



	Scythe	110/0/0/0 (Slash)	100	150	5.0	14 <sup>1</sup> /12/0/0  E/C/-/-	40/10/30 /30	26	50
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# Move Set

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

2 Handed		
R1 — R1	Overhead chop into left-to-right horizontal swing.	
R2	720 degree clockwise spin attack.	Hits twice.
Roll — R1	Fast left-to-right horizontal swing.	
Backstep or Run — R1	Overhead chop.	
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

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Scythe +0	110/0/0/0	E/C/-/-					200
Scythe +1	121/0/0/0	E/C/-/-	1				200
Scythe +2	132/0/0/0	E/C/-/-	1				200
Scythe +3	143/0/0/0	E/C/-/-	2				200
Scythe +4	154/0/0/0	E/C/-/-	2				200
Scythe +5	165/0/0/0	E/C/-/-	3				200
Scythe +6	176/0/0/0	E/C/-/-		1			200
Scythe +7	187/0/0/0	E/C/-/-		1			200
Scythe +8	198/0/0/0	E/C/-/-		2			200
Scythe +9	209/0/0/0	E/C/-/-		2			200
Scythe +10	220/0/0/0	E/C/-/-		3			200
Scythe +11	230/0/0/0	E/B/-/-			1		200
Scythe +12	242/0/0/0	E/B/-/-			1		200
Scythe +13	253/0/0/0	E/B/-/-			2		200
Scythe +14	264/0/0/0	E/B/-/-			3		200
Scythe +15	275/0/0/0	E/B/-/-				1	200

## Crystal

Scythe durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Scythe +10
- Titanite

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Scythe +0	242/0/0/0	E/B/-/-	1		200
Crystal Scythe +1	253/0/0/0	E/B/-/-	1		200
Crystal Scythe +2	264/0/0/0	E/B/-/-	1		200
Crystal Scythe +3	275/0/0/0	E/B/-/-	2		200
Crystal Scythe +4	286/0/0/0	E/B/-/-	3		200
Crystal Scythe +5	297/0/0/0	E/B/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.  
Requires

- Scythe +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Scythe +0	198/0/0/198	-/-/-/-	40/10/30/30	1		200
Lightning Scythe +1	213/0/0/213	-/-/-/-	40/10/30/32.4	1		200
Lightning Scythe +2	228/0/0/228	-/-/-/-	40/10/30/34.8	1		200
Lightning Scythe +3	244/0/0/244	-/-/-/-	40/10/30/37.2	2		200
Lightning Scythe +4	259/0/0/259	-/-/-/-	40/10/30/39.6	3		200
Lightning Scythe +5	275/0/0/275	-/-/-/-	40/10/30/42		1	200

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Scythe +5
- Titanite

11% STR, 55% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Scythe +0	190/0/0/0	E/C/-/-	1	200
Raw Scythe +1	203/0/0/0	E/C/-/-	1	200
Raw Scythe +2	215/0/0/0	E/C/-/-	1	200
Raw Scythe +3	228/0/0/0	E/C/-/-	2	200
Raw Scythe +4	241/0/0/0	E/C/-/-	2	200
Raw Scythe +5	254/0/0/0	E/C/-/-	3	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Scythe +5
- Green Titanite
- Blue Titanite

4% STR, 21% DEX, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Scythe +0	124/133/0/0	E/D/C/-	1			200
Magic Scythe +1	132/142/0/0	E/D/C/-	1			200
Magic Scythe +2	141/151/0/0	E/D/C/-	1			200
Magic Scythe +3	149/160/0/0	E/D/C/-	2			200
Magic Scythe +4	157/169/0/0	E/D/C/-	2			200
Magic Scythe +5	166/178/0/0	E/D/C/-	3			200
Magic Scythe +6	174/186/0/0	E/D/C/-		1		200
Magic Scythe +7	182/195/0/0	E/D/C/-		1		200
Magic Scythe +8	190/204/0/0	E/D/C/-		2		200
Magic Scythe +9	199/213/0/0	E/D/C/-		3		200
Magic Scythe +10	207/222/0/0	E/D/C/-			1	200

