B/-	0/0/-/-	x3 Blue Titanite Chunks
Magic Murakumo +10	212/230/0/0	E/E/B/-	0/0/-/-	x1 Blue Titanite Slab

Enchanted

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

Requires

- Magic Murakumo +5
- Blue Titanite

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Enchanted Murakumo +0	170/180/0/0	E/E/C/-	0/0/-/-	x1 Blue Titanite Chunk
Enchanted Murakumo +1	176/185/0/0	E/E/C/-	0/0/-/-	x1 Blue Titanite Chunk
Enchanted Murakumo +2	183/190/0/0	E/E/B/-	0/0/-/-	x1 Blue Titanite Chunk
Enchanted Murakumo +3	190/196/0/0	E/E/A/-	0/0/-/-	x2 Blue Titanite Chunks
Enchanted Murakumo +4	197/201/0/0	E/E/A/-	0/0/-/-	x3 Blue Titanite Chunks
Enchanted Murakumo +5	204/208/0/0	E/E/A/-	0/0/-/-	x1 Blue Titanite Slab

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Murakumo +5
- Green Titanite
- White Titanite

5% STR, 33% DEX, 70% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements
Divine Murakumo +0	114/139/0/0	E/D/-/C	0/0/110/-	x1 Green Titanite Shard
Divine Murakumo +1	121/148/0/0	E/D/-/C	0/0/110/-	x1 Green Titanite Shard
Divine Murakumo +2	129/158/0/0	E/D/-/C	0/0/110/-	x1 Green Titanite Shard
Divine Murakumo +3	136/167/0/0	E/D/-/C	0/0/110/-	x2 Green Titanite Shards
Divine Murakumo +4	144/176/0/0	E/D/-/C	0/0/110/-	x2 Green Titanite Shards
Divine Murakumo +5	152/186/0/0	E/D/-/C	0/0/110/-	x3 Green Titanite Shards
Divine Murakumo +6	159/195/0/0	E/D/-/C	0/0/110/-	x1 White Titanite Chunk
Divine Murakumo +7	167/204/0/0	E/D/-/C	0/0/110/-	x1 White Titanite Chunk
Divine Murakumo +8	174/213/0/0	E/D/-/C	0/0/110/-	x2 White Titanite Chunks
Divine Murakumo +9	182/223/0/0	E/D/-/B	0/0/110/-	x3 White Titanite Chunks
Divine Murakumo +10	190/232/0/0	E/D/-/B	0/0/110/-	x1 White Titanite Slab

Occult

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

- Divine Murakumo +5
- White Titanite

5% STR, 31% DEX, 82% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements
Occult Murakumo +0	156/170/0/0	E/D/-/B	0/0/-/110	x1 White Titanite Chunk
Occult Murakumo +1	165/178/0/0	E/D/-/B	0/0/-/110	x1 White Titanite Chunk
Occult Murakumo +2	174/187/0/0	E/D/-/B	0/0/-/110	x1 White Titanite Chunk
Occult Murakumo +3	184/195/0/0	E/D/-/B	0/0/-/110	x2 White Titanite Chunks
Occult Murakumo +4	193/204/0/0	E/D/-/B	0/0/-/110	x3 White Titanite Chunks
Occult Murakumo +5	202/212/0/0	E/D/-/B	0/0/-/110	x1 White Titanite Slab

Fire

Fire damage added. All stat bonuses removed.
Requires

- Murakumo +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Upgrade Requirements
Fire Murakumo +0	146/0/146/0	-/-/-	60/10/40/40	x1 Green Titanite Shard
Fire Murakumo +1	158/0/158/0	-/-/-	60/10/40.4/40	x1 Green Titanite Shard
Fire Murakumo +2	169/0/169/0	-/-/-	60/10/40.8/40	x1 Green Titanite Shard
Fire Murakumo +3	180/0/180/0	-/-/-	60/10/41.2/40	x2 Green Titanite Shards
Fire Murakumo +4	192/0/192/0	-/-/-	60/10/41.6/40	x2 Green Titanite Shards
Fire Murakumo +5	203/0/203/0	-/-/-	60/10/42/40	x3 Green Titanite Shards
Fire Murakumo +6	216/0/216/0	-/-/-	60/10/42.4/40	x1 Red Titanite Chunk
Fire Murakumo +7	230/0/230/0	-/-/-	60/10/42.8/40	x1 Red Titanite Chunk
Fire Murakumo +8	244/0/244/0	-/-/-	60/10/43.2/40	x2 Red Titanite Chunks
Fire Murakumo +9	257/0/257/0	-/-/-	60/10/43.6/40	x3 Red Titanite Chunks
Fire Murakumo +10	271/0/271/0	-/-/-	60/10/44/40	x1 Red Titanite Slab

