

Fist Weapons

Fist Weapons (also called Gauntlets) place you directly in harm's way with their minimal range, but reward bold players with lightning-fast attack speed and low Stamina consumption. Rapid combo chains can break guards and drain enemy stamina, making them highly effective at pressuring targets. When wielded in the left hand, some fists can parry, providing more tactical options. While their damage per hit is low, the relentless barrage of strikes compensates. Ideal in cramped environments, Fist Weapons suit players who trust their evasive abilities and wish to overwhelm foes through sheer aggression.

- [Caestus](#)
- [Claw](#)
- [Dark Hand](#)
- [Dragon Bone Fist](#)

Caestus

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

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


“ The weapon augments one's bare hands with thick, studded leather.

The Caestus has a short reach, but quick cool down. Amount of damage inflicted is dependent on its wearer's strength.

Availability

Sold by Andre of Astora for 200 Souls

General Information

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Caestus	66/0/0/0 (Strike)	100	300	0.5	5 ¹ /8/0/0 C/C/-/-	0/0/0/0	0	0/0/-/-	50

Move Set

+ Show Move Set - Hide Move Set

R1 — R1	Right hook punch into backhand blow.	
R2 — R2	Straight punch into uppercut.	
Roll — R1	Backhand blow.	
Backstep or Run — R1	Running backhand blow.	
Forward + R1	Knee kick.	Same effect as a regular kick.

L1 (left hand)	Very fast straight punch.	Much lower damage.
L2 (left hand)	Parry.	

Upgrades

Basic

Standard upgrade path
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Caestus +0	66/0/0/0	C/C/-/-					
Caestus +1	72/0/0/0	C/C/-/-	1				100
Caestus +2	79/0/0/0	C/C/-/-	1				100
Caestus +3	85/0/0/0	C/C/-/-	2				100
Caestus +4	92/0/0/0	C/C/-/-	2				100
Caestus +5	99/0/0/0	C/C/-/-	3				100
Caestus +6	105/0/0/0	C/C/-/-		1			100
Caestus +7	112/0/0/0	C/C/-/-		1			100
Caestus +8	118/0/0/0	C/C/-/-		2			100
Caestus +9	125/0/0/0	C/C/-/-		2			100
Caestus +10	132/0/0/0	C/C/-/-		3			100
Caestus +11	138/0/0/0	C/C/-/-			1		100
Caestus +12	145/0/0/0	C/C/-/-			1		100
Caestus +13	151/0/0/0	C/C/-/-			2		100
Caestus +14	158/0/0/0	C/C/-/-			3		100
Caestus +15	165/0/0/0	C/C/-/-				1	100

Raw

Base damage increased. Stat bonuses reduced.

Requires

- Caestus+5
- Titanite

Ascended by Andre of Astora with Large Ember.

38% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Caestus +0	114/0/0/0	D/D/-/-	1	100
Raw Caestus +1	121/0/0/0	D/D/-/-	1	100
Raw Caestus +2	129/0/0/0	D/D/-/-	1	100
Raw Caestus +3	136/0/0/0	D/D/-/-	2	100
Raw Caestus +4	144/0/0/0	D/D/-/-	2	100
Raw Caestus +5	152/0/0/0	D/D/-/-	3	100

Crystal

Caestus durability reduced to **30**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Caestus+10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Caestus +0	145/0/0/0	C/C/-/-	1		100
Crystal Caestus +1	151/0/0/0	C/C/-/-	1		100
Crystal Caestus +2	158/0/0/0	C/C/-/-	1		100
Crystal Caestus +3	165/0/0/0	C/C/-/-	2		100
Crystal Caestus +4	171/0/0/0	C/C/-/-	3		100
Crystal Caestus +5	178/0/0/0	C/C/-/-		1	100