## Enchanted

Magic damage added. High damage bonus from intelligence.  
Requires

- Magic Scythe +5
- Blue Titanite

3% STR, 15% DEX, 61% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Scythe +0	166/176/0/0	E/E/C/-	1		200
Enchanted Scythe +1	172/181/0/0	E/E/C/-	1		200
Enchanted Scythe +2	179/186/0/0	E/E/B/-	1		200
Enchanted Scythe +3	185/191/0/0	E/E/B/-	2		200
Enchanted Scythe +4	192/197/0/0	E/E/A/-	3		200
Enchanted Scythe +5	199/204/0/0	E/E/A/-		1	200

## Divine

Adds magic damage and a Holy modifier. High damage bonus from faith.  
Requires

- Scythe +5
- Green Titanite
- White Titanite

6% STR, 28% DEX, 62% 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 Scythe +0	111/136/0/0	E/D/-/C	0/0/110/-	1			200
Divine Scythe +1	118/145/0/0	E/D/-/C	0/0/110/-	1			200
Divine Scythe +2	125/154/0/0	E/D/-/C	0/0/110/-	1			200
Divine Scythe +3	133/163/0/0	E/D/-/C	0/0/110/-	2			200
Divine Scythe +4	140/172/0/0	E/D/-/C	0/0/110/-	2			200
Divine Scythe +5	148/182/0/0	E/D/-/C	0/0/110/-	3			200
Divine Scythe +6	155/191/0/0	E/D/-/C	0/0/110/-		1		200
Divine Scythe +7	162/200/0/0	E/D/-/C	0/0/110/-		1		200
Divine Scythe +8	170/209/0/0	E/D/-/C	0/0/110/-		2		200
Divine Scythe +9	177/218/0/0	E/D/-/C	0/0/110/-		3		200
Divine Scythe +10	185/227/0/0	E/D/-/C	0/0/110/-			1	200

## Occult

Magic damage and Occult modifier added. High damage bonus from faith.

Requires

- Divine Scythe +5
- White Titanite

5% STR, 26% DEX, 73% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Scythe +0	152/166/0/0	E/D/-/B	0/0/-/110	1		200
Occult Scythe +1	161/174/0/0	E/D/-/B	0/0/-/110	1		200
Occult Scythe +2	170/182/0/0	E/D/-/B	0/0/-/110	1		200
Occult Scythe +3	179/190/0/0	E/D/-/B	0/0/-/110	2		200
Occult Scythe +4	188/199/0/0	E/D/-/B	0/0/-/110	3		200
Occult Scythe +5	197/207/0/0	E/D/-/B	0/0/-/110		1	200

## Fire

Fire damage added. All stat bonuses removed.  
Requires

- Scythe +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Scythe +0	143/0/143/0	-/-/-/-	40/10/30/30	1			200
Fire Scythe +1	154/0/154/0	-/-/-/-	40/10/30.3/30	1			200
Fire Scythe +2	165/0/165/0	-/-/-/-	40/10/30.6/30	1			200
Fire Scythe +3	176/0/176/0	-/-/-/-	40/10/30.9/30	2			200
Fire Scythe +4	187/0/187/0	-/-/-/-	40/10/31.2/30	2			200
Fire Scythe +5	198/0/198/0	-/-/-/-	40/10/31.5/30	3			200
Fire Scythe +6	211/0/211/0	-/-/-/-	40/10/31.8/30		1		200
Fire Scythe +7	224/0/224/0	-/-/-/-	40/10/32.1/30		1		200
Fire Scythe +8	237/0/237/0	-/-/-/-	40/10/32.4/30		2		200
Fire Scythe +9	250/0/250/0	-/-/-/-	40/10/32.7/30		3		200
Fire Scythe +10	264/0/264/0	-/-/-/-	40/10/33/30			1	200

## Chaos

Chaos damage added. Scales with humanity. All stat bonuses removed.  
Requires



- Fire Scythe +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Scythe +0	172/0/198/0	-/-/-	40/10/30/30	1		200
Chaos Scythe +1	182/0/209/0	-/-/-	40/10/30.6/30	1		200
Chaos Scythe +2	192/0/220/0	-/-/-	40/10/31.2/30	1		200
Chaos Scythe +3	201/0/230/0	-/-/-	40/10/31.8/30	2		200
Chaos Scythe +4	211/0/242/0	-/-/-	40/10/32.4/30	3		200
Chaos Scythe +5	220/0/253/0	-/-/-	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>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>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.</p>

<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