

# Butcher Knife

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

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

“ *Giant butcher knife wielded by the Undead man-eating cook lurking in the Depths.*

*More a tool for subduing and preparing live catches than an actual weapon. Those who have faced this deadly blade have a deeper sense of how helpless prey must feel.*

## Availability

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Maneater Mildred drop in Blighttown

## General Information

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Like all Axes, if an attack doesn't connect with an enemy, the user will stumble and seem to not be able to handle the weight. If the hit connects, the stumble animation does not come into play and the user moves as normal.

Restores 5 HP each time an enemy is hit.

It can sometimes restore more health (up to 40 HP) when hitting certain dying enemies just as the players absorb their Souls (tested with Undead Soldiers and Undead Assassins). This also works on bosses and NPCs (such as those of the Clan of Forest Protectors) multiple times during their dying animation to recover more health.

This item will restore health even if used to hit an enemy's shield and deal no damage (tested with Royal Sentinels).

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.

This healing effect will stack with the Ring of the Evil Eye.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Butcher Knife	90/0/0/0 (Regular)	100	250	10.0	24 <sup>1</sup> /0/0/0 B/-/-/-	55/10/40/40	36	50

## Move Set

1 Handed		
R1	Right-to-left horizontal swing.	
R2	Dashing vertical chop.	No stagger on miss.
Roll — R1	Fast overhead chop.	
Backstep or Run — R1	Fast running chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping overhead chop.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal swing.	

2 Handed		
R1	Right-to-left horizontal swing.	
R2 — R2	Guillotine chop into guillotine chop.	No stagger on miss.
Roll — R1	Fast overhead chop.	
Backstep or Run — R1	Fast running chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping overhead chop.	
L1 or L2	Guard.	

- Strong attack (1-handed) is replaced by a run up to a vertical chop that does not cause staggering if it misses.
- Strong attack (2-handed) is replaced by a heavy guillotine chop attack that does not cause staggering if it misses.

# Upgrades

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## Basic

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Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

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

88% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Butcher Knife +0	90/0/0/0	B/-/-/-					
Butcher Knife +1	99/0/0/0	B/-/-/-	1				200
Butcher Knife +2	108/0/0/0	B/-/-/-	1				200
Butcher Knife +3	116/0/0/0	B/-/-/-	2				200
Butcher Knife +4	126/0/0/0	B/-/-/-	2				200
Butcher Knife +5	135/0/0/0	B/-/-/-	3				200
Butcher Knife +6	144/0/0/0	B/-/-/-		1			200
Butcher Knife +7	153/0/0/0	B/-/-/-		1			200
Butcher Knife +8	162/0/0/0	B/-/-/-		2			200
Butcher Knife +9	171/0/0/0	B/-/-/-		2			200
Butcher Knife +10	180/0/0/0	B/-/-/-		3			200
Butcher Knife +11	188/0/0/0	A/-/-/-			1		200
Butcher Knife +12	198/0/0/0	A/-/-/-			1		200
Butcher Knife +13	207/0/0/0	A/-/-/-			2		200
Butcher Knife +14	216/0/0/0	A/-/-/-			3		200
Butcher Knife +15	225/0/0/0	A/-/-/-				1	200

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Butcher Knife+5
- Titanite

Ascended by Andre of Astora with Large Ember.

66% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Butcher Knife +0	156/0/0/0	C/-/-	1	200
Raw Butcher Knife +1	166/0/0/0	C/-/-	1	200
Raw Butcher Knife +2	176/0/0/0	C/-/-	1	200
Raw Butcher Knife +3	187/0/0/0	C/-/-	2	200
Raw Butcher Knife +4	197/0/0/0	C/-/-	2	200
Raw Butcher Knife +5	208/0/0/0	C/-/-	3	200

## Crystal

Butcher Knife durability reduced to **25**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Butcher Knife+10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

88% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Butcher Knife +0	198/0/0/0	A/-/-	1		200
Crystal Butcher Knife +1	207/0/0/0	A/-/-	1		200
Crystal Butcher Knife +2	216/0/0/0	A/-/-	1		200
Crystal Butcher Knife +3	225/0/0/0	A/-/-	2		200
Crystal Butcher Knife +4	233/0/0/0	A/-/-	3		200
Crystal Butcher Knife +5	243/0/0/0	A/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Butcher Knife+10

- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Butcher Knife +0	162/0/0/162	-/-/-	55/10/40/40	1		200
Lightning Butcher Knife +1	174/0/0/174	-/-/-	55/10/40/43.2	1		200
Lightning Butcher Knife +2	187/0/0/187	-/-/-	55/10/40/46.4	1		200
Lightning Butcher Knife +3	199/0/0/199	-/-/-	55/10/40/49.6	2		200
Lightning Butcher Knife +4	212/0/0/212	-/-/-	55/10/40/52.8	3		200
Lightning Butcher Knife +5	225/0/0/225	-/-/-	55/10/40/56		1	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Butcher Knife+5
- Green Titanite
- Blue Titanite

