

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

Treasure in the The Catacombs.

Getting the Great Scythe

+ 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

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

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 or L2	Guard.	

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Great Scythe +0	100/0/0/0	E/B/-/-	-	-	-	-	-
Great Scythe +1	110/0/0/0	E/B/-/-	1	-	-	-	200
Great Scythe +2	120/0/0/0	E/B/-/-	1	-	-	-	200
Great Scythe +3	130/0/0/0	E/B/-/-	2	-	-	-	200
Great Scythe +4	140/0/0/0	E/B/-/-	2	-	-	-	200
Great Scythe +5	150/0/0/0	E/B/-/-	3	-	-	-	200
Great Scythe +6	160/0/0/0	E/B/-/-	-	1	-	-	200
Great Scythe +7	170/0/0/0	E/B/-/-	-	1	-	-	200
Great Scythe +8	180/0/0/0	E/B/-/-	-	2	-	-	200
Great Scythe +9	190/0/0/0	E/B/-/-	-	2	-	-	200
Great Scythe +10	200/0/0/0	E/B/-/-	-	3	-	-	200
Great Scythe +11	209/0/0/0	E/B/-/-	-	-	1	-	200
Great Scythe +12	220/0/0/0	E/B/-/-	-	-	1	-	200
Great Scythe +13	230/0/0/0	E/B/-/-	-	-	2	-	200
Great Scythe +14	240/0/0/0	E/A/-/-	-	-	3	-	200
Great Scythe +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 Chunk	White Titanite Slab	Souls
Occult Great Scythe +0	138/150/0/0	E/D/-/B	300/0/-/110	1		200
Occult Great Scythe +1	146/157/0/0	E/D/-/B	300/0/-/110	1		200
Occult Great Scythe +2	154/165/0/0	E/D/-/B	300/0/-/110	1		200
Occult Great Scythe +3	162/172/0/0	E/D/-/B	300/0/-/110	2		200
Occult Great Scythe +4	171/180/0/0	E/D/-/B	300/0/-/110	3		200
Occult Great 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

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:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
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:	<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. When two handing this weapon, only 10 Strength is required