

Crescent Sickle

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In-Game Description

A sickle with a crescent-shaped blade.

*This sickle, enchanted by magic,
is not intended as a weapon,
but rather a ceremonial instrument.*

Availability

- Reach +2 rank in the Brotherhood of Blood covenant.
- One sold by Chancellor Wellager for 10,000 souls in NG++ and higher (Note: Using Bonfire Ascetics won't work).

General Information

| Image | Damag e | Aux Effects | Counte r Streng th | Poise Damag e | Stats Neede d Stat Bonuse s | Damag e Reduct ion | Aux Effects Reduct ion | Stabilit y | Durabil ity | Weight |
|-------|--------------------------------|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
| | 90/60/0 /0/0 (Slash) | 0/0 | 110 | 15 | 12/19/1 2/0 E/C/C/-/- /- | 40/30/2 0/20/45 | 20/20/2 0/20 | 20 | 50 | 8.0 |

Move Set

+ show Move Set - hide Move Set

| | One-Handed | Two-Handed |
|----------------|--|---------------------------------|
| Light Attack | overhead slash, then pull back | horizontal swing then pull back |
| Heavy Attack | overhead pull back then horizontal swing | short swing then overhead |
| Rolling Attack | quick sweep | quick diagonal slash |
| Running Attack | delayed horizontal slash | delayed diagonal slash |

Notes

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

Upgrades

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

Standard upgrade path.
Requires:

- Titanite

| Name | Damage | Aux Effects | Stat Bonuses | Materials Cost | Souls |
|--------------------|--------------|-------------|--------------|-------------------------|-------|
| Crescent Sickle +0 | 90/60/0/0/0 | 0/0 | E/C/C/-/-/- | - | - |
| Crescent Sickle +1 | 99/66/0/0/0 | 0/0 | E/C/C/-/-/- | 1x Titanite Shard | 520 |
| Crescent Sickle +2 | 108/72/0/0/0 | 0/0 | E/C/C/-/-/- | 2x Titanite Shard | 650 |
| Crescent Sickle +3 | 117/78/0/0/0 | 0/0 | E/C/C/-/-/- | 3x Titanite Shard | 770 |
| Crescent Sickle +4 | 126/84/0/0/0 | 0/0 | E/C/C/-/-/- | 1x Large Titanite Shard | 1,030 |
| Crescent Sickle +5 | 135/90/0/0/0 | 0/0 | E/C/C/-/-/- | 2x Large Titanite Shard | 1,160 |
| Crescent Sickle +6 | 144/96/0/0/0 | 0/0 | E/C/C/-/-/- | 3x Large Titanite Shard | 1,290 |

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|---------------------|---------------|-----|-----------|-------------------|-------|
| Crescent Sickle +7 | 153/102/0/0/0 | 0/0 | E/C/C/-/- | 1x Titanite Chunk | 1,540 |
| Crescent Sickle +8 | 162/108/0/0/0 | 0/0 | E/C/C/-/- | 2x Titanite Chunk | 1,670 |
| Crescent Sickle +9 | 171/114/0/0/0 | 0/0 | E/C/C/-/- | 3x Titanite Chunk | 1,800 |
| Crescent Sickle +10 | 180/120/0/0/0 | 0/0 | E/C/C/-/- | 1x Titanite Slab | 2,050 |

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 Crescent Sickle +0 | 64/100/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |
| Magic Crescent Sickle +1 | 71/110/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |
| Magic Crescent Sickle +2 | 77/120/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |
| Magic Crescent Sickle +3 | 84/131/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |
| Magic Crescent Sickle +4 | 90/141/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |
| Magic Crescent Sickle +5 | 97/151/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |
| Magic Crescent Sickle +6 | 103/161/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |
| Magic Crescent Sickle +7 | 110/171/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |
| Magic Crescent Sickle +8 | 116/181/0/0/0 | 0/0 | E/D/C/-/- | 38.3/43.3/18.3/18.3/8.3 | 18.3/18.3/18.3/18.3/8.3 |