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

25% STR scaling, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Butcher Knife +0	102/109/0/0	D/-/C/-	1			200
Magic Butcher Knife +1	108/116/0/0	D/-/C/-	1			200
Magic Butcher Knife +2	115/124/0/0	D/-/C/-	1			200
Magic Butcher Knife +3	122/131/0/0	D/-/C/-	2			200
Magic Butcher Knife +4	129/138/0/0	D/-/C/-	2			200
Magic Butcher Knife +5	136/146/0/0	D/-/C/-	3			200
Magic Butcher Knife +6	142/153/0/0	D/-/C/-		1		200
Magic Butcher Knife +7	149/160/0/0	D/-/C/-		1		200
Magic Butcher Knife +8	156/167/0/0	D/-/C/-		2		200
Magic Butcher Knife +9	163/175/0/0	D/-/C/-		3		200
Magic Butcher Knife +10	170/182/0/0	D/-/C/-			1	200

## Enchanted

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

- Magic Butcher Knife+5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

18% STR, 62% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Butcher Knife +0	136/144/0/0	E-/C/-	1		200
Enchanted Butcher Knife +1	141/148/0/0	E-/C/-	1		200
Enchanted Butcher Knife +2	146/152/0/0	E-/B/-	1		200
Enchanted Butcher Knife +3	152/156/0/0	E-/B/-	2		200
Enchanted Butcher Knife +4	157/161/0/0	D-/A/-	3		200
Enchanted Butcher Knife +5	163/167/0/0	D-/A/-		1	200

# Divine

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

- Butcher Knife+5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).  
34% STR scaling, 63% FAI scaling.



Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Butcher Knife +0	91/111/0/0	D/-/-/C	0/0/110/-	1			200
Divine Butcher Knife +1	97/118/0/0	D/-/-/C	0/0/110/-	1			200
Divine Butcher Knife +2	103/125/0/0	D/-/-/C	0/0/110/-	1			200
Divine Butcher Knife +3	109/133/0/0	D/-/-/C	0/0/110/-	2			200
Divine Butcher Knife +4	115/140/0/0	D/-/-/C	0/0/110/-	2			200
Divine Butcher Knife +5	122/148/0/0	D/-/-/C	0/0/110/-	3			200
Divine Butcher Knife +6	128/155/0/0	D/-/-/C	0/0/110/-		1		200
Divine Butcher Knife +7	134/162/0/0	D/-/-/C	0/0/110/-		1		200
Divine Butcher Knife +8	140/170/0/0	D/-/-/C	0/0/110/-		2		200
Divine Butcher Knife +9	146/177/0/0	D/-/-/C	0/0/110/-		3		200
Divine Butcher Knife +10	152/185/0/0	D/-/-/C	0/0/110/-			1	200

## Occult

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

Requires

- Divine Butcher Knife+5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

32% STR, 74% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Butcher Knife +0	124/136/0/0	D/-/-/B	0/0/-/110	1		200
Occult Butcher Knife +1	131/142/0/0	D/-/-/B	0/0/-/110	1		200
Occult Butcher Knife +2	138/149/0/0	D/-/-/B	0/0/-/110	1		200
Occult Butcher Knife +3	146/156/0/0	D/-/-/B	0/0/-/110	2		200
Occult Butcher Knife +4	153/163/0/0	D/-/-/B	0/0/-/110	3		200
Occult Butcher Knife +5	161/170/0/0	D/-/-/B	0/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed.

Requires

- Butcher Knife+5
- Green Titanite
- Red Titanite

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

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Butcher Knife +0	116/0/116/0	-/-/-	55/10/40/40	1			200
Fire Butcher Knife +1	126/0/126/0	-/-/-	55/10/40.4/40	1			200
Fire Butcher Knife +2	135/0/135/0	-/-/-	55/10/40.8/40	1			200
Fire Butcher Knife +3	144/0/144/0	-/-/-	55/10/41.2/40	2			200
Fire Butcher Knife +4	153/0/153/0	-/-/-	55/10/41.6/40	2			200
Fire Butcher Knife +5	162/0/162/0	-/-/-	55/10/44/40	3			200
Fire Butcher Knife +6	172/0/172/0	-/-/-	55/10/42.4/40		1		200
Fire Butcher Knife +7	183/0/183/0	-/-/-	55/10/42.8/40		1		200
Fire Butcher Knife +8	194/0/194/0	-/-/-	55/10/43.2/40		2		200
Fire Butcher Knife +9	205/0/205/0	-/-/-	55/10/43.6/40		3		200
Fire Butcher Knife +10	216/0/216/0	-/-/-	55/10/44/40			1	200

# Chaos

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

- Fire Butcher Knife+5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Butcher Knife +0	140/0/162/0	-/-/-	55/10/40/40	1		200
Chaos Butcher Knife +1	148/0/171/0	-/-/-	55/10/40.8/40	1		200
Chaos Butcher Knife +2	156/0/180/0	-/-/-	55/10/41.60/40	1		200
Chaos Butcher Knife +3	163/0/188/0	-/-/-	55/10/42.4/40	2		200
Chaos Butcher Knife +4	171/0/198/0	-/-/-	55/10/43.2/40	3		200
Chaos Butcher Knife +5	179/0/207/0	-/-/-	55/10/44/40		1	200

# Key

<b>Damage:</b>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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.

<b>Stats Needed:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z 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, 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><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<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"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<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.