

Demon Great Machete

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

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

“ The lesser Capra demons use these greatswords in pairs. The blade is cast iron and hooked.

The sword is imbued with no particular magic, but for those who have the strength, its great weight will smash foes mercilessly.

Availability

Drop from the Capra Demon boss in lower Undead Burg or the Minor Capra Demons which roam the Demon Ruins (5% drop rate)

Sold by Shiva of the East for 10,000 Souls in Blighttown after entering the Forest Hunter Covenant

General Information

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Demon Great Machete	133/0/0/0 (Regular)	100	600	18	40 ¹ /0/0/0 B/-/-	70/10/50/50	44	50

Move Set

Move Set video

1 Handed	
R1	Wide horizontal swings
R2	Jumping downward slash
Roll — R1	Forward Thrust
Backstep or Run — R1	Running slam
L1	Guard
L2	Wide horizontal swings

2 Handed	
R1	Wide horizontal swings
R2	Jumping downward slash
Roll — R1	Forward Thrust
Backstep or Run — R1	Running slam

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

90% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Demon Great Machete +0	133/0/0/0	B/-/-/-					
Demon Great Machete +1	146/0/0/0	B/-/-/-	1				800
Demon Great Machete +2	159/0/0/0	B/-/-/-	1				800
Demon Great Machete +3	172/0/0/0	B/-/-/-	2				800
Demon Great Machete +4	186/0/0/0	B/-/-/-	2				800
Demon Great Machete +5	199/0/0/0	B/-/-/-	3				800
Demon Great Machete +6	212/0/0/0	B/-/-/-		1			800
Demon Great Machete +7	226/0/0/0	B/-/-/-		1			800
Demon Great Machete +8	239/0/0/0	B/-/-/-		2			800
Demon Great Machete +9	252/0/0/0	B/-/-/-		2			800
Demon Great Machete +10	266/0/0/0	B/-/-/-		3			800
Demon Great Machete +11	279/0/0/0	A/-/-/-			1		800
Demon Great Machete +12	292/0/0/0	A/-/-/-			1		800
Demon Great Machete +13	305/0/0/0	A/-/-/-			2		800
Demon Great Machete +14	319/0/0/0	A/-/-/-			3		800
Demon Great Machete +15	332/0/0/0	A/-/-/-				1	800

Crystal

Weapon durability reduced to **60**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Demon Great Machete +10
- Titanite

90% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Demon Great Machete +0	292/0/0/0	A/-/-/-	1		800
Crystal Demon Great Machete +1	305/0/0/0	A/-/-/-	1		800
Crystal Demon Great Machete +2	319/0/0/0	A/-/-/-	1		800
Crystal Demon Great Machete +3	332/0/0/0	A/-/-/-	2		800
Crystal Demon Great Machete +4	345/0/0/0	A/-/-/-	3		800
Crystal Demon Great Machete +5	359/0/0/0	A/-/-/-		1	800

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Demon Great Machete +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Demon Great Machete +0	239/0/0/239	-/-/-/-	70/10/50/50	1		800
Lightning Demon Great Machete +1	258/0/0/258	-/-/-/-	70/10/50/54	1		800
Lightning Demon Great Machete +2	276/0/0/276	-/-/-/-	70/10/50/58	1		800
Lightning Demon Great Machete +3	295/0/0/295	-/-/-/-	70/10/50/62	2		800
Lightning Demon Great Machete +4	313/0/0/313	-/-/-/-	70/10/50/66	3		800
Lightning Demon Great Machete +5	332/0/0/332	-/-/-/-	70/10/50/70		1	800

Raw

Base damage increased. Stat bonuses reduced.

Requires

- Demon Great Machete +5
- Titanite

68% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Demon Great Machete +0	229/0/0/0	C/-/-	1	800
Raw Demon Great Machete +1	244/0/0/0	C/-/-	1	800
Raw Demon Great Machete +2	260/0/0/0	C/-/-	1	800
Raw Demon Great Machete +3	275/0/0/0	C/-/-	2	800
Raw Demon Great Machete +4	290/0/0/0	C/-/-	2	800
Raw Demon Great Machete +5	306/0/0/0	C/-/-	3	800

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Demon Great Machete +5
- Green Titanite
- Blue Titanite

25% STR scaling, 65% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Demon Great Machete +0	150/162/0/0	D/-/C/-	1			800
Magic Demon Great Machete +1	160/172/0/0	D/-/C/-	1			800
Magic Demon Great Machete +2	170/183/0/0	D/-/C/-	1			800
Magic Demon Great Machete +3	180/194/0/0	D/-/C/-	2			800
Magic Demon Great Machete +4	190/205/0/0	D/-/C/-	2			800
Magic Demon Great Machete +5	200/216/0/0	D/-/C/-	3			800
Magic Demon Great Machete +6	209/226/0/0	D/-/C/-		1		800
Magic Demon Great Machete +7	220/237/0/0	D/-/C/-		1		800
Magic Demon Great Machete +8	230/248/0/0	D/-/C/-		2		800
Magic Demon Great Machete +9	240/259/0/0	D/-/C/-		3		800
Magic Demon Great Machete +10	250/270/0/0	D/-/C/-			1	800

