

# Scythe of Nahr Alma


## In-Game Description

*The scythe used by Titchy Gren, and by believers in Nahr Alma, god of blood.*

*Normally used only in ceremonies. Imbued with the power of dark.*

*This is no place for talk of such things, however.*

## Availability

- Gift from Titchy Gren after reaching Rank 3 in the Brotherhood of Blood covenant.
- Sold by Merchant Hag Melentia for 8,800 souls after killing Titchy Gren.

## 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
	93/0/0/ 0/90  (Slash)	0/0	110	15	14/12/1 2/12  D/B/-/-/ /C	40/10/2 0/20/60	20/20/2 0/20	20	50	5

## Move Set

Same as the Great Scythe.

# Notes

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

## Upgrades

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

### Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Scythe of Nahr Alma +0	93/0/0/0/90	0/0	D/B/-/-/-/C	-	-
Scythe of Nahr Alma +1	102/0/0/0/92	0/0	D/B/-/-/-/C	1x Twinkling Titanite	1,120
Scythe of Nahr Alma +2	111/0/0/0/94	0/0	D/B/-/-/-/C	2x Twinkling Titanite	1,400
Scythe of Nahr Alma +3	121/0/0/0/96	0/0	D/B/-/-/-/C	3x Twinkling Titanite	1,680
Scythe of Nahr Alma +4	130/0/0/0/98	0/0	D/B/-/-/-/C	4x Twinkling Titanite	2,240
Scythe of Nahr Alma +5	140/0/0/0/100	0/0	D/B/-/-/-/C	5x Twinkling Titanite	2,520

## 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 Scythe of Nahr Alma +0	78/64/0/0/75	0/0	E/C/C/-/-/C	37.5/30/17.5/17.5/57.5	17.5/17.5/17.5/17.5
Magic Scythe of Nahr Alma +1	88/66/0/0/77	0/0	E/C/C/-/-/C	37.5/30/17.5/17.5/57.5	17.5/17.5/17.5/17.5
Magic Scythe of Nahr Alma +2	93/67/0/0/78	0/0	E/C/C/-/-/C	37.5/30/17.5/17.5/57.5	17.5/17.5/17.5/17.5
Magic Scythe of Nahr Alma +3	101/69/0/0/80	0/0	E/C/C/-/-/C	37.5/30/17.5/17.5/57.5	17.5/17.5/17.5/17.5
Magic Scythe of Nahr Alma +4	109/70/0/0/82	0/0	E/C/C/-/-/C	37.5/30/17.5/17.5/57.5	17.5/17.5/17.5/17.5
Magic Scythe of Nahr Alma +5	117/72/0/0/84	0/0	E/C/C/-/-/C	37.5/30/17.5/17.5/57.5	17.5/17.5/17.5/17.5

## 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 Scythe of Nahr Alma +0	78/0/64/0/75	0/0	E/C/-/C/-/C	37.5/7.5/40/17.5/57.5	17.5/17.5/17.5/17.5
Fire Scythe of Nahr Alma +1	88/0/66/0/77	0/0	E/C/-/C/-/C	37.5/7.5/40/17.5/57.5	17.5/17.5/17.5/17.5
Fire Scythe of Nahr Alma +2	93/0/67/0/78	0/0	E/C/-/C/-/C	37.5/7.5/40/17.5/57.5	17.5/17.5/17.5/17.5
Fire Scythe of Nahr Alma +3	101/0/69/0/80	0/0	E/C/-/C/-/C	37.5/7.5/40/17.5/57.5	17.5/17.5/17.5/17.5
Fire Scythe of Nahr Alma +4	109/0/70/0/82	0/0	E/C/-/C/-/C	37.5/7.5/40/17.5/57.5	17.5/17.5/17.5/17.5
Fire Scythe of Nahr Alma +5	117/0/72/0/84	0/0	E/C/-/C/-/C	37.5/7.5/40/17.5/57.5	17.5/17.5/17.5/17.5

# 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 Scythe of Nahr Alma +0	78/0/0/64/75	0/0	E/C/-/-/C/C	37.5/7.5/17.5/40/57.5	17.5/17.5/17.5/17.5
Lightning Scythe of Nahr Alma +1	88/0/0/66/77	0/0	E/C/-/-/C/C	37.5/7.5/17.5/40/57.5	17.5/17.5/17.5/17.5
Lightning Scythe of Nahr Alma +2	93/0/0/67/78	0/0	E/C/-/-/C/C	37.5/7.5/17.5/40/57.5	17.5/17.5/17.5/17.5
Lightning Scythe of Nahr Alma +3	101/0/0/69/80	0/0	E/C/-/-/C/C	37.5/7.5/17.5/40/57.5	17.5/17.5/17.5/17.5
Lightning Scythe of Nahr Alma +4	109/0/0/70/82	0/0	E/C/-/-/C/C	37.5/7.5/17.5/40/57.5	17.5/17.5/17.5/17.5
Lightning Scythe of Nahr Alma +5	117/0/0/72/84	0/0	E/C/-/-/C/C	37.5/7.5/17.5/40/57.5	17.5/17.5/17.5/17.5

# 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 Scythe of Nahr Alma +0	78/0/0/0/140	0/0	E/C/-/-/-/C	38.7/8.7/18.7/18.7/70	18.7/18.7/18.7/18.7
Dark Scythe of Nahr Alma +1	88/0/0/0/143	0/0	E/C/-/-/-/C	38.7/8.7/18.7/18.7/70	18.7/18.7/18.7/18.7
Dark Scythe of Nahr Alma +2	93/0/0/0/146	0/0	E/C/-/-/-/C	38.7/8.7/18.7/18.7/70	18.7/18.7/18.7/18.7