Chaos

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

- Fire Murakumo +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Upgrade Requirements
Chaos Murakumo +0	178/0/203/0	-/-/-	60/10/40/40	x1 Red Titanite Chunk
Chaos Murakumo +1	188/0/214/0	-/-/-	60/10/40.8/40	x1 Red Titanite Chunk
Chaos Murakumo +2	198/0/226/0	-/-/-	60/10/41.6/40	x1 Red Titanite Chunk
Chaos Murakumo +3	207/0/237/0	-/-/-	60/10/42.4/40	x2 Red Titanite Chunks
Chaos Murakumo +4	217/0/248/0	-/-/-	60/10/43.2/40	x3 Red Titanite Chunks
Chaos Murakumo +5	227/0/259/0	-/-/-	60/10/44/40	x1 Red Titanite Slab

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:	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. (18 x 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:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. when two handing this weapon, only 19 Strength is required

Server

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

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

“

A curved greatsword used in a mysterious ancient rite.

Imbued with a frightful occult energy which restores HP with each hit.

Availability

Treasure in the swamp at the bottom of Blighttown in the area with many Giant Leeches — Video Guide

General Information

Restores 7 HP each time an enemy is hit

It can sometimes restore more health (up to 44 HP) when swiped certain dying enemies just as absorbing their souls (tested with Undead Soldiers). Works with bosses and NPCs as well. Works when using to hit an enemy's shield, even if dealing no damage.

If more than one enemy is hit in the same swing, the amount of health restored does not change. Strong attacks and 2-handed attacks also do not gain more health.

Despite this item's text referencing "occult magic", upgrading it into an Occult Weapon does not increase the HP gained per hit.

This item will stack with the Ring of the Evil Eye.

Although there is no real-life weapon called the Server, it is based on a traditional Nepalese weapon called the ram-dao, used for beheading animal sacrifices during rituals.

Upon ascending the weapon along the Fire or Chaos path, its description changes to *"Imbued with a frightful heretical energy, this swords restores HP with each hit"*

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Server	107/0/0/0 (Slash)	100	140	10	24 ¹ /13/0/0 E/C/-/-	60/10/40/40	36	50

Move Set

1 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy alternating horizontal slashes.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping right-to-left horizontal slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 (left hand)	Guard.	
L2 (left hand)	Fast left-to-right horizontal slash.	

2 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy overhead chop into a second overhead chop.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab
Server +0	107/0/0/0	E/C/-/-				
Server +1	117/0/0/0	E/C/-/-	1			
Server +2	128/0/0/0	E/C/-/-	1			
Server +3	139/0/0/0	E/C/-/-	2			
Server +4	149/0/0/0	E/C/-/-	2			
Server +5	160/0/0/0	E/C/-/-	3			
Server +6	171/0/0/0	E/C/-/-		1		
Server +7	181/0/0/0	E/C/-/-		1		
Server +8	192/0/0/0	E/C/-/-		2		
Server +9	203/0/0/0	E/C/-/-		2		
Server +10	214/0/0/0	E/C/-/-		3		
Server +11	224/0/0/0	E/B/-/-			1	
Server +12	235/0/0/0	E/B/-/-			1	
Server +13	246/0/0/0	E/B/-/-			2	
Server +14	256/0/0/0	E/B/-/-			3	
Server +15	267/0/0/0	E/B/-/-				1

Crystal

Server durability reduced to **14**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Server +10
- Titanite

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab
Crystal Server +0	235/0/0/0	E/B/-/-	1	
Crystal Server +1	246/0/0/0	E/B/-/-	1	
Crystal Server +2	256/0/0/0	E/B/-/-	1	
Crystal Server +3	267/0/0/0	E/B/-/-	2	
Crystal Server +4	278/0/0/0	E/B/-/-	3	
Crystal Server +5	288/0/0/0	E/B/-/-		1

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Server +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab
Lightning Server +0	192/0/0/192	-/-/-/-	60/10/40/40	1	
Lightning Server +1	207/0/0/207	-/-/-/-	60/10/40/43.2	1	
Lightning Server +2	222/0/0/222	-/-/-/-	60/10/40/46.4	1	
Lightning Server +3	237/0/0/237	-/-/-/-	60/10/40/49.6	2	
Lightning Server +4	252/0/0/252	-/-/-/-	60/10/40/52.8	3	
Lightning Server +5	267/0/0/267	-/-/-/-	60/10/40/56		1

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Server +5
- Titanite

11% STR, 55% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard
Raw Server +0	184/0/0/0	E/C/-/-	1
Raw Server +1	196/0/0/0	E/C/-/-	1
Raw Server +2	209/0/0/0	E/C/-/-	1
Raw Server +3	221/0/0/0	E/C/-/-	2
Raw Server +4	233/0/0/0	E/C/-/-	2
Raw Server +5	246/0/0/0	E/C/-/-	3

