

# Caestus


## In-Game Description

*Weapon used to strike with one's fists.*  
*The thick leather covering bears iron studs,*  
*and protects the hands while augmenting*  
*their striking power.*

*Attacks with the fists are solely dependent on*  
*one's strength. With this weapon, any encounter*  
*becomes a brawl.*

## Availability

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

- Unlimited sold by Merchant Hag Melentia for 1,000 souls.
- Brume Tower treasure (upgraded to +8). Starting from the Upper Floors Bonfire, leave the small room and take a left.  
In the next room will be a couple of Ashen Warriors, one of which is guarding a wooden chest right which contains the weapon.
- Goblin drop - rare.

## General Information

Name	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
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	45/0/0/0/0  (Strike)	0/0	130	15	10/7/0/0  A/B/-/-/-/-	30/10/20/20/30	10/10/10/10	5	60	0.5	Yes/Yes
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# Move Set

+ Show move-set - Hide move-set

<b>R1 — R1 — R1 (L1 — L1 — L1)</b>	Right hook punch into slower right hook into fast right hook. (Left hand instead)	
<b>R2 — R2</b>	Downward blow into uppercut.	
<b>R1 after L1 (L1 after R2)</b>	Uppercut.	
<b>L2</b>	Parry.	
<b>Roll — R1 (Roll — L1)</b>	Uppercut.	
<b>Backstep or Run — R1/L1</b>	Running hook.	
<b>Forward + R1 (Forward + L1)</b>	Arm bash.	Guard break.
<b>Dual wield L1</b>	One-two punch	
<b>Dual wield L2</b>	Double lariat with a strong downward blow at the end	

# Notes

- "Caestus" is pronounced "KAI-stus" - it is formed of the Latin root "cae(s)", as in "caesura", which means "to cut" or (perhaps more likely in this case) "to kill", and the suffix "tus", which denotes a class, position, or action of a given entity.
- Being a fist weapon, its strikes consume little stamina. Power wielding caestuses allow for many rapid strikes, making them an excellent weapon against foes with little poise.
- Can only be power-stanced with a Bone Fist, Fist, Claws, Malformed Claws, Manikin Claws or another Caestus.
- Cannot be infused with Bleed.
  - You can still deal bleeding damage when you enchant the weapon with a Bleeding Serum (*Note: It can't be infused with anything*).

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Caestus +0	45/0/0/0/0	0/0	A/B/-/-/-/-	-	-
Caestus +1	49/0/0/0/0	0/0	A/B/-/-/-/-	1x Titanite Shard	250
Caestus +2	54/0/0/0/0	0/0	A/B/-/-/-/-	2x Titanite Shard	320
Caestus +3	58/0/0/0/0	0/0	A/B/-/-/-/-	3x Titanite Shard	380
Caestus +4	63/0/0/0/0	0/0	A/B/-/-/-/-	1x Large Titanite Shard	500
Caestus +5	67/0/0/0/0	0/0	A/B/-/-/-/-	2x Large Titanite Shard	570
Caestus +6	72/0/0/0/0	0/0	A/B/-/-/-/-	3x Large Titanite Shard	630
Caestus +7	76/0/0/0/0	0/0	A/B/-/-/-/-	1x Titanite Chunk	750
Caestus +8	81/0/0/0/0	0/0	A/B/-/-/-/-	2x Titanite Chunk	820
Caestus +9	85/0/0/0/0	0/0	A/B/-/-/-/-	3x Titanite Chunk	880
Caestus +10	90/0/0/0/0	0/0	A/A/-/-/-/-	1x Titanite Slab	1,000

## 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 Caestus +0	31/31/0/0/0	0/0	B/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +1	34/34/0/0/0	0/0	B/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +2	37/37/0/0/0	0/0	B/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +3	40/40/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +4	44/44/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +5	47/47/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +6	50/50/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +7	53/53/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +8	56/56/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +9	59/59/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +10	63/63/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9

## 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 Caestus +0	31/0/31/0/0	0/0	B/C/-/C/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +1	34/0/34/0/0	0/0	B/C/-/C/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9

Fire Caestus +2	37/0/37/0/0	0/0	B/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +3	40/0/40/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +4	44/0/44/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +5	47/0/47/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +6	50/0/50/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +7	53/0/53/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +8	56/0/56/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +9	59/0/59/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +10	63/0/63/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9

## 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 Caestus +0	31/0/0/31/0	0/0	B/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +1	34/0/0/34/0	0/0	B/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +2	37/0/0/37/0	0/0	B/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +3	40/0/0/40/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +4	44/0/0/44/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9

Lightning Caestus +5	47/0/0/47/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +6	50/0/0/50/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +7	53/0/0/53/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +8	56/0/0/56/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +9	59/0/0/59/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +10	63/0/0/63/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9

# Dark

Reduces: 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 Caestus +0	31/0/0/0/31	0/0	B/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +1	34/0/0/0/34	0/0	B/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +2	37/0/0/0/37	0/0	B/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +3	40/0/0/0/40	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +4	44/0/0/0/44	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +5	47/0/0/0/47	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +6	50/0/0/0/50	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +7	53/0/0/0/53	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9

Dark Caestus +8	56/0/0/0/56	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +9	59/0/0/0/59	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +10	63/0/0/0/63	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9

# 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 Caestus +0	31/0/0/0/0	112/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +1	34/0/0/0/0	114/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +2	37/0/0/0/0	117/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +3	40/0/0/0/0	120/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +4	44/0/0/0/0	123/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +5	47/0/0/0/0	126/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +6	50/0/0/0/0	128/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +7	53/0/0/0/0	131/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +8	56/0/0/0/0	134/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +9	59/0/0/0/0	137/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +10	63/0/0/0/0	140/0	B/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9

# 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 Caestus +0	51/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +1	56/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +2	62/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +3	67/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +4	72/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +5	77/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +6	82/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +7	87/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +8	93/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +9	98/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0
Raw Caestus +10	103/0/0/0/0	0/0	D/E/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/0.0

# 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 Caestus +0	45/0/0/0/0	0/0	D/E/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +1	49/0/0/0/0	0/0	D/E/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +2	54/0/0/0/0	0/0	D/E/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +3	58/0/0/0/0	0/0	D/E/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +4	63/0/0/0/0	0/0	D/E/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +5	67/0/0/0/0	0/0	D/D/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +6	72/0/0/0/0	0/0	D/D/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +7	76/0/0/0/0	0/0	D/D/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +8	81/0/0/0/0	0/0	D/D/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +9	85/0/0/0/0	0/0	D/D/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +10	90/0/0/0/0	0/0	D/D/C/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

## 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 Caestus +0	22/0/0/0/0	0/0	C/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +1	24/0/0/0/0	0/0	C/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

Mundane Caestus +2	27/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +3	29/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +4	31/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +5	33/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +6	36/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +7	38/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +8	40/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +9	42/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +10	45/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

# 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>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<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, 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>
<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>	<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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