

Full Moon Sickle

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In-Game Description

A large sickle with a round blade.

The thin blade, fortified with bradden steel, slices with a fine smoothness.

Hooks into flesh, then rips it apart to cause bleeding.

Availability

- Artificial Undead drop - rare.
- Crescent Sickle Phantom drop - rare.

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 |
|-------|--------------------------------|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
| | 135/0/0 /0/0 (Slash) | 0/107 | 110 | 20 | 20/18/0 /0 D/B/-/-/- /- | 40/10/2 0/20/45 | 20/30/2 0/20 | 20 | 90 | 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 |
|---------------------|-------------|-------------|--------------|-------------------------|-------|
| Full Moon Sickle +0 | 135/0/0/0/0 | 0/107 | D/B/-/-/- | - | - |
| Full Moon Sickle +1 | 148/0/0/0/0 | 0/112 | D/B/-/-/- | 1x Titanite Shard | 520 |
| Full Moon Sickle +2 | 162/0/0/0/0 | 0/117 | D/B/-/-/- | 2x Titanite Shard | 650 |
| Full Moon Sickle +3 | 175/0/0/0/0 | 0/122 | D/B/-/-/- | 3x Titanite Shard | 770 |
| Full Moon Sickle +4 | 189/0/0/0/0 | 0/128 | D/B/-/-/- | 1x Large Titanite Shard | 1,030 |
| Full Moon Sickle +5 | 202/0/0/0/0 | 0/133 | D/B/-/-/- | 2x Large Titanite Shard | 1,160 |
| Full Moon Sickle +6 | 216/0/0/0/0 | 0/138 | D/B/-/-/- | 3x Large Titanite Shard | 1,290 |

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|----------------------|-------------|-------|-----------|-------------------|-------|
| Full Moon Sickle +7 | 229/0/0/0/0 | 0/144 | D/B/-/-/- | 1x Titanite Chunk | 1,540 |
| Full Moon Sickle +8 | 243/0/0/0/0 | 0/149 | D/B/-/-/- | 2x Titanite Chunk | 1,670 |
| Full Moon Sickle +9 | 256/0/0/0/0 | 0/154 | D/B/-/-/- | 3x Titanite Chunk | 1,800 |
| Full Moon Sickle +10 | 270/0/0/0/0 | 0/160 | D/B/-/-/- | 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 Full Moon Sickle +0 | 121/84/0/0/0 | 0/96 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |
| Magic Full Moon Sickle +1 | 133/88/0/0/0 | 0/101 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |
| Magic Full Moon Sickle +2 | 145/92/0/0/0 | 0/105 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |
| Magic Full Moon Sickle +3 | 157/96/0/0/0 | 0/110 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |
| Magic Full Moon Sickle +4 | 170/100/0/0/0 | 0/115 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |
| Magic Full Moon Sickle +5 | 182/105/0/0/0 | 0/120 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |
| Magic Full Moon Sickle +6 | 194/109/0/0/0 | 0/124 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |
| Magic Full Moon Sickle +7 | 206/113/0/0/0 | 0/129 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |
| Magic Full Moon Sickle +8 | 218/117/0/0/0 | 0/134 | E/C/C/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9/7.9 |

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|----------------------------|---------------|-------|-----------|--------------------------|---------------------|
| Magic Full Moon Sickle +9 | 230/121/0/0/0 | 0/139 | E/C/B/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Magic Full Moon Sickle +10 | 243/126/0/0/0 | 0/144 | E/C/B/-/- | 37.9/26.6/17.9/17.9/42.9 | 17.9/27.9/17.9/17.9 |

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 Full Moon Sickle +0 | 121/0/84/0/0 | 0/96 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +1 | 133/0/88/0/0 | 0/101 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +2 | 145/0/92/0/0 | 0/105 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +3 | 157/0/96/0/0 | 0/110 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +4 | 170/0/100/0/0 | 0/115 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +5 | 182/0/105/0/0 | 0/120 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +6 | 194/0/109/0/0 | 0/124 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +7 | 206/0/113/0/0 | 0/129 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +8 | 218/0/117/0/0 | 0/134 | E/C/-/C/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +9 | 230/0/121/0/0 | 0/139 | E/C/-/B/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |
| Fire Full Moon Sickle +10 | 243/0/126/0/0 | 0/144 | E/C/-/B/-/- | 37.9/7.9/36.6/17.9/42.9 | 17.9/27.9/17.9/17.9 |

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 Full Moon Sickle +0 | 121/0/0/84/0 | 0/96 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +1 | 133/0/0/88/0 | 0/101 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +2 | 145/0/0/92/0 | 0/105 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +3 | 157/0/0/96/0 | 0/110 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +4 | 170/0/0/100/0 | 0/115 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +5 | 182/0/0/105/0 | 0/120 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +6 | 194/0/0/109/0 | 0/124 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +7 | 206/0/0/113/0 | 0/129 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +8 | 218/0/0/117/0 | 0/134 | E/C/-/-/C/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +9 | 230/0/0/121/0 | 0/139 | E/C/-/-/B/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |
| Lightning Full Moon Sickle +10 | 243/0/0/126/0 | 0/144 | E/C/-/-/B/- | 37.9/7.9/17.9/36.6/42.9 | 17.9/27.9/17.9/17.9 |

