

# Great Scythe

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

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

“ *Weapon with a long curved blade. Converted from a wheat-harvesting tool.*

*The magnificent sharp curved blade instills fear in opponents. Perhaps it is their survival instinct at work.*

## Availability

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Treasure in the The Catacombs.

## Getting the Great Scythe

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+ show methods - hide methods

- From the **first rotating** bridge -
  1. Flip the first rotating bridge
  2. Jump right at the end of the bridge
  3. Turn left through the nearest doorway and bear left, before dropping down on the right of the ledge
  4. With your back to the bridge, drop down to the right once more to collect the Scythe
- From the **second rotating** bridge -
  1. Flip the second rotating bridge
  2. Jump down to the to the small ledge on the right. Make the jump quickly if you have not already dealt with Patches
  3. With your back to the bridge, drop down to the right once more to collect the Scythe

video


## General Information

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Bleed buildup is 30 per strike

Like all Halberds, 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.

This weapon together with the Lifehunt Scythe effectively form their own weapon class. Having a unique set of attack and being treated as a different class within the game files, the classification as halberds only comes from their menu text (both in English and Japanese).

| Image   | Name            | Damag<br>e                   | Critical | Durabil<br>ity | Weight | Stats<br>Neede<br>d<br>Stat<br>Bonuse<br>s | Damag<br>e<br>Reduct<br>ion % | Stabilit<br>y | Aux<br>Effects | Frampt<br>Souls |
|---|-----------------|------------------------------|----------|----------------|--------|--|-------------------------------|---------------|----------------|-----------------|
|  | Great<br>Scythe | 100/0/0<br>/0<br><br>(Slash) | 100      | 130            | 5.0    | 14 <sup>1</sup><br>/14/0/0<br><br>E/B/-/-  | 40/10/3<br>0/30               | 22            | 300/0/-<br>/-  | 50              |

# Move Set

+ Show move-set - Hide move-set

| 1 Handed             |   |                               |
|----------------------|---|-------------------------------|
| R1                   | Overhead chop.  | Rather slow for an R1 attack. |
| R2 — R2              | Heavy right-to-left horizontal swing into left-to-right horizontal swing. |                               |
| Roll — R1            | Overhead chop.  |                               |
| Backstep or Run — R1 | Running right-to-left horizontal swing.                                   |                               |
| Forward + R1         | Kick.   | Useful for breaking guard.    |
| Forward + R2         | Jumping left-to-right horizontal slash.                                   |                               |
| L1 (left hand)       | Guard.  |                               |
| L2 (left hand)       | Quick left-to-right horizontal swing.                                     |                               |

| 2 Handed |   |  |
|----------|---|--|
| R1       | Faster overhead chop.   |  |
| R2 — R2  | Running left-to-right horizontal swing into right-to-left horizontal swing. |  |

|                             |   |                            |
|-----------------------------|---|----------------------------|
| <b>Roll — R1</b>            | Overhead chop.                          |                            |
| <b>Backstep or Run — R1</b> | Running right-to-left horizontal swing. |                            |
| <b>Forward + R1</b>         | Kick.                                   | Useful for breaking guard. |
| <b>Forward + R2</b>         | Jumping left-to-right horizontal slash. |                            |
| <b>L1 or L2</b>             | Guard.                                  |                            |

# Upgrades

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## Basic

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Standard upgrade path.  
Requires

- Titanite

13% STR, 85% DEX scaling.