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Caestus+10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Lightning Caestus +0	118/0/0/118	-/-/-	1		100
Lightning Caestus +1	128/0/0/128	-/-/-	1		100
Lightning Caestus +2	137/0/0/137	-/-/-	1		100
Lightning Caestus +3	146/0/0/146	-/-/-	2		100
Lightning Caestus +4	155/0/0/155	-/-/-	3		100
Lightning Caestus +5	165/0/0/165	-/-/-		1	100

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Caestus+5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

14% STR, 14% DEX, 73% INT scaling

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Caestus +0	75/81/0/0	E/E/C/-	1			100
Magic Caestus +1	80/86/0/0	E/E/C/-	1			100
Magic Caestus +2	85/91/0/0	E/E/C/-	1			100
Magic Caestus +3	90/97/0/0	E/E/C/-	2			100
Magic Caestus +4	95/102/0/0	E/E/C/-	2			100
Magic Caestus +5	100/108/0/0	E/E/C/-	3			100
Magic Caestus +6	104/113/0/0	E/E/B/-		1		100
Magic Caestus +7	110/118/0/0	E/E/B/-		1		100
Magic Caestus +8	115/124/0/0	E/E/B/-		2		100
Magic Caestus +9	120/129/0/0	E/E/B/-		3		100
Magic Caestus +10	125/135/0/0	E/E/B/-			1	100

Enchanted

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

- Magic Caestus+5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

10% STR, 10% DEX, 72% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Caestus +0	100/106/0/0	E/E/B/-	1		100
Enchanted Caestus +1	104/109/0/0	E/E/B/-	1		100
Enchanted Caestus +2	108/112/0/0	E/E/A/-	1		100
Enchanted Caestus +3	112/115/0/0	E/E/A/-	2		100
Enchanted Caestus +4	116/118/0/0	E/E/A/-	3		100
Enchanted Caestus +5	120/122/0/0	E/E/A/-		1	100

Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Caestus+5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

20% STR, 20% DEX, 73% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Caestus +0	67/82/0/0	D/D/-/C	0/0/110/-	1			100
Divine Caestus +1	72/88/0/0	D/D/-/C	0/0/110/-	1			100
Divine Caestus +2	76/93/0/0	D/D/-/C	0/0/110/-	1			100
Divine Caestus +3	81/99/0/0	D/D/-/C	0/0/110/-	2			100
Divine Caestus +4	85/104/0/0	D/D/-/C	0/0/110/-	2			100
Divine Caestus +5	90/110/0/0	D/D/-/C	0/0/110/-	3			100
Divine Caestus +6	94/115/0/0	D/D/-/B	0/0/110/-		1		100
Divine Caestus +7	99/121/0/0	D/D/-/B	0/0/110/-		1		100
Divine Caestus +8	103/126/0/0	D/D/-/B	0/0/110/-		2		100
Divine Caestus +9	108/132/0/0	D/D/-/B	0/0/110/-		3		100
Divine Caestus +10	112/137/0/0	D/D/-/B	0/0/110/-			1	100

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Caestus+5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

18% STR, 18% DEX, 86% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Caestus +0	90/100/0/0	E/E/-/B	0/0/-/110	1		100
Occult Caestus +1	95/104/0/0	E/E/-/B	0/0/-/110	1		100
Occult Caestus +2	100/110/0/0	E/E/-/B	0/0/-/110	1		100
Occult Caestus +3	106/115/0/0	E/E/-/B	0/0/-/110	2		100
Occult Caestus +4	111/120/0/0	D/D/-/A	0/0/-/110	3		100
Occult Caestus +5	116/125/0/0	D/D/-/A	0/0/-/110		1	100

Fire

Fire damage added. All stat bonuses removed.

