

# Black Flamestone Dagger

## In-Game Description

*A dagger affixed with a black crystal.  
Found deep inside the Gutter, in the Black Gulch.  
Heavier than a standard dagger, but with a  
fine crystal that gives it a smoother slice.*

*Some of the more determined souls exiled to the Gutter sought to scale the walls of the forsaken place and walk the earth once again, but failed, and wasted away mired in misery and resentment.*

## Availability

## Dark Souls 2:

- Part of the preorder bonus, received after character creation. Cannot be sold to Lonesome Gavlan or discarded.

### ***Dark Souls 2 & Scholar of the First Sin:***

- One sold, per play-through, by Chancellor Wellager for 8,000 souls after defeating the Looking Glass Knight.

# General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable ? Items/Spells
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	70/0/0/ 0/0	0/0	130	5	10/12/ 0/0	45/10/ 30/30/ 20	15/15/ 15/15	15	50	4.0	Yes/Ye s
	(Slash/ Thrust)				D/D/-/ /-/-						

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	upward slash then downward	fast horizontal slashes
Heavy Attack	wide horizontal slash then thrust	forward thrusts
Rolling Attack	fast forward thrust	fast forward thrust
Running Attack	near-instant horizontal slash	quick downward slash

# Notes

- Instead of a Dexterity-based critical hit machine, this is more like a short sword with a strange move set, poor Strength-based scaling, immensely increased weight and above-average critical hit multiplier.
- A Dagger turned completely topsy-turvy by the black crystal growth extending from the blade. It forms a matching set with the Black Flamestone Parma.

# Upgrades

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

Basic upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Material	Souls
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Black Flamestone Dagger +0	70/0/0/0/0	0/0	D/D/-/-/-	-	-
Black Flamestone Dagger +1	77/0/0/0/0	0/0	D/D/-/-/-	1x Titanite Shard	430
Black Flamestone Dagger +2	84/0/0/0/0	0/0	D/D/-/-/-	2x Titanite Shard	540
Black Flamestone Dagger +3	91/0/0/0/0	0/0	D/D/-/-/-	3x Titanite Shard	640
Black Flamestone Dagger +4	98/0/0/0/0	0/0	C/D/-/-/-	1x Large Titanite Shard	850
Black Flamestone Dagger +5	105/0/0/0/0	0/0	C/D/-/-/-	2x Large Titanite Shard	960
Black Flamestone Dagger +6	112/0/0/0/0	0/0	C/D/-/-/-	3x Large Titanite Shard	1,070
Black Flamestone Dagger +7	119/0/0/0/0	0/0	C/D/-/-/-	1x Titanite Chunk	1,280
Black Flamestone Dagger +8	126/0/0/0/0	0/0	C/D/-/-/-	2x Titanite Chunk	1,390
Black Flamestone Dagger +9	133/0/0/0/0	0/0	C/D/-/-/-	3x Titanite Chunk	1,490
Black Flamestone Dagger +10	140/0/0/0/0	0/0	C/D/-/-/-	1x Titanite Slab	1,700

# 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 Black Flamestone Dagger +0	49/49/0/0/0	0/0	D/D/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9

Magic Black Flamestone Dagger +1	53/53/0/0/0	0/0	D/D/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +2	58/58/0/0/0	0/0	D/D/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +3	63/63/0/0/0	0/0	D/D/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +4	68/68/0/0/0	0/0	D/D/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +5	73/73/0/0/0	0/0	D/D/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +6	78/78/0/0/0	0/0	D/D/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +7	83/83/0/0/0	0/0	D/D/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +8	88/88/0/0/0	0/0	D/D/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +9	93/93/0/0/0	0/0	C/D/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Black Flamestone Dagger +10	98/98/0/0/0	0/0	C/D/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9