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Server +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
Magic Server +0	120/130/0/0	E/D/C/-	1		
Magic Server +1	128/139/0/0	E/D/C/-	1		
Magic Server +2	136/147/0/0	E/D/C/-	1		
Magic Server +3	144/156/0/0	E/D/C/-	2		
Magic Server +4	152/165/0/0	E/D/C/-	2		
Magic Server +5	160/174/0/0	E/D/C/-	3		
Magic Server +6	168/182/0/0	E/D/C/-		1	
Magic Server +7	176/191/0/0	E/D/C/-		1	
Magic Server +8	184/200/0/0	E/D/C/-		2	
Magic Server +9	192/208/0/0	E/D/C/-		3	
Magic Server +10	200/217/0/0	E/D/C/-			1

Enchanted

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

- Magic Server +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
Enchanted Server +0	160/172/0/0	E/E/C/-	1	
Enchanted Server +1	166/177/0/0	E/E/C/-	1	
Enchanted Server +2	172/182/0/0	E/E/B/-	1	
Enchanted Server +3	179/187/0/0	E/E/B/-	2	
Enchanted Server +4	185/192/0/0	E/E/A/-	3	
Enchanted Server +5	192/199/0/0	E/E/A/-		1

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Server +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
Divine Server +0	108/132/0/0	E/D/-/C	0/0/110/-	1		
Divine Server +1	115/140/0/0	E/D/-/C	0/0/110/-	1		
Divine Server +2	122/149/0/0	E/D/-/C	0/0/110/-	1		
Divine Server +3	129/158/0/0	E/D/-/C	0/0/110/-	2		
Divine Server +4	136/167/0/0	E/D/-/C	0/0/110/-	2		
Divine Server +5	144/176/0/0	E/D/-/C	0/0/110/-	3		
Divine Server +6	151/184/0/0	E/D/-/C	0/0/110/-		1	
Divine Server +7	158/193/0/0	E/D/-/C	0/0/110/-		1	
Divine Server +8	165/202/0/0	E/D/-/C	0/0/110/-		2	
Divine Server +9	172/211/0/0	E/D/-/C	0/0/110/-		3	
Divine Server +10	180/220/0/0	E/D/-/C	0/0/110/-			1

Occult

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

- Divine Server +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
Occult Server +0	148/160/0/0	E/D/-/B	0/0/-/110	1	
Occult Server +1	156/168/0/0	E/D/-/B	0/0/-/110	1	
Occult Server +2	165/176/0/0	E/D/-/B	0/0/-/110	1	
Occult Server +3	174/184/0/0	E/D/-/B	0/0/-/110	2	
Occult Server +4	183/192/0/0	E/D/-/B	0/0/-/110	3	
Occult Server +5	192/200/0/0	E/D/-/B	0/0/-/110		1

Fire

Fire damage added. All stat bonuses removed.
Requires

- Server +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Fire Server +0	139/0/139/0	-/-/-	60/10/40/40	1		
Fire Server +1	149/0/149/0	-/-/-	60/10/40.4/40	1		
Fire Server +2	160/0/160/0	-/-/-	60/10/40.8/40	1		
Fire Server +3	171/0/171/0	-/-/-	60/10/41.2/40	2		
Fire Server +4	181/0/181/0	-/-/-	60/10/41.6/40	2		
Fire Server +5	192/0/192/0	-/-/-	60/10/42/40	3		
Fire Server +6	205/0/205/0	-/-/-	60/10/42.4/40		1	
Fire Server +7	218/0/218/0	-/-/-	60/10/42.8/40		1	
Fire Server +8	231/0/231/0	-/-/-	60/10/43.2/40		2	
Fire Server +9	243/0/243/0	-/-/-	60/10/43.6/40		3	
Fire Server +10	256/0/256/0	-/-/-	60/10/44/40			1

Chaos

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

- Fire Server +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab
Chaos Server +0	167/0/192/0	-/-/-	60/10/40/40	1	
Chaos Server +1	176/0/203/0	-/-/-	60/10/40.8/40	1	
Chaos Server +2	186/0/214/0	-/-/-	60/10/41.6/40	1	
Chaos Server +3	195/0/224/0	-/-/-	60/10/42.4/40	2	
Chaos Server +4	204/0/235/0	-/-/-	60/10/43.2/40	3	
Chaos Server +5	213/0/246/0	-/-/-	60/10/44/40		1

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. $(18 \times 1.5 = 27)$</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:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. when two handing this weapon, only 16 Strength is required