Enchanted

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

- Magic Demon Great Machete +5
- Blue Titanite

18% STR, 63% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Demon Great Machete +0	200/212/0/0	E-/C/-	1		800
Enchanted Demon Great Machete +1	208/218/0/0	E-/C/-	1		800
Enchanted Demon Great Machete +2	216/224/0/0	E-/B/-	1		800
Enchanted Demon Great Machete +3	224/231/0/0	E-/B/-	2		800
Enchanted Demon Great Machete +4	232/237/0/0	D/-/A/-	3		800
Enchanted Demon Great Machete +5	240/245/0/0	D/-/A/-		1	800

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Demon Great Machete +5
- Green Titanite
- White Titanite

35% STR, 64% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Demon Great Machete +0	135/165/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon Great Machete +1	144/176/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon Great Machete +2	153/187/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon Great Machete +3	162/198/0/0	D/-/-/C	0/0/110/-	2			800
Divine Demon Great Machete +4	171/209/0/0	D/-/-/C	0/0/110/-	2			800
Divine Demon Great Machete +5	180/220/0/0	D/-/-/C	0/0/110/-	3			800
Divine Demon Great Machete +6	188/230/0/0	D/-/-/C	0/0/110/-		1		800
Divine Demon Great Machete +7	198/242/0/0	D/-/-/C	0/0/110/-		1		800
Divine Demon Great Machete +8	207/253/0/0	D/-/-/C	0/0/110/-		2		800
Divine Demon Great Machete +9	216/264/0/0	D/-/-/C	0/0/110/-		3		800
Divine Demon Great Machete +10	225/275/0/0	D/-/-/C	0/0/110/-			1	800

Occult

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

- Divine Demon Great Machete +5
- White Titanite

33% STR, 76% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Demon Great Machete +0	182/200/0/0	D/-/-/B	0/0/-/110	1		800
Occult Demon Great Machete +1	192/209/0/0	D/-/-/B	0/0/-/110	1		800
Occult Demon Great Machete +2	203/220/0/0	D/-/-/B	0/0/-/110	1		800
Occult Demon Great Machete +3	214/230/0/0	D/-/-/B	0/0/-/110	2		800
Occult Demon Great Machete +4	225/240/0/0	D/-/-/B	0/0/-/110	3		800
Occult Demon Great Machete +5	236/250/0/0	D/-/-/B	0/0/-/110		1	800

Fire

Fire damage added. All stat bonuses removed.
Requires

- Demon Great Machete +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Demon Great Machete +0	172/0/172/0	-/-/-	70/10/50/50	1			800
Fire Demon Great Machete +1	186/0/186/0	-/-/-	70/10/50.5/50	1			800
Fire Demon Great Machete +2	199/0/199/0	-/-/-	70/10/51/50	1			800
Fire Demon Great Machete +3	212/0/212/0	-/-/-	70/10/51.5/50	2			800
Fire Demon Great Machete +4	226/0/226/0	-/-/-	70/10/52/50	2			800
Fire Demon Great Machete +5	239/0/239/0	-/-/-	70/10/52.5/50	3			800
Fire Demon Great Machete +6	255/0/255/0	-/-/-	70/10/53/50		1		800
Fire Demon Great Machete +7	271/0/271/0	-/-/-	70/10/53.5/50		1		800
Fire Demon Great Machete +8	287/0/287/0	-/-/-	70/10/54/50		2		800
Fire Demon Great Machete +9	303/0/303/0	-/-/-	70/10/54.5/50		3		800
Fire Demon Great Machete +10	319/0/319/0	-/-/-	70/10/55/50			1	800

Chaos

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

Requires

- Fire Demon Great Machete +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Demon Great Machete +0	208/0/241/0	-/-/-	70/10/50/50	1		800
Chaos Demon Great Machete +1	220/0/254/0	-/-/-	70/10/51/50	1		800
Chaos Demon Great Machete +2	232/0/268/0	-/-/-	70/10/52/50	1		800
Chaos Demon Great Machete +3	243/0/281/0	-/-/-	70/10/53/50	2		800
Chaos Demon Great Machete +4	255/0/294/0	-/-/-	70/10/54/50	3		800
Chaos Demon Great Machete +5	266/0/308/0	-/-/-	70/10/55/50		1	800

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.</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:	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, 27 Strength is required