Butcher's Knife

In-Game Description

An oddly large butcher's knife.

*Not your standard weapon, but certainly
deadly enough to be utilized as one.
Absorbs the HP of foes. Who in
their right mind would create such
a thing? Perhaps it is best not to
dwell on how it was likely used
in the past.*

Effect: HP absorb

Availability

Dark Souls 2 & Scholar of the First Sin:

- Trade Soul of the Rotten and 5,000 souls with Weaponsmith Ornifex.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
	112/0/0/0/0 (Slash)	0/0	100	40	25/8/0/0 A/-/-/-/-/-	55/10/30/30/30	15/15/15/15	40	40	16.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

1 Handed		
Light — Light	Diagonal slash into vertical slash	
Heavy — Heavy	Overhead vertical chop	
Roll — Light	Overhead vertical chop	
Backstep or Run — Light	Overhead diagonal chop	
Forward + Light	Guard break	
Forward + Heavy	Jumping overhead chop	

2 Handed		
Light	Alternating vertical slashes	
Heavy — Heavy	Diagonal chop into diagonal chop	
Roll — Light	Overhead vertical chop	
Backstep or Run — Light	Fast vertical wide slash	
Forward + Light	Guard break	
Forward + Heavy	Jumping overhead chop	
Light (left hand)	Guard	
Heavy (left hand)	Parry	

Power Stance		
Light (left hand)	Dual diagonal slash	
Heavy (left hand)	Dual diagonal slash followed by right handed overhead chop	

- 1 Handed heavy attack is replaced by a run up to a vertical chop.
- 2 Handed heavy attack is replaced by a heavy guillotine drop attack.
- Power Stance is replaced with the Greatswords' power stance move set.

Notes

- The strength of the HP absorb is not based on Max. HP but the Weapon Reinforcement level.
  - +0 reinforcement restores between 6 and 10 HP per successful hit.
  - +5 reinforcement restores between 15 and 16 HP per successful hit.

- Back-stabs, guard breaks and parries don't absorb HP.

- Breaking objects counts as a successful hit.

- Needs 38 Str and 12 Dex to Power Stance.

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
Butcher's Knife +0	112/0/0/0/0	0/0	A/-/-/-/-/-	-	-
Butcher's Knife +1	145/0/0/0/0	0/0	A/-/-/-/-/-	1x Petrified Dragon Bone	1,150
Butcher's Knife +2	179/0/0/0/0	0/0	A/-/-/-/-/-	2x Petrified Dragon Bone	1,440
Butcher's Knife +3	212/0/0/0/0	0/0	A/-/-/-/-/-	3x Petrified Dragon Bone	1,730
Butcher's Knife +4	246/0/0/0/0	0/0	A/-/-/-/-/-	4x Petrified Dragon Bone	2,300
Butcher's Knife +5	280/0/0/0/0	0/0	A(97.5%)/-/-/-/-/-	5x Petrified Dragon Bone	2,590

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 Butcher's Knife +0	78/78/0/0/0	0/0	B/-/C/-/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Butcher's Knife +1	101/101/0/0/0	0/0	B/-/C/-/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Butcher's Knife +2	125/125/0/0/0	0/0	B/-/C/-/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Butcher's Knife +3	148/148/0/0/0	0/0	B/-/B/-/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Butcher's Knife +4	172/172/0/0/0	0/0	B/-/B/-/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Butcher's Knife +5	196/196/0/0/0	0/0	B/-/B/-/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9

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 Butcher's Knife +0	78/0/78/0/0	0/0	B/-/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Butcher's Knife +1	101/0/101/0/0	0/0	B/-/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Butcher's Knife +2	125/0/125/0/0	0/0	B/-/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Butcher's Knife +3	148/0/148/0/0	0/0	B/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9

Fire Butcher's Knife +4	172/0/172/0/0	0/0	B/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Butcher's Knife +5	196/0/196/0/0	0/0	B/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9

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 Butcher's Knife +0	78/0/0/78/0	0/0	B/-/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Butcher's Knife +1	101/0/0/101/0	0/0	B/-/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Butcher's Knife +2	125/0/0/125/0	0/0	B/-/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Butcher's Knife +3	148/0/0/148/0	0/0	B/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Butcher's Knife +4	172/0/0/172/0	0/0	B/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Butcher's Knife +5	196/0/0/196/0	0/0	B/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9

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 Butcher's Knife +0	78/0/0/0/78	0/0	B/-/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Butcher's Knife +1	101/0/0/0/101	0/0	B/-/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Butcher's Knife +2	125/0/0/0/125	0/0	B/-/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Butcher's Knife +3	148/0/0/0/148	0/0	B/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Butcher's Knife +4	172/0/0/0/172	0/0	B/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Butcher's Knife +5	196/0/0/0/196	0/0	B/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9

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 Butcher's Knife +0	78/0/0/0/0	112/0	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Butcher's Knife +1	101/0/0/0/0	117/0	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Butcher's Knife +2	125/0/0/0/0	123/0	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Butcher's Knife +3	148/0/0/0/0	128/0	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Butcher's Knife +4	172/0/0/0/0	134/0	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Butcher's Knife +5	196/0/0/0/0	140/0	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9

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 Butcher's Knife +0	78/0/0/0/0	0/112	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Butcher's Knife +1	101/0/0/0/0	0/117	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Butcher's Knife +2	125/0/0/0/0	0/123	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Butcher's Knife +3	148/0/0/0/0	0/128	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Butcher's Knife +4	172/0/0/0/0	0/134	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Butcher's Knife +5	196/0/0/0/0	0/140	B/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9

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 Butcher's Knife +0	128/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Butcher's Knife +1	167/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Butcher's Knife +2	206/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Butcher's Knife +3	244/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Butcher's Knife +4	283/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Butcher's Knife +5	322/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

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 Butcher's Knife +0	112/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Butcher's Knife +1	145/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Butcher's Knife +2	179/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Butcher's Knife +3	212/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Butcher's Knife +4	246/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Butcher's Knife +5	280/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

Mundane

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 Butcher's Knife +0	56/0/0/0/0	0/0	C/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Butcher's Knife +1	72/0/0/0/0	0/0	C/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Butcher's Knife +2	89/0/0/0/0	0/0	C/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Butcher's Knife +3	106/0/0/0/0	0/0	C/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Butcher's Knife +4	123/0/0/0/0	0/0	C/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Butcher's Knife +5	140/0/0/0/0	0/0	C/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E: • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage Each weapon has one or more physical damage types: • Striking • Slashing • Thrusting Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.
Aux Effect:	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: • A is Poison Effect • B is Bleed Effect

Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	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: • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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 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)
Stat Bonuses:	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: • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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).

Damage Reduction:	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 : - A is Physical Damage - B is Magical Damage - C is Fire Damage - D is Lightning Damage - E is Dark Damage
Aux Effect Reduction:	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: - A is Poison Effect - B is Bleed Effect - C is Petrification Effect - D is Curse Effect
Stability:	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.
Durability:	The durability of the weapon.
Weight:	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.
Enchantable? Items/Spells:	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.

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