

# Reapers

Icon	Name	Damage	Poise Damage	Counter Strength	Durability	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Bone Scythe	130/0/0/0 /0  (Slash)	15	110	50	10	28*/20/0/0  A/-/-/-/-	Traded by Straid of Olaphis for Covetous Demon Soul.	Petrified Dragon Bone	-
	Crescent Sickle	90/60/0/0 /0  (Slash)	15	110	50	8	12*/19/12/0  E/C/C/-/-/-	Rank 2 Brotherhood of Blood reward.  Sold by Chancellor Wellager in NG++.	Titanite	-
	Full Moon Sickle	135/0/0/0 /0  Bleed 107  (Slash)	15	110	60	8	20*/18/0/0  D/B/-/-/-/-	Artificial Undead drop.  Crescent Sickle Phantom drop.	Titanite	-
	Great Machete	100/0/0/0 /0  (Slash)	15	110	30	6	18/16/0/0  C/D/-/-/-/-	Undead Jailer drop.	Titanite	-
	Great Scythe	140/0/0/0 /0  (Slash)	15	110	60	5	12/14/0/0  E/B/-/-/-/-	Sold by Titchy Gren.  Parasite Spider drop.	Titanite	-
	Scythe of Nahr Alma	93/0/0/0/90  (Slash)	15	110	50	5	14/12/12/12  D/B/-/-/-/C	Sold by Merchant Hag Melentia when Titchy Gren is dead.	Twinkling Titanite	-
	Scythe of the Forlorn	161/0/0/0/47  (Slash)	15	110	55	11	15/20/10/10  D/B/-/-/-/C	Sold by Straid of Olaphis.	Twinkling Titanite	-
	Scythe of Want	104/0/0/0/120  (Slash)	15	110	60	12	14/20/18/18  C/B/-/-/-/C	Traded by Weaponsmith Ornifex for Soul of Nashandra.	Petrified Dragon Bone	Unique 2h Strong Attack.

	Silverblack Sickle	80/0/0/0/60 (Slash)	20	110	60	4	15*/10/8/8 C/C/-/-/-/C	Grave Warden drop.	Titanite	-
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\* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

## Key

<b>Damage:</b>	<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>
<b>Aux Effect:</b>	<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>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<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.</p> <p>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,</p> <p>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. (<math>14 \times 2 = 28</math>)</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.</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"> <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.</p> <p>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>

Revision #1  
Created 17 December 2024 08:08:09 by jade  
Updated 17 December 2024 08:08:09 by jade