

Drakekeeper's Warpick

In-Game Description

An extremely sturdy pitch-black war hammer.

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:

- Drakekeeper (Warpick & Greatshield) drop - very rare.
- Roaming Soul Drakekeeper Knight Phantom drop - very rare.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d ¹ Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	210/0/ 0/0/0 (Strike)	0/0	100	35	40 ² /14/0/0 B/-/-/- /-	45/10/ 30/30/ 40	15/15/ 15/15	30	90	20.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	overhead swing followed by horizontal swing	overhead swing followed by horizontal swing
Heavy Attack	slow overhead smack followed by wide horizontal sweep	a spinning attack that hits twice
Rolling Attack	wide diagonal sweep from the right	quick diagonal slash
Running Attack	wide horizontal sweep from the right	a spinning attack that hits three times

Notes

- Both its two-handed R1/RB and R2/RT attacks can be parried unlike other great hammers.
- This is the **ONLY** Hammer/Great Hammer weapon that **CAN** be infused with Bleed.

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 Warpick +0	210/0/0/0/0	0/0	B/-/-/-/-	-	-
Drakekeeper's Warpick +1	231/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Shard	570
Drakekeeper's Warpick +2	252/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Shard	710
Drakekeeper's Warpick +3	273/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Shard	850
Drakekeeper's Warpick +4	294/0/0/0/0	0/0	A/-/-/-/-	1x Large Titanite Shard	1,130

Drakekeeper's Warpick +5	315/0/0/0/0	0/0	A/-/-/-/-	2x Large Titanite Shard	1,270
Drakekeeper's Warpick +6	336/0/0/0/0	0/0	A/-/-/-/-	3x Large Titanite Shard	1,410
Drakekeeper's Warpick +7	357/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Chunk	1,690
Drakekeeper's Warpick +8	378/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Chunk	1,830
Drakekeeper's Warpick +9	399/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Chunk	1,970
Drakekeeper's Warpick +10	420/0/0/0/0	0/0	A/-/-/-/-	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 Warpick +0	147/147/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +1	161/161/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +2	176/176/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +3	191/191/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +4	205/205/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

Magic Drakekeeper's Warpick +5	220/220/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +6	235/235/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +7	249/249/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +8	264/264/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +9	279/279/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Drakekeeper's Warpick +10	294/294/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	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 Warpick +0	147/0/147/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +1	161/0/161/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +2	176/0/176/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +3	191/0/191/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

Fire Drakekeeper's Warpick +4	205/0/205/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +5	220/0/220/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +6	235/0/235/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +7	249/0/249/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +8	264/0/264/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +9	279/0/279/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Drakekeeper's Warpick +10	294/0/294/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	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 Warpick +0	147/0/0/147/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Warpick +1	161/0/0/161/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Drakekeeper's Warpick +2	176/0/0/176/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

Lightning Drakekeeper's Warpick +3	191/0/0/191/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46. 6/37.9	12.9/12.9/12.9/1 2.9
Lightning Drakekeeper's Warpick +4	205/0/0/205/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46. 6/37.9	12.9/12.9/12.9/1 2.9
Lightning Drakekeeper's Warpick +5	220/0/0/220/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46. 6/37.9	12.9/12.9/12.9/1 2.9
Lightning Drakekeeper's Warpick +6	235/0/0/235/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46. 6/37.9	12.9/12.9/12.9/1 2.9
Lightning Drakekeeper's Warpick +7	249/0/0/249/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46. 6/37.9	12.9/12.9/12.9/1 2.9
Lightning Drakekeeper's Warpick +8	264/0/0/264/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46. 6/37.9	12.9/12.9/12.9/1 2.9
Lightning Drakekeeper's Warpick +9	279/0/0/279/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46. 6/37.9	12.9/12.9/12.9/1 2.9
Lightning Drakekeeper's Warpick +10	294/0/0/294/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46. 6/37.9	12.9/12.9/12.9/1 2.9

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 Warpick +0	147/0/0/0/147	0/0	B/-/-/-/C	42.9/7.9/27.9/27. 9/56.6	12.9/12.9/12.9/1 2.9
Dark Drakekeeper's Warpick +1	161/0/0/0/161	0/0	B/-/-/-/C	42.9/7.9/27.9/27. 9/56.6	12.9/12.9/12.9/1 2.9

Dark Drakekeeper's Warpick +2	176/0/0/0/176	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Warpick +3	191/0/0/0/191	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Warpick +4	205/0/0/0/205	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Warpick +5	220/0/0/0/220	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Warpick +6	235/0/0/0/235	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Warpick +7	249/0/0/0/249	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Warpick +8	264/0/0/0/264	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Warpick +9	279/0/0/0/279	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Drakekeeper's Warpick +10	294/0/0/0/294	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	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 Drakekeeper's Warpick +0	147/0/0/0/0	112/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

Poison Drakekeeper's Warpick +1	161/0/0/0/0	114/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +2	176/0/0/0/0	117/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +3	191/0/0/0/0	120/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +4	205/0/0/0/0	123/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +5	220/0/0/0/0	126/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +6	235/0/0/0/0	128/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +7	249/0/0/0/0	131/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +8	264/0/0/0/0	134/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +9	279/0/0/0/0	137/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Drakekeeper's Warpick +10	294/0/0/0/0	140/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	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
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Bleed Drakekeeper's Warpick +0	147/0/0/0/0	0/112	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +1	161/0/0/0/0	0/114	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +2	176/0/0/0/0	0/117	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +3	191/0/0/0/0	0/120	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +4	205/0/0/0/0	0/123	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +5	220/0/0/0/0	0/126	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +6	235/0/0/0/0	0/128	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +7	249/0/0/0/0	0/131	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +8	264/0/0/0/0	0/134	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +9	279/0/0/0/0	0/137	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	12.9/31.6/12.9/12.9
Bleed Drakekeeper's Warpick +10	294/0/0/0/0	0/140	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	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 Warpick +0	241/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +1	265/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +2	289/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +3	313/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +4	338/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +5	362/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +6	386/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +7	410/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +8	434/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +9	458/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Drakekeeper's Warpick +10	483/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	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 Drakekeeper's Warpick +0	210/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +1	231/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +2	252/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +3	273/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +4	294/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +5	315/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +6	336/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +7	357/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +8	378/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +9	399/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Drakekeeper's Warpick +10	420/0/0/0/0	0/0	D/-/C/-/-/-	45/10/30/30/40	15/15/15/15

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 Drakekeeper's Warpick +0	105/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +1	115/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +2	126/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +3	136/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +4	147/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +5	157/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +6	168/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +7	178/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +8	189/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +9	199/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Drakekeeper's Warpick +10	210/0/0/0/0	0/0	-/-/-/-/-	45/10/30/30/40	15/15/15/15

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

Stat Bonuses:	<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).
Damage Reduction:	<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.</p> <p>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:	The durability of the weapon.
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:	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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Footnotes 1. To Power Stance this weapon, only 60 Strength and 21 Dexterity is required. 2. When two-handing this weapon, only 20 Strength is required.

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