| Name                | Damage    | Stat Bonuses | Shard | L. Shard | Chunk | Slab | Souls |
|---------------------|-----------|--------------|-------|----------|-------|------|-------|
| Great Scythe<br>+0  | 100/0/0/0 | E/B/-/-      | -     | -        | -     | -    | -     |
| Great Scythe<br>+1  | 110/0/0/0 | E/B/-/-      | 1     | -        | -     | -    | 200   |
| Great Scythe<br>+2  | 120/0/0/0 | E/B/-/-      | 1     | -        | -     | -    | 200   |
| Great Scythe<br>+3  | 130/0/0/0 | E/B/-/-      | 2     | -        | -     | -    | 200   |
| Great Scythe<br>+4  | 140/0/0/0 | E/B/-/-      | 2     | -        | -     | -    | 200   |
| Great Scythe<br>+5  | 150/0/0/0 | E/B/-/-      | 3     | -        | -     | -    | 200   |
| Great Scythe<br>+6  | 160/0/0/0 | E/B/-/-      | -     | 1        | -     | -    | 200   |
| Great Scythe<br>+7  | 170/0/0/0 | E/B/-/-      | -     | 1        | -     | -    | 200   |
| Great Scythe<br>+8  | 180/0/0/0 | E/B/-/-      | -     | 2        | -     | -    | 200   |
| Great Scythe<br>+9  | 190/0/0/0 | E/B/-/-      | -     | 2        | -     | -    | 200   |
| Great Scythe<br>+10 | 200/0/0/0 | E/B/-/-      | -     | 3        | -     | -    | 200   |
| Great Scythe<br>+11 | 209/0/0/0 | E/B/-/-      | -     | -        | 1     | -    | 200   |
| Great Scythe<br>+12 | 220/0/0/0 | E/B/-/-      | -     | -        | 1     | -    | 200   |
| Great Scythe<br>+13 | 230/0/0/0 | E/B/-/-      | -     | -        | 2     | -    | 200   |
| Great Scythe<br>+14 | 240/0/0/0 | E/A/-/-      | -     | -        | 3     | -    | 200   |
| Great Scythe<br>+15 | 250/0/0/0 | E/A/-/-      | -     | -        | -     | 1    | 200   |

## Crystal

Weapon durability reduced to **13**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Great Scythe+10
- Titanite

13% STR, 85% DEX scaling.

| Name                    | Damage    | Stat Bonuses | Titanite Chunk | Titanite Slab | Souls |
|-------------------------|-----------|--------------|----------------|---------------|-------|
| Crystal Great Scythe +0 | 220/0/0/0 | E/B/-/-      | 1              |               | 200   |
| Crystal Great Scythe +1 | 230/0/0/0 | E/B/-/-      | 1              |               | 200   |
| Crystal Great Scythe +2 | 240/0/0/0 | E/B/-/-      | 1              |               | 200   |
| Crystal Great Scythe +3 | 250/0/0/0 | E/B/-/-      | 2              |               | 200   |
| Crystal Great Scythe +4 | 260/0/0/0 | E/A/-/-      | 3              |               | 200   |
| Crystal Great Scythe +5 | 270/0/0/0 | E/A/-/-      |                | 1             | 200   |

## Lightning

Adds lightning damage. All stat bonuses removed.  
Requires

- Great Scythe+10
- Titanite

| Name                      | Damage      | Stat Bonuses | Damage Reduction | Titanite Chunk | Titanite Slab | Souls |
|---------------------------|-------------|--------------|------------------|----------------|---------------|-------|
| Lightning Great Scythe +0 | 180/0/0/180 | -/-/-/-      | 40/10/30/30      | 1              |               | 200   |
| Lightning Great Scythe +1 | 194/0/0/194 | -/-/-/-      | 40/10/30/32.4    | 1              |               | 200   |
| Lightning Great Scythe +2 | 208/0/0/208 | -/-/-/-      | 40/10/30/34.8    | 1              |               | 200   |
| Lightning Great Scythe +3 | 222/0/0/222 | -/-/-/-      | 40/10/30/37.2    | 2              |               | 200   |
| Lightning Great Scythe +4 | 235/0/0/235 | -/-/-/-      | 40/10/30/39.6    | 3              |               | 200   |
| Lightning Great Scythe +5 | 250/0/0/250 | -/-/-/-      | 40/10/30/42      |                | 1             | 200   |

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Great Scythe+5

- Titanite

10% STR, 64% DEX scaling.

| Name                | Damage    | Stat Bonuses | L. Shard | Souls |
|---------------------|-----------|--------------|----------|-------|
| Raw Great Scythe +0 | 172/0/0/0 | E/C/-/-      | 1        | 200   |
| Raw Great Scythe +1 | 184/0/0/0 | E/C/-/-      | 1        | 200   |
| Raw Great Scythe +2 | 195/0/0/0 | E/C/-/-      | 1        | 200   |
| Raw Great Scythe +3 | 207/0/0/0 | E/C/-/-      | 2        | 200   |
| Raw Great Scythe +4 | 218/0/0/0 | E/C/-/-      | 2        | 200   |
| Raw Great Scythe +5 | 230/0/0/0 | E/C/-/-      | 3        | 200   |

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Great Scythe+5
- Green Titanite
- Blue Titanite

