

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> |

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|----------------------------|---|
| 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.</p> <p>(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. This weapon cannot be two-handed.