Requires

- Caestus+5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Caestus +0	85/0/85/0	-/-/-/-	1			100
Fire Caestus +1	92/0/92/0	-/-/-/-	1			100
Fire Caestus +2	99/0/99/0	-/-/-/-	1			100
Fire Caestus +3	105/0/105/0	-/-/-/-	2			100
Fire Caestus +4	112/0/112/0	-/-/-/-	2			100
Fire Caestus +5	118/0/118/0	-/-/-/-	3			100
Fire Caestus +6	126/0/126/0	-/-/-/-		1		100
Fire Caestus +7	134/0/134/0	-/-/-/-		1		100
Fire Caestus +8	142/0/142/0	-/-/-/-		2		100
Fire Caestus +9	150/0/150/0	-/-/-/-		3		100
Fire Caestus +10	158/0/158/0	-/-/-/-			1	100

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires

- Fire Caestus+5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Caestus +0	102/0/118/0	-/-/-	1		100
Chaos Caestus +1	108/0/125/0	-/-/-	1		100
Chaos Caestus +2	114/0/132/0	-/-/-	1		100
Chaos Caestus +3	119/0/138/0	-/-/-	2		100
Chaos Caestus +4	125/0/145/0	-/-/-	3		100
Chaos Caestus +5	131/0/151/0	-/-/-		1	100

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. $(18 \times 1.5 = 27)$</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. This weapon cannot be two-handed.

Claw

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

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

“
A weapon formed by three sharp claws.
Attacks cause bleeding, and the wounds inflicted are not easily mended.
Preferred weapon of the spooks of an Eastern land.

Availability

Sold by Shiva of the East for 5,000 Souls

General Information

Bleed build-up is 30 per strike.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Claw	72/0/0/0 (Slash)	150	1.0	6 ¹ /14/0/0 E/B/-/-	0/0/0/0	0	300/0/-/-	50

Move Set

+ Show Move Set - Hide Move Set

R1 — R1	Right hook punch into backhand blow.	
R2 — R2	Right-to-left slash into left-to-right slash.	
Roll — R1	Rolling thrust.	

Backstep or Run — R1	Running backhand blow.	
Forward + R1	Knee kick.	Same effect as a regular kick.
L1 (left hand)	Left-to-right slash.	
L2 (left hand)	Parry.	

- Rolling R1 attack is replaced by a second roll into a thrust attack.
- R2 attacks are replaced by alternative wide horizontal slash attacks.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

13% STR, 85% DEX scaling

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Claw +0	72/0/0/0	E/B/-/-					
Claw +1	79/0/0/0	E/B/-/-	1				100
Claw +2	86/0/0/0	E/B/-/-	1				100
Claw +3	93/0/0/0	E/B/-/-	2				100
Claw +4	100/0/0/0	E/B/-/-	2				100
Claw +5	108/0/0/0	E/B/-/-	3				100
Claw +6	115/0/0/0	E/B/-/-		1			100
Claw +7	122/0/0/0	E/B/-/-		1			100
Claw +8	129/0/0/0	E/B/-/-		2			100
Claw +9	136/0/0/0	E/B/-/-		2			100
Claw +10	144/0/0/0	E/B/-/-		3			100
Claw +11	151/0/0/0	E/B/-/-			1		100
Claw +12	158/0/0/0	E/B/-/-			1		100
Claw +13	165/0/0/0	E/B/-/-			2		100
Claw +14	172/0/0/0	E/A/-/-			3		100
Claw +15	180/0/0/0	E/A/-/-				1	100

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Claw+5
- Titanite

Ascended by Andre of Astora with Large Ember.