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

| Name                   | Damage      | Stat Bonuses | Green Titanite Shard | Blue Titanite Chunk | Blue Titanite Slab | Souls |
|------------------------|-------------|--------------|----------------------|---------------------|--------------------|-------|
| Magic Great Scythe +0  | 112/121/0/0 | E/D/C/-      | 1                    |                     |                    | 200   |
| Magic Great Scythe +1  | 120/129/0/0 | E/D/C/-      | 1                    |                     |                    | 200   |
| Magic Great Scythe +2  | 127/137/0/0 | E/D/C/-      | 1                    |                     |                    | 200   |
| Magic Great Scythe +3  | 135/145/0/0 | E/D/C/-      | 2                    |                     |                    | 200   |
| Magic Great Scythe +4  | 142/153/0/0 | E/D/C/-      | 2                    |                     |                    | 200   |
| Magic Great Scythe +5  | 150/162/0/0 | E/D/C/-      | 3                    |                     |                    | 200   |
| Magic Great Scythe +6  | 157/170/0/0 | E/D/B/-      |                      | 1                   |                    | 200   |
| Magic Great Scythe +7  | 165/178/0/0 | E/D/B/-      |                      | 1                   |                    | 200   |
| Magic Great Scythe +8  | 172/186/0/0 | E/D/B/-      |                      | 2                   |                    | 200   |
| Magic Great Scythe +9  | 180/194/0/0 | E/D/B/-      |                      | 3                   |                    | 200   |
| Magic Great Scythe +10 | 187/202/0/0 | E/D/B/-      |                      |                     | 1                  | 200   |

## Enchanted

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

- Magic Great Scythe+5
- Blue Titanite

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

| Name                      | Damage      | Stat Bonuses | Blue Titanite Chunk | Blue Titanite Slab | Souls |
|---------------------------|-------------|--------------|---------------------|--------------------|-------|
| Enchanted Great Scythe +0 | 150/160/0/0 | E/E/C/-      | 1                   | -                  | 200   |
| Enchanted Great Scythe +1 | 156/164/0/0 | E/E/B/-      | 1                   | -                  | 200   |
| Enchanted Great Scythe +2 | 162/169/0/0 | E/E/B/-      | 1                   | -                  | 200   |
| Enchanted Great Scythe +3 | 168/174/0/0 | E/E/A/-      | 2                   | -                  | 200   |
| Enchanted Great Scythe +4 | 174/179/0/0 | E/E/A/-      | 3                   | -                  | 200   |
| Enchanted Great Scythe +5 | 180/185/0/0 | E/E/A/-      | -                   | 1                  | 200   |

# Divine

Adds magic damage. Moderate damage bonus from faith.  
Requires

- Great Scythe+5
- Green Titanite
- White Titanite

5% STR, 33% DEX, 70% 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 Great Scythe +0  | 102/124/0/0 | D/E/-/C      | 300/0/110/- | 1                    |                      |                     | 200   |
| Divine Great Scythe +1  | 108/132/0/0 | D/E/-/C      | 300/0/110/- | 1                    |                      |                     | 200   |
| Divine Great Scythe +2  | 115/141/0/0 | D/E/-/C      | 300/0/110/- | 1                    |                      |                     | 200   |
| Divine Great Scythe +3  | 122/149/0/0 | D/E/-/C      | 300/0/110/- | 2                    |                      |                     | 200   |
| Divine Great Scythe +4  | 129/157/0/0 | D/E/-/C      | 300/0/110/- | 2                    |                      |                     | 200   |
| Divine Great Scythe +5  | 136/166/0/0 | D/E/-/C      | 300/0/110/- | 3                    |                      |                     | 200   |
| Divine Great Scythe +6  | 142/174/0/0 | D/E/-/C      | 300/0/110/- |                      | 1                    |                     | 200   |
| Divine Great Scythe +7  | 149/182/0/0 | D/E/-/C      | 300/0/110/- |                      | 1                    |                     | 200   |
| Divine Great Scythe +8  | 156/190/0/0 | D/E/-/C      | 300/0/110/- |                      | 2                    |                     | 200   |
| Divine Great Scythe +9  | 163/199/0/0 | E/D/-/B      | 300/0/110/- |                      | 3                    |                     | 200   |
| Divine Great Scythe +10 | 170/207/0/0 | E/D/-/B      | 300/0/110/- |                      |                      | 1                   | 200   |