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|---------------------------|---------------|-----|-----------|--------------------------|---------------------|
| Magic Crescent Sickle +9 | 123/191/0/0/0 | 0/0 | E/D/B/-/- | 38.3/43.3/18.3/18.3/43.3 | 18.3/18.3/18.3/18.3 |
| Magic Crescent Sickle +10 | 129/201/0/0/0 | 0/0 | E/D/B/-/- | 38.3/43.3/18.3/18.3/43.3 | 18.3/18.3/18.3/18.3 |

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 Crescent Sickle +0 | 70/46/50/0/0 | 0/0 | E/D/C/C/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +1 | 77/51/55/0/0 | 0/0 | E/D/C/C/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +2 | 84/56/60/0/0 | 0/0 | E/D/C/C/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +3 | 91/60/65/0/0 | 0/0 | E/D/C/C/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +4 | 98/65/70/0/0 | 0/0 | E/D/B/B/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +5 | 105/70/75/0/0 | 0/0 | E/D/B/B/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +6 | 112/74/80/0/0 | 0/0 | E/D/B/B/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +7 | 119/79/85/0/0 | 0/0 | E/D/B/B/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +8 | 126/84/90/0/0 | 0/0 | E/D/B/B/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +9 | 133/88/95/0/0 | 0/0 | E/D/B/B/-/- | 37/27/43.3/17/42 | 17/17/17/17 |
| Fire Crescent Sickle +10 | 140/93/100/0/0 | 0/0 | E/D/B/B/-/- | 37/27/43.3/17/42 | 17/17/17/17 |

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 Crescent Sickle +0 | 70/46/0/50/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +1 | 77/51/0/55/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +2 | 84/56/0/60/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +3 | 91/60/0/65/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +4 | 98/65/0/70/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +5 | 105/70/0/75/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +6 | 112/74/0/80/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +7 | 119/79/0/85/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +8 | 126/84/0/90/0 | 0/0 | E/D/C/-/C/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +9 | 133/88/0/95/0 | 0/0 | E/D/B/-/B/- | 37/27/17/43.3/42 | 17/17/17/17 |
| Lightning Crescent Sickle +10 | 140/93/0/100/0 | 0/0 | E/D/B/-/B/- | 37/27/17/43.3/42 | 17/17/17/17 |

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 Crescent Sickle +0 | 70/46/0/0/50 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +1 | 77/51/0/0/55 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +2 | 84/56/0/0/60 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +3 | 91/60/0/0/65 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +4 | 98/65/0/0/70 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +5 | 105/70/0/0/75 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +6 | 112/74/0/0/80 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +7 | 119/79/0/0/85 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +8 | 126/84/0/0/90 | 0/0 | E/D/C/-/-/C | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +9 | 133/88/0/0/95 | 0/0 | E/D/B/-/-/B | 37/27/17/17/68.3 | 17/17/17/17 |
| Dark Crescent Sickle +10 | 140/93/0/0/100 | 0/0 | E/D/B/-/-/B | 37/27/17/17/68.3 | 17/17/17/17 |

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 Crescent Sickle +0 | 81/54/0/0/0 | 96/0 | E/D/C/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +1 | 89/59/0/0/0 | 98/0 | E/D/C/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +2 | 97/64/0/0/0 | 100/0 | E/D/C/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +3 | 105/70/0/0/0 | 103/0 | E/D/B/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +4 | 113/75/0/0/0 | 105/0 | E/D/B/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +5 | 121/81/0/0/0 | 108/0 | E/D/B/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +6 | 129/86/0/0/0 | 110/0 | E/D/B/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +7 | 137/91/0/0/0 | 112/0 | E/D/B/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +8 | 145/97/0/0/0 | 115/0 | E/D/B/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +9 | 153/102/0/0/0 | 117/0 | E/D/B/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |
| Poison Crescent Sickle +10 | 162/108/0/0/0 | 120/0 | E/D/B/-/- | 37.9/27.9/17.9/17.9/42.9 | 36.6/17.9/17.9/17.9 |