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 Full Moon Sickle +0 | 121/0/0/0/84 | 0/96 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +1 | 133/0/0/0/88 | 0/101 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +2 | 145/0/0/0/92 | 0/105 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +3 | 157/0/0/0/96 | 0/110 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +4 | 170/0/0/0/100 | 0/115 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +5 | 182/0/0/0/105 | 0/120 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +6 | 194/0/0/0/109 | 0/124 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +7 | 206/0/0/0/113 | 0/129 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +8 | 218/0/0/0/117 | 0/134 | E/C/-/-/-/C | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +9 | 230/0/0/0/121 | 0/139 | E/C/-/-/-/B | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |
| Dark Full Moon Sickle +10 | 243/0/0/0/126 | 0/144 | E/C/-/-/-/B | 37.9/7.9/17.9/17.9/61.6 | 17.9/27.9/17.9/17.9 |

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 Full Moon Sickle +0 | 121/0/0/0/0 | 96/96 | E/C/-/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +1 | 133/0/0/0/0 | 98/101 | E/C/-/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |

| | | | | | |
|-----------------------------|-------------|---------|-----------|-------------------------|---------------------|
| Poison Full Moon Sickle +2 | 145/0/0/0/0 | 100/105 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +3 | 157/0/0/0/0 | 103/110 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +4 | 170/0/0/0/0 | 105/115 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +5 | 182/0/0/0/0 | 108/120 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +6 | 194/0/0/0/0 | 110/124 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +7 | 206/0/0/0/0 | 112/129 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +8 | 218/0/0/0/0 | 115/134 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +9 | 230/0/0/0/0 | 117/139 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |
| Poison Full Moon Sickle +10 | 243/0/0/0/0 | 120/144 | E/C/-/-/- | 37.9/7.9/17.9/17.9/42.9 | 36.6/27.9/17.9/17.9 |

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 souls

| Name | Damage | Aux Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|---------------------------|-------------|-------------|--------------|-------------------------|-----------------------|
| Bleed Full Moon Sickle +0 | 129/0/0/0/0 | 0/154 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +1 | 142/0/0/0/0 | 0/161 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +2 | 155/0/0/0/0 | 0/169 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +3 | 168/0/0/0/0 | 0/176 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +4 | 181/0/0/0/0 | 0/184 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |

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|----------------------------|-------------|-------|-----------|-------------------------|---------------------|
| Bleed Full Moon Sickle +5 | 194/0/0/0/0 | 0/192 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +6 | 207/0/0/0/0 | 0/199 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +7 | 220/0/0/0/0 | 0/207 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +8 | 233/0/0/0/0 | 0/215 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +9 | 246/0/0/0/0 | 0/222 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |
| Bleed Full Moon Sickle +10 | 259/0/0/0/0 | 0/230 | E/C/-/-/- | 39.1/9.1/19.1/19.1/44.1 | 19.1/36.6/19.1/19.1 |

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 Full Moon Sickle +0 | 155/0/0/0/0 | 0/123 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +1 | 170/0/0/0/0 | 0/129 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +2 | 186/0/0/0/0 | 0/135 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +3 | 201/0/0/0/0 | 0/141 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +4 | 217/0/0/0/0 | 0/147 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +5 | 232/0/0/0/0 | 0/153 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +6 | 248/0/0/0/0 | 0/159 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +7 | 263/0/0/0/0 | 0/165 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |

| | | | | | |
|--------------------------|-------------|-------|-----------|----------------|-------------|
| Raw Full Moon Sickle +8 | 279/0/0/0/0 | 0/171 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +9 | 294/0/0/0/0 | 0/177 | E/E/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Raw Full Moon Sickle +10 | 310/0/0/0/0 | 0/184 | E/E/-/-/- | 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 Full Moon Sickle +0 | 135/0/0/0/0 | 0/107 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +1 | 148/0/0/0/0 | 0/112 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +2 | 162/0/0/0/0 | 0/117 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +3 | 175/0/0/0/0 | 0/122 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +4 | 189/0/0/0/0 | 0/128 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +5 | 202/0/0/0/0 | 0/133 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +6 | 216/0/0/0/0 | 0/138 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +7 | 229/0/0/0/0 | 0/144 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +8 | 243/0/0/0/0 | 0/149 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +9 | 256/0/0/0/0 | 0/154 | E/E/D/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Enchanted Full Moon Sickle +10 | 270/0/0/0/0 | 0/160 | E/E/C/-/- | 40/10/20/20/45 | 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 Full Moon Sickle +0 | 67/0/0/0/0 | 0/53 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +1 | 74/0/0/0/0 | 0/56 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +2 | 81/0/0/0/0 | 0/58 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +3 | 87/0/0/0/0 | 0/61 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +4 | 94/0/0/0/0 | 0/64 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +5 | 101/0/0/0/0 | 0/66 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +6 | 108/0/0/0/0 | 0/69 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +7 | 114/0/0/0/0 | 0/72 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +8 | 121/0/0/0/0 | 0/74 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +9 | 128/0/0/0/0 | 0/77 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |
| Mundane Full Moon Sickle +10 | 135/0/0/0/0 | 0/80 | E/D/-/-/- | 40/10/20/20/45 | 20/20/20/20 |

Key

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| 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> |
| Poise Damage: | <p>The ability of the weapon to break the poise of an enemy.</p> |
| Stats Needed: | <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"> • 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. 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> |

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| 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 |
| Aux Effect Reduction: | <p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>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: | The durability of the weapon. |
| 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> |

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| 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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Revision #1
Created 17 December 2024 08:16:40 by jade
Updated 17 December 2024 08:16:40 by jade