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Claw +0	124/0/0/0	E/C/-/-	1	100
Raw Claw +1	132/0/0/0	E/C/-/-	1	100
Raw Claw +2	141/0/0/0	E/C/-/-	1	100
Raw Claw +3	149/0/0/0	E/C/-/-	2	100
Raw Claw +4	157/0/0/0	E/C/-/-	2	100
Raw Claw +5	166/0/0/0	E/C/-/-	3	100

Crystal

Claw durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Claw +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Claw +0	158/0/0/0	E/B/-/-	1		100
Crystal Claw +1	165/0/0/0	E/B/-/-	1		100
Crystal Claw +2	172/0/0/0	E/B/-/-	1		100
Crystal Claw +3	180/0/0/0	E/B/-/-	2		100
Crystal Claw +4	187/0/0/0	E/A/-/-	3		100
Crystal Claw +5	194/0/0/0	E/A/-/-		1	100

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Claw+10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Lightning Claw +0	129/0/0/129	-/-/-/-	1		100
Lightning Claw +1	139/0/0/139	-/-/-/-	1		100
Lightning Claw +2	149/0/0/149	-/-/-/-	1		100
Lightning Claw +3	159/0/0/159	-/-/-/-	2		100
Lightning Claw +4	169/0/0/169	-/-/-/-	3		100
Lightning Claw +5	180/0/0/180	-/-/-/-		1	100

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Claw+5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

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

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Claw +0	81/87/0/0	E/D/C/-	1			100
Magic Claw +1	86/92/0/0	E/D/C/-	1			100
Magic Claw +2	91/98/0/0	E/D/C/-	1			100
Magic Claw +3	97/104/0/0	E/D/C/-	2			100
Magic Claw +4	102/110/0/0	E/D/C/-	2			100
Magic Claw +5	108/116/0/0	E/D/C/-	3			100
Magic Claw +6	113/121/0/0	E/D/B/-		1		100
Magic Claw +7	118/127/0/0	E/D/B/-		1		100
Magic Claw +8	124/133/0/0	E/D/B/-		2		100
Magic Claw +9	129/139/0/0	E/D/B/-		3		100
Magic Claw +10	135/145/0/0	E/D/B/-			1	100

Enchanted

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

- Magic Claw +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

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

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Claw +0	108/114/0/0	E/E/C/-	1		100
Enchanted Claw +1	112/117/0/0	E/E/B/-	1		100
Enchanted Claw +2	116/120/0/0	E/E/B/-	1		100
Enchanted Claw +3	120/124/0/0	E/E/A/-	2		100
Enchanted Claw +4	125/127/0/0	E/E/A/-	3		100
Enchanted Claw +5	129/132/0/0	E/E/A/-		1	100

Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Claw +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

5% STR, 33% DEX, 70% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Claw +0	72/88/0/0	E/D/-/C	300/0/110/-	1			100
Divine Claw +1	76/94/0/0	E/D/-/C	300/0/110/-	1			100
Divine Claw +2	81/100/0/0	E/D/-/C	300/0/110/-	1			100
Divine Claw +3	86/106/0/0	E/D/-/C	300/0/110/-	2			100
Divine Claw +4	91/112/0/0	E/D/-/C	300/0/110/-	2			100
Divine Claw +5	96/118/0/0	E/D/-/C	300/0/110/-	3			100
Divine Claw +6	100/123/0/0	E/D/-/C	300/0/110/-		1		100
Divine Claw +7	105/129/0/0	E/D/-/C	300/0/110/-		1		100
Divine Claw +8	110/135/0/0	E/D/-/C	300/0/110/-		2		100
Divine Claw +9	115/141/0/0	E/D/-/B	300/0/110/-		3		100
Divine Claw +10	120/147/0/0	E/D/-/B	300/0/110/-			1	100

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Claw +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

5% STR, 31% DEX, 82% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Claw +0	100/108/0/0	E/D/-/B	300/0/-/110	1		100
Occult Claw +1	105/113/0/0	E/D/-/B	300/0/-/110	1		100
Occult Claw +2	112/118/0/0	E/D/-/B	300/0/-/110	1		100
Occult Claw +3	117/124/0/0	E/D/-/B	300/0/-/110	2		100
Occult Claw +4	124/129/0/0	E/D/-/B	300/0/-/110	3		100
Occult Claw +5	130/135/0/0	E/D/-/B	300/0/-/110		1	100

