

# Drakekeeper's Greataxe

## In-Game Description

*An extremely sturdy pitch-black greataxe.*

*Colossal warriors staunchly watch over the shrine, ready to defend its resident, or allow one worthy enough to be granted audience.*

# Availability

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

- Dragon Shrine treasure. Starting from the Shrine Entrance Bonfire, head up the stairs to the great hammer wielding Drakekeeper and take a left inside to another set of stairs. At the top take a right across the bridge toward a sort of lookout tower. In the tower, jump across the gap and you'll see a metal chest to your left which contains the weapon.
- Rabid Kobold drop - uncommon.

# General Information

Image	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 nable ? Items/ Spells
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	190/0/0/0/0  (Slash)	0/0	110	50	40/14/0/0  B/E/-/-/-/-	55/10/30/30/30	15/15/15/15	40	90	16.0	Yes/Yes
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# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	over-the-shoulder downward smashes	horizontal swings to the right then left
Heavy Attack	overhead smash	wide, fast semi-circular sweep with long recovery followed by a twice-hitting spin
Rolling Attack	circular swing	quick smash into the ground with the top of the ax, causing a shock wave
Running Attack	quick downward smash	quick downward smash

# Upgrades

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

Standard upgrade path.  
Requires:

- Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Drakekeeper's Greataxe +0	190/0/0/0/0	0/0	B/E/-/-/-/-	-	-
Drakekeeper's Greataxe +1	209/0/0/0/0	0/0	B/E/-/-/-/-	1x Titanite Shard	570
Drakekeeper's Greataxe +2	228/0/0/0/0	0/0	A/E/-/-/-/-	2x Titanite Shard	710
Drakekeeper's Greataxe +3	247/0/0/0/0	0/0	A/E/-/-/-/-	3x Titanite Shard	850

Drakekeeper's Greataxe +4	266/0/0/0/0	0/0	A/E/-/-/-	1x Large Titanite Shard	1,130
Drakekeeper's Greataxe +5	285/0/0/0/0	0/0	A/E/-/-/-	2x Large Titanite Shard	1,270
Drakekeeper's Greataxe +6	304/0/0/0/0	0/0	A/E/-/-/-	3x Large Titanite Shard	1,410
Drakekeeper's Greataxe +7	323/0/0/0/0	0/0	A/E/-/-/-	1x Titanite Chunk	1,690
Drakekeeper's Greataxe +8	342/0/0/0/0	0/0	A/E/-/-/-	2x Titanite Chunk	1,830
Drakekeeper's Greataxe +9	361/0/0/0/0	0/0	A/E/-/-/-	3x Titanite Chunk	1,970
Drakekeeper's Greataxe +10	380/0/0/0/0	0/0	A/E/-/-/-	1x Titanite Slab	2,250

# 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 Drakekeeper's Greataxe +0	133/133/0/0/0	0/0	B/E/C/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +1	146/146/0/0/0	0/0	B/E/C/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +2	159/159/0/0/0	0/0	B/E/C/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +3	172/172/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9

Magic Drakekeeper's Greataxe +4	186/186/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +5	199/199/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +6	212/212/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +7	226/226/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +8	239/239/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +9	252/252/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Greataxe +10	266/266/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	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
Fire Drakekeeper's Greataxe +0	133/0/133/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +1	146/0/146/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +2	159/0/159/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9

Fire Drakekeeper's Greataxe +3	172/0/172/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +4	186/0/186/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +5	199/0/199/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +6	212/0/212/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +7	226/0/226/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +8	239/0/239/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +9	252/0/252/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Greataxe +10	266/0/266/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9

## 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 Drakekeeper's Greataxe +0	133/0/0/133/0	0/0	B/E/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +1	146/0/0/146/0	0/0	B/E/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9

Lightning Drakekeeper's Greataxe +2	159/0/0/159/0	0/0	B/E/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +3	172/0/0/172/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +4	186/0/0/186/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +5	199/0/0/199/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +6	212/0/0/212/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +7	226/0/0/226/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +8	239/0/0/239/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +9	252/0/0/252/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Greataxe +10	266/0/0/266/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	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 Drakekeeper's Greataxe +0	133/0/0/0/133	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9

Dark Drakekeeper's Greataxe +1	146/0/0/0/146	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +2	159/0/0/0/159	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +3	172/0/0/0/172	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +4	186/0/0/0/186	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +5	199/0/0/0/199	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +6	212/0/0/0/212	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +7	226/0/0/0/226	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +8	239/0/0/0/239	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +9	252/0/0/0/252	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Greataxe +10	266/0/0/0/266	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	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
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Poison Drakekeeper's Greataxe +0	133/0/0/0/0	112/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +1	146/0/0/0/0	114/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +2	159/0/0/0/0	117/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +3	172/0/0/0/0	120/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +4	186/0/0/0/0	123/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +5	199/0/0/0/0	126/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +6	212/0/0/0/0	128/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +7	226/0/0/0/0	131/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +8	239/0/0/0/0	134/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +9	252/0/0/0/0	137/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Greataxe +10	266/0/0/0/0	140/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	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 Drakekeeper's Greataxe +0	133/0/0/0/0	0/112	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +1	146/0/0/0/0	0/114	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +2	159/0/0/0/0	0/117	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +3	172/0/0/0/0	0/120	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +4	186/0/0/0/0	0/123	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +5	199/0/0/0/0	0/126	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +6	212/0/0/0/0	0/128	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +7	226/0/0/0/0	0/131	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +8	239/0/0/0/0	0/134	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +9	252/0/0/0/0	0/137	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Greataxe +10	266/0/0/0/0	0/140	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	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 Drakekeeper's Greataxe +0	218/0/0/0/0	0/0	E/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +1	240/0/0/0/0	0/0	E/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +2	262/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +3	284/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +4	305/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +5	327/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +6	349/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +7	371/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +8	393/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +9	415/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Drakekeeper's Greataxe +10	437/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15

## Enchanted

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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 Drakekeeper's Greataxe +0	190/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +1	209/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +2	228/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +3	247/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +4	266/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +5	285/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +6	304/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +7	323/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +8	342/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +9	361/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Drakekeeper's Greataxe +10	380/0/0/0/0	0/0	D/E/C/-/-/-	55/10/30/30/30	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 Drakekeeper's Greataxe +0	95/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +1	104/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +2	114/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +3	123/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +4	133/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +5	142/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +6	152/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +7	161/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +8	171/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +9	180/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Drakekeeper's Greataxe +10	190/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	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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Revision #1  
Created 17 December 2024 08:12:58 by jade  
Updated 17 December 2024 08:12:58 by jade