Server

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Server.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Server

> " *A curved greatsword used in a mysterious ancient rite.*
>
> *Imbued with a frightful occult energy which restores HP with each hit.*

Availability

Treasure in the swamp at the bottom of Blighttown in the area with many Giant Leeches — Video Guide

General Information

Restores 7 HP each time an enemy is hit

It can sometimes restore more health (up to 44 HP) when swiped certain dying enemies just as absorbing their souls (tested with Undead Soldiers). Works with bosses and NPCs as well. Works when using to hit an enemy's shield, even if dealing no damage.

If more than one enemy is hit in the same swing, the amount of health restored does not change. Strong attacks and 2-handed attacks also do not gain more health.

Despite this item's text referencing "occult magic", upgrading it into an Occult Weapon does not increase the HP gained per hit.

This item will stack with the Ring of the Evil Eye.

Although there is no real-life weapon called the Server, it is based on a traditional Nepalese weapon called the ram-dao, used for beheading animal sacrifices during rituals.

Upon ascending the weapon along the Fire or Chaos path, its description changes to "*Imbued with a frightful heretical energy, this swords restores HP with each hit*"

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Server	107/0/0/0 (Slash)	100	140	10	24^1/13/0/0 E/C/-/-	60/10/40/40	36	50

Move Set

1 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy alternating horizontal slashes.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping right-to-left horizontal slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy jumping left-to-right horizontal slash.	
L1 (left hand)	Guard.	
L2 (left hand)	Fast left-to-right horizontal slash.	

2 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Heavy overhead chop into a second overhead chop.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Jumping overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Heavy 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
Server +0	107/0/0/0	E/C/-/-				
Server +1	117/0/0/0	E/C/-/-	1			
Server +2	128/0/0/0	E/C/-/-	1			
Server +3	139/0/0/0	E/C/-/-	2			
Server +4	149/0/0/0	E/C/-/-	2			
Server +5	160/0/0/0	E/C/-/-	3			
Server +6	171/0/0/0	E/C/-/-		1		
Server +7	181/0/0/0	E/C/-/-		1		
Server +8	192/0/0/0	E/C/-/-		2		
Server +9	203/0/0/0	E/C/-/-		2		
Server +10	214/0/0/0	E/C/-/-		3		
Server +11	224/0/0/0	E/B/-/-			1	
Server +12	235/0/0/0	E/B/-/-			1	
Server +13	246/0/0/0	E/B/-/-			2	
Server +14	256/0/0/0	E/B/-/-			3	
Server +15	267/0/0/0	E/B/-/-				1

Crystal

Server durability reduced to **14**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Server +10
- Titanite

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab
Crystal Server +0	235/0/0/0	E/B/-/-	1	
Crystal Server +1	246/0/0/0	E/B/-/-	1	
Crystal Server +2	256/0/0/0	E/B/-/-	1	
Crystal Server +3	267/0/0/0	E/B/-/-	2	
Crystal Server +4	278/0/0/0	E/B/-/-	3	
Crystal Server +5	288/0/0/0	E/B/-/-		1

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Server +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab
Lightning Server +0	192/0/0/192	-/-/-/-	60/10/40/40	1	
Lightning Server +1	207/0/0/207	-/-/-/-	60/10/40/43.2	1	
Lightning Server +2	222/0/0/222	-/-/-/-	60/10/40/46.4	1	
Lightning Server +3	237/0/0/237	-/-/-/-	60/10/40/49.6	2	
Lightning Server +4	252/0/0/252	-/-/-/-	60/10/40/52.8	3	
Lightning Server +5	267/0/0/267	-/-/-/-	60/10/40/56		1

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Server +5
- Titanite

11% STR, 55% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard
Raw Server +0	184/0/0/0	E/C/-/-	1
Raw Server +1	196/0/0/0	E/C/-/-	1
Raw Server +2	209/0/0/0	E/C/-/-	1
Raw Server +3	221/0/0/0	E/C/-/-	2
Raw Server +4	233/0/0/0	E/C/-/-	2
Raw Server +5	246/0/0/0	E/C/-/-	3

