

Giant Warrior Club

In-Game Description

*Club of the Giants that besieged Drangleic.
Nothing more than a boulder bound to a tree, but a very powerful, if primitive, weapon.*

King Vendrick, in adherence to Queen Nashandra's counsel, led his armies north in an effort to subjugate the Giants, and claim their powerful souls for his own.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Memory of Vammar treasure. Heading through the memory until you reach the battle between the Giants and some Royal Soldiers in a narrow alleyway. At the end of this alley on the right there will be a corpse which contains the weapon.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed ¹ Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
	260/0/0/0/0 (Strike)	0/0	100	60	60 ² /6/0/0 C/-/-/-/-/-	45/10/30/30/40	15/15/15/15	30	50	30.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	downward smashes	horizontal swings
Heavy Attack	slow downward smash	twice-hitting spin
Rolling Attack	upward swipe	
Running Attack	wide horizontal sweep	quick downward smash

Notes

- Durability degrades **very** rapidly. Wearing any version of the Bracing Knuckle Ring is recommended for extended use.
- Like all Hammers and most Great Hammers it can't be infused with Bleed.
 - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

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
Giant Warrior Club +0	260/0/0/0/0	0/0	C/-/-/-/-	-	-
Giant Warrior Club +1	286/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Shard	550
Giant Warrior Club +2	312/0/0/0/0	0/0	B/-/-/-/-	2x Titanite Shard	690

Giant Warrior Club +3	338/0/0/0/0	0/0	B/-/-/-/-	3x Titanite Shard	830
Giant Warrior Club +4	364/0/0/0/0	0/0	B/-/-/-/-	1x Large Titanite Shard	1,100
Giant Warrior Club +5	390/0/0/0/0	0/0	B/-/-/-/-	2x Large Titanite Shard	1,240
Giant Warrior Club +6	416/0/0/0/0	0/0	B/-/-/-/-	3x Large Titanite Shard	1,380
Giant Warrior Club +7	442/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Chunk	1,650
Giant Warrior Club +8	468/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Chunk	1,730
Giant Warrior Club +9	494/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Chunk	1,980
Giant Warrior Club +10	520/0/0/0/0	0/0	A(95%)/-/-/-/-	1x Titanite Slab	2,200

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 Giant Warrior Club +0	182/182/0/0/0	0/0	C/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Giant Warrior Club +1	200/200/0/0/0	0/0	C/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Giant Warrior Club +2	218/218/0/0/0	0/0	C/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Giant Warrior Club +3	236/236/0/0/0	0/0	C/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Giant Warrior Club +4	254/254/0/0/0	0/0	C/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9

Magic Giant Warrior Club +5	273/273/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Giant Warrior Club +6	291/291/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Giant Warrior Club +7	309/309/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Giant Warrior Club +8	327/327/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Giant Warrior Club +9	345/345/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Giant Warrior Club +10	364/364/0/0/0	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 Giant Warrior Club +0	182/0/182/0/0	0/0	C/-/-C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +1	200/0/200/0/0	0/0	C/-/-C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +2	218/0/218/0/0	0/0	C/-/-C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +3	236/0/236/0/0	0/0	C/-/-B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +4	254/0/254/0/0	0/0	C/-/-B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +5	273/0/273/0/0	0/0	B/-/-B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +6	291/0/291/0/0	0/0	B/-/-B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +7	309/0/309/0/0	0/0	B/-/-B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

Fire Giant Warrior Club +8	327/0/327/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +9	345/0/345/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Giant Warrior Club +10	364/0/364/0/0	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 Giant Warrior Club +0	182/0/0/182/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +1	200/0/0/200/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +2	218/0/0/218/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +3	236/0/0/236/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +4	254/0/0/254/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +5	273/0/0/273/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +6	291/0/0/291/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +7	309/0/0/309/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +8	327/0/0/327/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +9	345/0/0/345/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Giant Warrior Club +10	364/0/0/364/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	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 Giant Warrior Club +0	182/0/0/0/182	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +1	200/0/0/0/200	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +2	218/0/0/0/218	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +3	236/0/0/0/236	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +4	254/0/0/0/254	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +5	273/0/0/0/273	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +6	291/0/0/0/291	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +7	309/0/0/0/309	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +8	327/0/0/0/327	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +9	345/0/0/0/345	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Warrior Club +10	364/0/0/0/364	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9

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 Giant Warrior Club +0	182/0/0/0/0	112/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +1	200/0/0/0/0	114/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +2	218/0/0/0/0	117/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +3	236/0/0/0/0	120/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +4	254/0/0/0/0	123/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +5	273/0/0/0/0	126/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +6	291/0/0/0/0	128/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +7	309/0/0/0/0	131/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +8	327/0/0/0/0	134/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +9	345/0/0/0/0	137/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Giant Warrior Club +10	364/0/0/0/0	140/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9

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 Giant Warrior Club +0	299/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Raw Giant Warrior Club +1	328/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

Raw Giant Warrior Club +2	358/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Giant Warrior Club +3	388/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Giant Warrior Club +4	418/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Giant Warrior Club +5	448/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Giant Warrior Club +6	478/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Giant Warrior Club +7	508/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Giant Warrior Club +8	538/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Giant Warrior Club +9	568/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Giant Warrior Club +10	598/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

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 Giant Warrior Club +0	260/0/0/0/0	0/0	E/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Giant Warrior Club +1	286/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Giant Warrior Club +2	312/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Giant Warrior Club +3	338/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Giant Warrior Club +4	364/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

Enchanted Giant Warrior Club +5	390/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Giant Warrior Club +6	416/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Giant Warrior Club +7	442/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Giant Warrior Club +8	468/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Giant Warrior Club +9	494/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Giant Warrior Club +10	520/0/0/0/0	0/0	D/-/C/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

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 Giant Warrior Club +0	130/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Giant Warrior Club +1	143/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Giant Warrior Club +2	156/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Giant Warrior Club +3	169/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Giant Warrior Club +4	182/0/0/0/0	0/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Giant Warrior Club +5	195/0/0/0/0	0/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Giant Warrior Club +6	208/0/0/0/0	0/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Giant Warrior Club +7	221/0/0/0/0	0/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

Mundane Giant Warrior Club +8	234/0/0/0/0	0/0	C/-/-/-/-	45.0/10.0/30.0/3 0.0/40.0	15.0/15.0/15.0/1 5.0
Mundane Giant Warrior Club +9	247/0/0/0/0	0/0	C/-/-/-/-	45.0/10.0/30.0/3 0.0/40.0	15.0/15.0/15.0/1 5.0
Mundane Giant Warrior Club +10	260/0/0/0/0	0/0	C/-/-/-/-	45.0/10.0/30.0/3 0.0/40.0	15.0/15.0/15.0/1 5.0

Key

<p>Damage:</p>	<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>
<p>Aux Effect:</p>	<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
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p>Stats Needed:</p>	<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 x 2 = 28)</p>
<p>Stat Bonuses:</p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. 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).
<p>Damage Reduction:</p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. 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. 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:	<p>The durability of the weapon.</p>
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:	<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>

Footnotes 1. To Power Stance this weapon, only 90 Strength and 9 Dexterity is required. 2. When two-handing this weapon, only 30 Strength is required.

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