

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

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>

<p>Stats Needed:</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"> • 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,</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. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</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"> • 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).
<p>Damage Reduction:</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"> • 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. 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>

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