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Server +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
Magic Server +0	120/130/0/0	E/D/C/-	1		
Magic Server +1	128/139/0/0	E/D/C/-	1		
Magic Server +2	136/147/0/0	E/D/C/-	1		
Magic Server +3	144/156/0/0	E/D/C/-	2		
Magic Server +4	152/165/0/0	E/D/C/-	2		
Magic Server +5	160/174/0/0	E/D/C/-	3		
Magic Server +6	168/182/0/0	E/D/C/-		1	
Magic Server +7	176/191/0/0	E/D/C/-		1	
Magic Server +8	184/200/0/0	E/D/C/-		2	
Magic Server +9	192/208/0/0	E/D/C/-		3	
Magic Server +10	200/217/0/0	E/D/C/-			1

Enchanted

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

- Magic Server +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
Enchanted Server +0	160/172/0/0	E/E/C/-	1	
Enchanted Server +1	166/177/0/0	E/E/C/-	1	
Enchanted Server +2	172/182/0/0	E/E/B/-	1	
Enchanted Server +3	179/187/0/0	E/E/B/-	2	
Enchanted Server +4	185/192/0/0	E/E/A/-	3	
Enchanted Server +5	192/199/0/0	E/E/A/-		1

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Server +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
Divine Server +0	108/132/0/0	E/D/-/C	0/0/110/-	1		
Divine Server +1	115/140/0/0	E/D/-/C	0/0/110/-	1		
Divine Server +2	122/149/0/0	E/D/-/C	0/0/110/-	1		
Divine Server +3	129/158/0/0	E/D/-/C	0/0/110/-	2		
Divine Server +4	136/167/0/0	E/D/-/C	0/0/110/-	2		
Divine Server +5	144/176/0/0	E/D/-/C	0/0/110/-	3		
Divine Server +6	151/184/0/0	E/D/-/C	0/0/110/-		1	
Divine Server +7	158/193/0/0	E/D/-/C	0/0/110/-		1	
Divine Server +8	165/202/0/0	E/D/-/C	0/0/110/-		2	
Divine Server +9	172/211/0/0	E/D/-/C	0/0/110/-		3	
Divine Server +10	180/220/0/0	E/D/-/C	0/0/110/-			1

Occult

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

- Divine Server +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
Occult Server +0	148/160/0/0	E/D/-/B	0/0/-/110	1	
Occult Server +1	156/168/0/0	E/D/-/B	0/0/-/110	1	
Occult Server +2	165/176/0/0	E/D/-/B	0/0/-/110	1	
Occult Server +3	174/184/0/0	E/D/-/B	0/0/-/110	2	
Occult Server +4	183/192/0/0	E/D/-/B	0/0/-/110	3	
Occult Server +5	192/200/0/0	E/D/-/B	0/0/-/110		1

Fire

Fire damage added. All stat bonuses removed.
Requires

- Server +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Fire Server +0	139/0/139/0	-/-/-/-	60/10/40/40	1		
Fire Server +1	149/0/149/0	-/-/-/-	60/10/40.4/40	1		
Fire Server +2	160/0/160/0	-/-/-/-	60/10/40.8/40	1		
Fire Server +3	171/0/171/0	-/-/-/-	60/10/41.2/40	2		
Fire Server +4	181/0/181/0	-/-/-/-	60/10/41.6/40	2		
Fire Server +5	192/0/192/0	-/-/-/-	60/10/42/40	3		
Fire Server +6	205/0/205/0	-/-/-/-	60/10/42.4/40		1	
Fire Server +7	218/0/218/0	-/-/-/-	60/10/42.8/40		1	
Fire Server +8	231/0/231/0	-/-/-/-	60/10/43.2/40		2	
Fire Server +9	243/0/243/0	-/-/-/-	60/10/43.6/40		3	
Fire Server +10	256/0/256/0	-/-/-/-	60/10/44/40			1

Chaos

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

- Fire Server +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab
Chaos Server +0	167/0/192/0	-/-/-/-	60/10/40/40	1	
Chaos Server +1	176/0/203/0	-/-/-/-	60/10/40.8/40	1	
Chaos Server +2	186/0/214/0	-/-/-/-	60/10/41.6/40	1	
Chaos Server +3	195/0/224/0	-/-/-/-	60/10/42.4/40	2	
Chaos Server +4	204/0/235/0	-/-/-/-	60/10/43.2/40	3	
Chaos Server +5	213/0/246/0	-/-/-/-	60/10/44/40		1

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
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:	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: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required 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. 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. For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • 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, only 16 Strength is required

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