Fire

Fire damage added. All stat bonuses removed
Requires

- Claw +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Claw +0	93/0/93/0	-/-/-	1			100
Fire Claw +1	100/0/100/0	-/-/-	1			100
Fire Claw +2	108/0/108/0	-/-/-	1			100
Fire Claw +3	115/0/115/0	-/-/-	2			100
Fire Claw +4	122/0/122/0	-/-/-	2			100
Fire Claw +5	129/0/129/0	-/-/-	3			100
Fire Claw +6	138/0/138/0	-/-/-		1		100
Fire Claw +7	146/0/146/0	-/-/-		1		100
Fire Claw +8	155/0/155/0	-/-/-		2		100
Fire Claw +9	164/0/164/0	-/-/-		3		100
Fire Claw +10	172/0/172/0	-/-/-			1	100

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires

- Fire Claw +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Claw +0	113/0/129/0	-/-/-	1		100
Chaos Claw +1	119/0/136/0	-/-/-	1		100
Chaos Claw +2	126/0/144/0	-/-/-	2		100
Chaos Claw +3	132/0/151/0	-/-/-	2		100
Chaos Claw +4	138/0/158/0	-/-/-	3		100
Chaos Claw +5	144/0/165/0	-/-/-		1	100

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. This weapon cannot be two-handed.

Dark Hand

<https://jadepilld.github.io/souls-model-viewer/ds1/weapons.html?model=Dark%20Hand.glb>

<https://jadepilld.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Dark%20Hand>

“ The Darkwraiths, incited by Kaathe, use the power of the dark soul to absorb humanity, an art shared by this weapon, which also acts as a special shield. The ancients, particularly,

could sap the humanity of even a replete saint in the blink of an eye.

Dark Hand as a shield
Attacking
Stealing Humanity

Availability

Join the Darkwraith Covenant

Dropped by the Darkwraiths in New Londo Ruins (1% drop rate)

General Information

This weapon cannot be upgraded.

The Dark Hand can be used multiple times without making NPCs hostile, as long as no damage is done.

To absorb humanity from sitting NPCs like Patches at Firelink Shrine, make them stand up by hitting them with very weak attacks (barehanded punch, Pyromancy Flame punch, kicking, using Force, etc.)

Beware that using the drain attack in tight spaces or with a seated target (or other non-standing posture) does a glowing punch rather than the drain. Ensure ample space or make them stand prior

to draining to avoid making NPCs hostile.

When equipped as a shield, a right hand catalyst can buff it with Strong Magic Shield for much better stability, but there will be no visual effect. The upside of this is that it can trick players in PVP.

The amount of maximum Humanity absorbed per attack scales with the player's Darkwraith covenant rank.

Darkwraith covenant level	Max. Humanities absorbed per use
0	1
+1	3
+2	5
+3	10

Image	Name	Damag e	Critical Bonus	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Damag e Reduct ion %	Stabilit y	Aux Effects	Frampt Souls
	Dark Hand	200/0/0 /0 (Strike)	100	999	0.5	0/0/0/0 -/-/-/-	80/80/80/80	30	0 / 0 / 0 / 130	1

Move Set

+ Show Move Set - Hide Move Set

R1 — R1	Right hook punch into backhand blow.	
R2	Grab.	
Roll — R1	Backhand blow.	
Backstep or Run — R1	Running backhand blow.	
Forward + R1	Knee kick.	Same effect as a regular kick.
L1 (left hand)	Guard.	
L2 (left hand)	Parry.	

- When equipped in the left hand slot, the weak attack (block button) will spawn a blackhole-like shield with no deflection. The strong attack will parry.
- When equipped in the right hand slot, the strong attack will do a grab attack, similar to the Darkwraith enemy, that can absorb (soft) Humanity from invading online players and some NPCs.

Humanities Absorption on NPCs

Depending on the player's Darkwraith covenant rank, one may need to use the Dark Hand several times to fully drain an NPC's Humanity. Some NPCs may end up Hollowed if their quests are finished or when all their items are purchased. Hollowed NPCs yield no Humanity when the Dark Hand is used on them.