## Occult

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

- Divine Great Scythe+5
- White Titanite

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

| Name                      | Damage      | Stat Bonuses | Aux Effects | White Titanite<br>Chunk | White Titanite<br>Slab | Souls |
|---------------------------|-------------|--------------|-------------|-------------------------|------------------------|-------|
| Occult Great<br>Scythe +0 | 138/150/0/0 | E/D/-/B      | 300/0/-/110 | 1                       |                        | 200   |
| Occult Great<br>Scythe +1 | 146/157/0/0 | E/D/-/B      | 300/0/-/110 | 1                       |                        | 200   |
| Occult Great<br>Scythe +2 | 154/165/0/0 | E/D/-/B      | 300/0/-/110 | 1                       |                        | 200   |
| Occult Great<br>Scythe +3 | 162/172/0/0 | E/D/-/B      | 300/0/-/110 | 2                       |                        | 200   |
| Occult Great<br>Scythe +4 | 171/180/0/0 | E/D/-/B      | 300/0/-/110 | 3                       |                        | 200   |
| Occult Great<br>Scythe +5 | 179/187/0/0 | E/D/-/B      | 300/0/-/110 |                         | 1                      | 200   |

# Fire

Fire damage added. All stat bonuses removed.

Requires

- Great Scythe+5
- Green Titanite
- Red Titanite

| Name                  | Damage      | Stat Bonuses | Damage Reduction | Green Titanite Shard | Red Titanite Chunk | Red Titanite Slab | Souls |
|-----------------------|-------------|--------------|------------------|----------------------|--------------------|-------------------|-------|
| Fire Great Scythe +0  | 130/0/130/0 | -/-/-        | 40/10/30/30      | 1                    | -                  | -                 | 200   |
| Fire Great Scythe +1  | 140/0/140/0 | -/-/-        | 40/10/30.3/30    | 1                    | -                  | -                 | 200   |
| Fire Great Scythe +2  | 150/0/150/0 | -/-/-        | 40/10/30.6/30    | 1                    | -                  | -                 | 200   |
| Fire Great Scythe +3  | 160/0/160/0 | -/-/-        | 40/10/30.9/30    | 2                    | -                  | -                 | 200   |
| Fire Great Scythe +4  | 170/0/170/0 | -/-/-        | 40/10/31.2/30    | 2                    | -                  | -                 | 200   |
| Fire Great Scythe +5  | 180/0/180/0 | -/-/-        | 40/10/31.5/30    | 3                    | -                  | -                 | 200   |
| Fire Great Scythe +6  | 192/0/192/0 | -/-/-        | 40/10/31.8/30    | -                    | 1                  | -                 | 200   |
| Fire Great Scythe +7  | 204/0/204/0 | -/-/-        | 40/10/32.1/30    | -                    | 1                  | -                 | 200   |
| Fire Great Scythe +8  | 216/0/216/0 | -/-/-        | 40/10/32.4/30    | -                    | 2                  | -                 | 200   |
| Fire Great Scythe +9  | 228/0/228/0 | -/-/-        | 40/10/32.7/30    | -                    | 3                  | -                 | 200   |
| Fire Great Scythe +10 | 240/0/240/0 | -/-/-        | 40/10/33/30      | -                    | -                  | 1                 | 200   |

# Chaos

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

- Fire Great Scythe+5
- Red Titanite

| Name                  | Damage      | Stat Bonuses | Damage Reduction | Red Titanite Chunk | Red Titanite Slab | Souls |
|-----------------------|-------------|--------------|------------------|--------------------|-------------------|-------|
| Chaos Great Scythe +0 | 156/0/181/0 | -/-/-        | 40/10/30/30      | 1                  | -                 | 200   |
| Chaos Great Scythe +1 | 165/0/191/0 | -/-/-        | 40/10/30.6/30    | 1                  | -                 | 200   |
| Chaos Great Scythe +2 | 174/0/202/0 | -/-/-        | 40/10/31.2/30    | 2                  | -                 | 200   |
| Chaos Great Scythe +3 | 182/0/212/0 | -/-/-        | 40/10/31.8/30    | 2                  | -                 | 200   |
| Chaos Great Scythe +4 | 191/0/222/0 | -/-/-        | 40/10/32.4/30    | 3                  | -                 | 200   |
| Chaos Great Scythe +5 | 200/0/232/0 | -/-/-        | 40/10/33/30      | -                  | 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>(18 x 1.5 = 27)</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 10 Strength is required