Dark Scythe of Nahr Alma +3	101/0/0/0/149	0/0	E/C/-/-/-C	38.7/8.7/18.7/18.7/70	18.7/18.7/18.7/18.7
Dark Scythe of Nahr Alma +4	109/0/0/0/152	0/0	E/C/-/-/-C	38.7/8.7/18.7/18.7/70	18.7/18.7/18.7/18.7
Dark Scythe of Nahr Alma +5	117/0/0/0/156	0/0	E/C/-/-/-C	38.7/8.7/18.7/18.7/70	18.7/18.7/18.7/18.7

## 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 Scythe of Nahr Alma +0	83/0/0/0/81	96/0	E/C/-/-/-C	37.9/7.9/17.9/17.9/57.9	36.6/17.9/17.9/17.9
Poison Scythe of Nahr Alma +1	92/0/0/0/82	100/0	E/C/-/-/-C	37.9/7.9/17.9/17.9/57.9	36.6/17.9/17.9/17.9
Poison Scythe of Nahr Alma +2	100/0/0/0/84	105/0	E/C/-/-/-C	37.9/7.9/17.9/17.9/57.9	36.6/17.9/17.9/17.9
Poison Scythe of Nahr Alma +3	109/0/0/0/86	110/0	E/C/-/-/-B	37.9/7.9/17.9/17.9/57.9	36.6/17.9/17.9/17.9
Poison Scythe of Nahr Alma +4	117/0/0/0/88	115/0	E/C/-/-/-B	37.9/7.9/17.9/17.9/57.9	36.6/17.9/17.9/17.9
Poison Scythe of Nahr Alma +5	126/0/0/0/90	120/0	E/C/-/-/-B	37.9/7.9/17.9/17.9/57.9	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 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Bleed Scythe of Nahr Alma +0	83/0/0/0/81	0/96	E/C/-/-/C	37.9/7.9/17.9/17.9/57.9	17.9/36.6/17.9/17.9
Bleed Scythe of Nahr Alma +1	92/0/0/0/82	0/100	E/C/-/-/C	37.9/7.9/17.9/17.9/57.9	17.9/36.6/17.9/17.9
Bleed Scythe of Nahr Alma +2	100/0/0/0/84	0/105	E/C/-/-/C	37.9/7.9/17.9/17.9/57.9	17.9/36.6/17.9/17.9
Bleed Scythe of Nahr Alma +3	109/0/0/0/86	0/110	E/C/-/-/B	37.9/7.9/17.9/17.9/57.9	17.9/36.6/17.9/17.9
Bleed Scythe of Nahr Alma +4	117/0/0/0/88	0/115	E/C/-/-/B	37.9/7.9/17.9/17.9/57.9	17.9/36.6/17.9/17.9
Bleed Scythe of Nahr Alma +5	126/0/0/0/90	0/120	E/C/-/-/B	37.9/7.9/17.9/17.9/57.9	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 Scythe of Nahr Alma +0	106/0/0/0/103	0/0	E/E/-/-/D	40/10/20/20/60	20/20/20/20
Raw Scythe of Nahr Alma +1	117/0/0/0/105	0/0	E/E/-/-/D	40/10/20/20/60	20/20/20/20
Raw Scythe of Nahr Alma +2	128/0/0/0/108	0/0	E/E/-/-/D	40/10/20/20/60	20/20/20/20
Raw Scythe of Nahr Alma +3	139/0/0/0/110	0/0	E/E/-/-/D	40/10/20/20/60	20/20/20/20
Raw Scythe of Nahr Alma +4	150/0/0/0/112	0/0	E/E/-/-/D	40/10/20/20/60	20/20/20/20
Raw Scythe of Nahr Alma +5	161/0/0/0/115	0/0	E/E/-/-/D	40/10/20/20/60	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 Scythe of Nahr Alma +0	93/0/0/0/90	0/0	E/E/D/-/-/E	40/10/20/20/60	20/20/20/20
Enchanted Scythe of Nahr Alma +1	102/0/0/0/92	0/0	E/E/D/-/-/E	40/10/20/20/60	20/20/20/20
Enchanted Scythe of Nahr Alma +2	111/0/0/0/94	0/0	E/E/D/-/-/E	40/10/20/20/60	20/20/20/20
Enchanted Scythe of Nahr Alma +3	121/0/0/0/96	0/0	E/E/D/-/-/E	40/10/20/20/60	20/20/20/20
Enchanted Scythe of Nahr Alma +4	130/0/0/0/98	0/0	E/E/D/-/-/E	40/10/20/20/60	20/20/20/20
Enchanted Scythe of Nahr Alma +5	140/0/0/0/100	0/0	E/E/D/-/-/E	40/10/20/20/60	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 Scythe of Nahr Alma +0	46/0/0/0/45	0/0	E/D/-/-/-/E	40/10/20/20/60	20/20/20/20
Mundane Scythe of Nahr Alma +1	51/0/0/0/46	0/0	E/D/-/-/-/E	40/10/20/20/60	20/20/20/20
Mundane Scythe of Nahr Alma +2	55/0/0/0/47	0/0	E/D/-/-/-/E	40/10/20/20/60	20/20/20/20

Mundane Scythe of Nahr Alma +3	60/0/0/0/48	0/0	E/D/-/-/-E	40/10/20/20/60	20/20/20/20
Mundane Scythe of Nahr Alma +4	65/0/0/0/49	0/0	E/D/-/-/-E	40/10/20/20/60	20/20/20/20
Mundane Scythe of Nahr Alma +5	70/0/0/0/50	0/0	E/D/-/-/-E	40/10/20/20/60	20/20/20/20

# 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>

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