For the sake of completion, the list below also contains NPCs that have no drainable Humanity, but can be targeted by the drain move of the Dark Hand.

NPC Name	Max. Drainable Humanities	Notes
Lord's Blade Ciaran	none	-
Crestfallen Merchant	none	-
Crestfallen Warrior	none	-
Domhnall of Zena	none	-
Dusk of Oolacile	none	-
Griggs of Vinheim	3 Humanities	Will become hollow if all his Sorceries are bought
Ingward	4 Humanities	-
Lady of the Darkling	none	-
Laurentius of the Great Swamp	5 Humanities	Drain him at Firelink Shrine, after being saved from Depths Will become hollow if let go to seek Quelaana of Izalith
Dark Spirit Kirk, Knight of Thorns	none	-
Knight Lautrec of Carim	8 Humanities	May become lost; see his page and Anastacia's for more details
Big Hat Logan	none	-
Dark Spirit Maneater Mildred	8 Humanities	Refer to Phantoms on how to spawn her
Oswald of Carim	none	-
Oscar, Knight of Astora	none	Initial meeting in Undead Asylum.

Patches	7 Humanities	-
Petrus of Thorolund	2 Humanities	-
Quelaana of Izalith	none	-
Rhea of Thorolund	12 Humanities	Drain her in Undead Parish, after being saved from Tomb of the Giants See her page for more details
Sieglinde of Catarina	10 Humanities	-
Siegmeyer of Catarina	4 Humanities	See his page for more details
Solaire of Astora	5 Humanities	May become lost; see his page for more details
Vince of Thorolund Nico of Thorolund	5 Humanities 3 Humanities	Drain as soon as met at Firelink Shrine
Darkmoon Soldiers	6 Humanites (3 each)	
Forest Hunters	none	-

Dragon Bone Fist

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

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


“
*A weapon from the soul of the Iron Golem,
guardian of Sen's Fortress who repelled countless heroes who sought Anor Londo.*

*The Gods fused the power of the soul with the great bones of the dragons,
forming an appropriate core for the giant golem.*

Availability

Created by the Giant Blacksmith in Anor Londo using the Core of an Iron Golem, from a +10 Caestus or Claw for 5,000 Souls

General Information

Image	Name	Damag e	Critical	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Damag e Reduct ion %	Aux Effects	Stabilit y	Frampt Souls
	Dragon Bone Fist	95/0/0/ 0 (Strike)	100	999	8.0	20 ¹ /0/0/0 A/-/-/-	0/0/0/0	0/0/-/-	0	5,000

Move Set

+ Show Move Set - Hide Move Set

R1 — R1	Right hook punch into backhand blow.	
R2	Uppercut.	
Roll — R1	Backhand blow.	
Backstep or Run — R1	Running backhand blow.	
Forward + R1	Knee kick.	Same effect as a regular kick.
L1 (left hand)	Very fast straight punch.	Much lower damage.
L2 (left hand)	Parry.	

- Strong attack is a delayed jumping uppercut that drains high amount of stamina on block and can knock enemies down on hit. Grants Hyperarmor and Vulnerability for the duration spent off the ground.

Upgrades

Requires Dragon Scale

120% STR scaling.

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Dragon Bone Fist +0	95/0/0/0	A/-/-/-		
Dragon Bone Fist +1	104/0/0/0	A/-/-/-	1	5,000
Dragon Bone Fist +2	114/0/0/0	A/-/-/-	1	5,000
Dragon Bone Fist +3	123/0/0/0	A/-/-/-	2	5,000
Dragon Bone Fist +4	133/0/0/0	A/-/-/-	2	5,000
Dragon Bone Fist +5	142/0/0/0	S/-/-/-	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>
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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. This weapon cannot be two-handed.