

Lifehunt Scythe

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

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

“ *Scythe born from the soul of Priscilla, the stark white crossbreed trapped inside the Painted World of Ariamis.*

Even the Gods feared Priscilla's lifehunt ability, and in the hands of a mortal, its power will turn upon its wielder.

Availability

Created by the Giant Blacksmith in Anor Londo using:

- Soul of Priscilla
- Any +10 Halberd¹ or Whip
- 5,000 souls

General Information

50 Bleed to enemy for each successful hit


40 Bleed to wielder himself for each strike (self-inflicted bleed buildup)

Cannot be buffed

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.

Because of the self-inflicted 40 bleed buildup for each strike, wield as much equipment with bleed resistance as possible (e.g., Bloodshield, Bloodbite Ring). Once the meter is close to filling up, swap weapons or consume a Bloodred Moss Clump.

One of the few weapons where the two-handed strong attack does more damage than the two-handed jump attack (forward + strong attack), same as the Great Scythe.

Image	Name	Damag e	Critical	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Aux Effects	Damag e Reduct ion	Stabilit y	Frampt Souls
	Lifehunt Scythe	180/0/0 /0 (Regula r)	100	100	6.0	16/14/0 /0 E/B/-/-	500/0/- /-	40/10/3 0/30	22	14

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.	
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Upgrades

Requires Demon Titanite

8% STR, 94% DEX scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Lifehunt Scythe +0	180/0/0/0	E/B/-/-		
Lifehunt Scythe +1	198/0/0/0	E/B/-/-	1	5,000
Lifehunt Scythe +2	216/0/0/0	E/B/-/-	1	5,000
Lifehunt Scythe +3	233/0/0/0	E/B/-/-	2	5,000
Lifehunt Scythe +4	252/0/0/0	E/B/-/-	2	5,000
Lifehunt Scythe +5	270/0/0/0	E/B/-/-	4	5,000

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. This means the Halberd weapon class, although you can use the Halberd too.