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 soul

| Name | Damage | Aux Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|--------------------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Bleed Crescent Sickle +0 | 81/54/0/0/0 | 0/96 | E/D/C/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +1 | 89/59/0/0/0 | 0/98 | E/D/C/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |

| | | | | | |
|---------------------------|---------------|-------|-------------|--------------------------|---------------------|
| Bleed Crescent Sickle +2 | 97/64/0/0/0 | 0/100 | E/D/C/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +3 | 105/70/0/0/0 | 0/103 | E/D/B/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +4 | 113/75/0/0/0 | 0/105 | E/D/B/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +5 | 121/81/0/0/0 | 0/108 | E/D/B/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +6 | 129/86/0/0/0 | 0/110 | E/D/B/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +7 | 137/91/0/0/0 | 0/112 | E/D/B/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +8 | 145/97/0/0/0 | 0/115 | E/D/B/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +9 | 153/102/0/0/0 | 0/117 | E/D/B/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 17.9/36.6/17.9/17.9 |
| Bleed Crescent Sickle +10 | 162/108/0/0/0 | 0/120 | E/D/B/-/-/- | 37.9/27.9/17.9/17.9/42.9 | 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 Crescent Sickle +0 | 103/69/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +1 | 113/75/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +2 | 124/82/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +3 | 134/89/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +4 | 144/96/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |

| | | | | | |
|-------------------------|---------------|-----|-------------|----------------|-------------|
| Raw Crescent Sickle +5 | 155/103/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +6 | 165/110/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +7 | 175/117/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +8 | 186/124/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +9 | 196/131/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Raw Crescent Sickle +10 | 207/138/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 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 Crescent Sickle +0 | 90/60/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +1 | 99/66/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +2 | 108/72/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +3 | 117/78/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +4 | 126/84/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +5 | 135/90/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |

| | | | | | |
|-------------------------------|---------------|-----|-------------|----------------|-------------|
| Enchanted Crescent Sickle +6 | 144/96/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +7 | 153/102/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +8 | 162/108/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +9 | 171/114/0/0/0 | 0/0 | E/E/D/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Enchanted Crescent Sickle +10 | 180/120/0/0/0 | 0/0 | E/E/C/-/-/- | 40/30/20/20/45 | 20/20/20/20 |

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 Crescent Sickle +0 | 45/30/0/0/0 | 0/0 | E/E/E/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +1 | 49/33/0/0/0 | 0/0 | E/E/E/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +2 | 54/36/0/0/0 | 0/0 | E/E/E/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +3 | 58/39/0/0/0 | 0/0 | E/E/E/-/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +4 | 63/42/0/0/0 | 0/0 | E/E/E/-/-/- | 40/30/20/20/45 | 20/20/20/20 |

| | | | | | |
|-----------------------------|-------------|-----|-----------|----------------|-------------|
| Mundane Crescent Sickle +5 | 67/45/0/0/0 | 0/0 | E/E/E/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +6 | 72/48/0/0/0 | 0/0 | E/E/E/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +7 | 76/51/0/0/0 | 0/0 | E/E/E/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +8 | 81/54/0/0/0 | 0/0 | E/E/E/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +9 | 85/57/0/0/0 | 0/0 | E/E/E/-/- | 40/30/20/20/45 | 20/20/20/20 |
| Mundane Crescent Sickle +10 | 90/60/0/0/0 | 0/0 | E/E/D/-/- | 40/30/20/20/45 | 20/20/20/20 |

Key

| | |
|--------------------------|---|
| Damage: | <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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p> |
| Aux Effect: | <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"> • A is Poison Effect • B is Bleed Effect |
| Counter Strength: | <p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p> |

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| Poise Damage: | The ability of the weapon to break the poise of an enemy. |
| Stats Needed: | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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 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. ($14 \times 2 = 28$)</p> |
| Stat Bonuses: | <p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • 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: | <p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage |

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| Aux Effect Reduction: | <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">• A is Poison Effect• B is Bleed Effect• C is Petrification Effect• D is Curse Effect |
| Stability: | <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> |
| Durability: | <p>The durability of the weapon.</p> |
| Weight: | <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> |
| Enchantable? Items/Spells: | <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> |