## 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
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Fire Black Flamestone Dagger +0	49/0/49/0/0	0/0	D/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +1	53/0/53/0/0	0/0	D/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +2	58/0/58/0/0	0/0	D/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +3	63/0/63/0/0	0/0	D/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +4	68/0/68/0/0	0/0	D/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +5	73/0/73/0/0	0/0	D/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +6	78/0/78/0/0	0/0	D/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +7	83/0/83/0/0	0/0	D/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +8	88/0/88/0/0	0/0	D/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +9	93/0/93/0/0	0/0	C/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Black Flamestone Dagger +10	98/0/98/0/0	0/0	C/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9

## Lightning

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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 Black Flamestone Dagger +0	49/0/0/49/0	0/0	D/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +1	53/0/0/53/0	0/0	D/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +2	58/0/0/58/0	0/0	D/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +3	63/0/0/63/0	0/0	D/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +4	68/0/0/68/0	0/0	D/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +5	73/0/0/73/0	0/0	D/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +6	78/0/0/78/0	0/0	D/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +7	83/0/0/83/0	0/0	D/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +8	88/0/0/88/0	0/0	D/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +9	93/0/0/93/0	0/0	C/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Black Flamestone Dagger +10	98/0/0/98/0	0/0	C/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9

## 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 Black Flamestone Dagger +0	49/0/0/0/49	0/0	D/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +1	53/0/0/0/53	0/0	D/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +2	58/0/0/0/58	0/0	D/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +3	63/0/0/0/63	0/0	D/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +4	68/0/0/0/68	0/0	D/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +5	73/0/0/0/73	0/0	D/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +6	78/0/0/0/78	0/0	D/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +7	83/0/0/0/83	0/0	D/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +8	88/0/0/0/88	0/0	D/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +9	93/0/0/0/93	0/0	C/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Black Flamestone Dagger +10	98/0/0/0/98	0/0	C/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9

## 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 Black Flamestone Dagger +0	49/0/0/0/0	112/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +1	53/0/0/0/0	114/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +2	58/0/0/0/0	117/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +3	63/0/0/0/0	120/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +4	68/0/0/0/0	123/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +5	73/0/0/0/0	126/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +6	78/0/0/0/0	128/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +7	83/0/0/0/0	131/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +8	88/0/0/0/0	134/0	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +9	93/0/0/0/0	137/0	C/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Black Flamestone Dagger +10	98/0/0/0/0	140/0	C/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9

## 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 Black Flamestone Dagger +0	49/0/0/0/0	0/112	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +1	53/0/0/0/0	0/114	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +2	58/0/0/0/0	0/117	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +3	63/0/0/0/0	0/120	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +4	68/0/0/0/0	0/123	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +5	73/0/0/0/0	0/126	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +6	78/0/0/0/0	0/128	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +7	83/0/0/0/0	0/131	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +8	88/0/0/0/0	0/134	D/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +9	93/0/0/0/0	0/137	C/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Black Flamestone Dagger +10	98/0/0/0/0	0/140	C/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

# 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 Black Flamestone Dagger +0	80/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +1	88/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +2	96/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +3	104/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +4	112/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +5	120/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +6	128/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +7	136/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +8	144/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +9	152/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Black Flamestone Dagger +10	161/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15

# 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 Black Flamestone Dagger +0	70/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +1	77/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +2	84/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +3	91/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +4	98/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +5	105/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +6	112/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +7	119/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +8	126/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +9	133/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Black Flamestone Dagger +10	140/0/0/0/0	0/0	E/E/C/-/-	45/10/30/30/20	15/15/15/15

## Mundane

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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 Black Flamestone Dagger +0	35/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +1	38/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +2	42/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +3	45/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +4	49/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +5	52/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +6	56/0/0/0/0	0/0	D/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +7	59/0/0/0/0	0/0	D/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +8	63/0/0/0/0	0/0	D/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +9	66/0/0/0/0	0/0	D/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Black Flamestone Dagger +10	70/0/0/0/0	0/0	D/E/-/-/-	45/10/30/30/20	15/15/15/15

# 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>
<b>Stats Needed:</b>	<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"> <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, 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. (<math>14 \times 2 = 28</math>)</p>

<b>Stat Bonuses:</b>	<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>
<b>Damage Reduction:</b>	<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.</p> <p>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>	The durability of the weapon.
<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>	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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