

# Bone Scythe

## In-Game Description

*Scythe forged from the soul of the Covetous Demon.*

*The curved spine of the Covetous Demon is as hard as rock, and rather than slicing through flesh, this weapon seems to grind it apart.*

*That thing that ended up as a monstrous fiend, what was it to begin with, and why did it never leave the queen? Perhaps it was entranced by some perversion of love.*

## Availability

Trade Covetous Demon Soul and 1,500 souls with Straid of Olaphis.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	130/0/0 /0/0  (Slash)	0/0	110	15	28/20/0 /0  A/-/-/-/-	40/10/2 0/20/45	20/20/2 0/20	20	40	10

## Move Set

- Same as the Great Scythe.

## Notes

Like all Reapers, it will completely negate blocking when attacking from a specific distance.

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

### Basic

Boss upgrade path.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Bone Scythe +0	130/0/0/0/0	0/0	A/-/-/-	-	-
Bone Scythe +1	169/0/0/0/0	0/0	A/-/-/-	1x Petrified Dragon Bone	1,150
Bone Scythe +2	208/0/0/0/0	0/0	A/-/-/-	2x Petrified Dragon Bone	1,430
Bone Scythe +3	247/0/0/0/0	0/0	A/-/-/-	3x Petrified Dragon Bone	1,720
Bone Scythe +4	286/0/0/0/0	0/0	A/-/-/-	4x Petrified Dragon Bone	2,290
Bone Scythe +5	325/0/0/0/0	0/0	A/-/-/-	5x Petrified Dragon Bone	2,570

## Infusions

### Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Bone Scythe +0	91/91/0/0/0	0/0	B/-/C/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Bone Scythe +1	118/118/0/0/0	0/0	B/-/C/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Bone Scythe +2	145/145/0/0/0	0/0	B/-/C/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Bone Scythe +3	172/172/0/0/0	0/0	B/-/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Bone Scythe +4	200/200/0/0/0	0/0	B/-/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Bone Scythe +5	227/227/0/0/0	0/0	B/-/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Bone Scythe +0	91/0/91/0/0	0/0	B/-/-/C/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Fire Bone Scythe +1	118/0/118/0/0	0/0	B/-/-/C/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Fire Bone Scythe +2	145/0/145/0/0	0/0	B/-/-/C/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Fire Bone Scythe +3	172/0/172/0/0	0/0	B/-/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Fire Bone Scythe +4	200/0/200/0/0	0/0	B/-/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9/7.9

Fire Bone Scythe +5	227/0/227/0/0	0/0	B/-/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
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## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Bone Scythe +0	91/0/0/91/0	0/0	B/-/-/C/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Bone Scythe +1	118/0/0/118/0	0/0	B/-/-/C/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Bone Scythe +2	145/0/0/145/0	0/0	B/-/-/C/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Bone Scythe +3	172/0/0/172/0	0/0	B/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Bone Scythe +4	200/0/0/200/0	0/0	B/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Bone Scythe +5	227/0/0/227/0	0/0	B/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Bone Scythe +0	91/0/0/0/91	0/0	B/-/-/-/C	37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Bone Scythe +1	118/0/0/0/118	0/0	B/-/-/-/C	37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9

Dark Bone Scythe +2	145/0/0/0/145	0/0	B/-/-/-/C	37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Bone Scythe +3	172/0/0/0/172	0/0	B/-/-/-/B	37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Bone Scythe +4	200/0/0/0/200	0/0	B/-/-/-/B	37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Bone Scythe +5	227/0/0/0/227	0/0	B/-/-/-/B	37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Bone Scythe +0	91/0/0/0/0	112/0	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/7.9
Poison Bone Scythe +1	118/0/0/0/0	117/0	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/7.9
Poison Bone Scythe +2	145/0/0/0/0	123/0	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/7.9
Poison Bone Scythe +3	172/0/0/0/0	128/0	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/7.9
Poison Bone Scythe +4	200/0/0/0/0	134/0	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/7.9
Poison Bone Scythe +5	227/0/0/0/0	140/0	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/7.9

## Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Bone Scythe +0	91/0/0/0/0	0/112	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Bone Scythe +1	118/0/0/0/0	0/117	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Bone Scythe +2	145/0/0/0/0	0/123	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Bone Scythe +3	172/0/0/0/0	0/128	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Bone Scythe +4	200/0/0/0/0	0/134	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Bone Scythe +5	227/0/0/0/0	0/140	B/-/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9

## Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Bone Scythe +0	149/0/0/0/0	0/0	D/-/-/-/-	40/10/20/20/45	20/20/20/20
Raw Bone Scythe +1	194/0/0/0/0	0/0	D/-/-/-/-	40/10/20/20/45	20/20/20/20
Raw Bone Scythe +2	239/0/0/0/0	0/0	D/-/-/-/-	40/10/20/20/45	20/20/20/20
Raw Bone Scythe +3	284/0/0/0/0	0/0	D/-/-/-/-	40/10/20/20/45	20/20/20/20
Raw Bone Scythe +4	328/0/0/0/0	0/0	D/-/-/-/-	40/10/20/20/45	20/20/20/20
Raw Bone Scythe +5	373/0/0/0/0	0/0	D/-/-/-/-	40/10/20/20/45	20/20/20/20

## Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Bone Scythe +0	130/0/0/0/0	0/0	D/-/D/-/-/-	40/10/20/20/45	20/20/20/20
Enchanted Bone Scythe +1	169/0/0/0/0	0/0	D/-/D/-/-/-	40/10/20/20/45	20/20/20/20
Enchanted Bone Scythe +2	208/0/0/0/0	0/0	D/-/D/-/-/-	40/10/20/20/45	20/20/20/20
Enchanted Bone Scythe +3	247/0/0/0/0	0/0	D/-/D/-/-/-	40/10/20/20/45	20/20/20/20
Enchanted Bone Scythe +4	286/0/0/0/0	0/0	D/-/D/-/-/-	40/10/20/20/45	20/20/20/20
Enchanted Bone Scythe +5	325/0/0/0/0	0/0	D/-/D/-/-/-	40/10/20/20/45	20/20/20/20

## Mundane

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Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Bone Scythe +0	65/0/0/0/0	0/0	C/-/-/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Bone Scythe +1	84/0/0/0/0	0/0	C/-/-/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Bone Scythe +2	104/0/0/0/0	0/0	C/-/-/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Bone Scythe +3	123/0/0/0/0	0/0	C/-/-/-/-/-	40/10/20/20/45	20/20/20/20

Mundane Bone Scythe +4	143/0/0/0/0	0/0	C/-/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Bone Scythe +5	162/0/0/0/0	0/0	C/-/-/-/-	40/10/20/20/45	20/20/20/20

# Key

<p><b>Damage:</b></p>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<p><b>Aux Effect:</b></p>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D 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. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (14 x 2 = 28)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

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