

# Great Scythe


## In-Game Description

*A great scythe used to harvest grain.*

*Normally used as a farm tool, not a weapon.*  
*It feels almost as if there were power in its giant blade, perhaps drawn from the fears of those hunted by this fearsome thing.*

## Availability

- Sold by Titchy Gren for 3,000 souls.
- Parasite Spider drop - rare.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	140/0/0 /0/0  (Slash)	0/0	110	15	12/14/0 /0  E/B/-/-/- /-	40/10/2 0/20/45	20/20/2 0/20	20	60	5.0

## Move Set

+ show Move Set - hide Move Set

R1: Vertical overhead slash followed by an angled pulling slash.  
R2: Vertical, overhead, pulling slash followed by a horizontal slash.

Two Handed R1: Vertical overhead slash followed by an angled pulling slash.  
Two Handed R2: Stepping horizontal slash followed by a one-handed overhead slash.

Running R1: Running horizontal slash.  
Running Two-Handed R1: Running horizontal slash.

# Notes

- Like all Reapers, it will completely negate blocking when attacking from a specific distance.
- Jumping attacks can be parried.

# Upgrades

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

## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Great Scythe +0	140/0/0/0/0	0/0	E/B/-/-/-	-	-
Great Scythe +1	154/0/0/0/0	0/0	E/B/-/-/-	1x Titanite Shard	440
Great Scythe +2	168/0/0/0/0	0/0	E/B/-/-/-	2x Titanite Shard	550
Great Scythe +3	182/0/0/0/0	0/0	E/B/-/-/-	3x Titanite Shard	660
Great Scythe +4	196/0/0/0/0	0/0	E/B/-/-/-	1x Large Titanite Shard	880
Great Scythe +5	210/0/0/0/0	0/0	E/B/-/-/-	2x Large Titanite Shard	990
Great Scythe +6	224/0/0/0/0	0/0	E/B/-/-/-	3x Large Titanite Shard	1,090

Great Scythe +7	238/0/0/0/0	0/0	E/B/-/-/-	1x Titanite Chunk	1,310
Great Scythe +8	252/0/0/0/0	0/0	E/B/-/-/-	2x Titanite Chunk	1,420
Great Scythe +9	266/0/0/0/0	0/0	E/B/-/-/-	3x Titanite Chunk	1,530
Great Scythe +10	280/0/0/0/0	0/0	E/A/-/-/-	1x Titanite Slab	1,750

# 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 Great Scythe +0	98/98/0/0/0	0/0	E/C/C/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +1	107/107/0/0/0	0/0	E/C/C/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +2	117/117/0/0/0	0/0	E/C/C/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +3	127/127/0/0/0	0/0	E/C/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +4	137/137/0/0/0	0/0	E/C/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +5	147/147/0/0/0	0/0	E/C/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +6	156/156/0/0/0	0/0	E/C/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +7	166/166/0/0/0	0/0	E/C/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +8	176/176/0/0/0	0/0	E/C/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9
Magic Great Scythe +9	186/186/0/0/0	0/0	E/C/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9/7.9

Magic Great Scythe +10	196/196/0/0/0	0/0	E/C/B/-/-	37.9/26.6/17.9/17.9/42.9	17.9/17.9/17.9/17.9
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## 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 Great Scythe +0	98/0/98/0/0	0/0	E/C/-/C/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +1	107/0/107/0/0	0/0	E/C/-/C/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +2	117/0/117/0/0	0/0	E/C/-/C/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +3	127/0/127/0/0	0/0	E/C/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +4	137/0/137/0/0	0/0	E/C/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +5	147/0/147/0/0	0/0	E/C/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +6	156/0/156/0/0	0/0	E/C/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +7	166/0/166/0/0	0/0	E/C/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +8	176/0/176/0/0	0/0	E/C/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +9	186/0/186/0/0	0/0	E/C/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9
Fire Great Scythe +10	196/0/196/0/0	0/0	E/C/-/B/-/-	37.9/7.9/36.6/17.9/42.9	17.9/17.9/17.9/17.9

## 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 Great Scythe +0	98/0/0/98/0	0/0	E/C/-/-/C/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +1	107/0/0/107/0	0/0	E/C/-/-/C/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +2	117/0/0/117/0	0/0	E/C/-/-/C/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +3	127/0/0/127/0	0/0	E/C/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +4	137/0/0/137/0	0/0	E/C/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +5	147/0/0/147/0	0/0	E/C/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +6	156/0/0/156/0	0/0	E/C/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +7	166/0/0/166/0	0/0	E/C/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +8	176/0/0/176/0	0/0	E/C/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +9	186/0/0/186/0	0/0	E/C/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9
Lightning Great Scythe +10	196/0/0/196/0	0/0	E/C/-/-/B/-	37.9/7.9/17.9/36.6/42.9	17.9/17.9/17.9/17.9

## 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
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Dark Great Scythe +0	98/0/0/0/98	0/0	E/C/-/-/-C	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +1	107/0/0/0/107	0/0	E/C/-/-/-C	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +2	117/0/0/0/117	0/0	E/C/-/-/-C	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +3	127/0/0/0/127	0/0	E/C/-/-/-B	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +4	137/0/0/0/137	0/0	E/C/-/-/-B	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +5	147/0/0/0/147	0/0	E/C/-/-/-B	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +6	156/0/0/0/156	0/0	E/C/-/-/-B	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +7	166/0/0/0/166	0/0	E/C/-/-/-B	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +8	176/0/0/0/176	0/0	E/C/-/-/-B	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +9	186/0/0/0/186	0/0	E/C/-/-/-B	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9
Dark Great Scythe +10	196/0/0/0/196	0/0	E/C/-/-/-B	=37.9/7.9/17.9/17.9/61.6	17.9/17.9/17.9/17.9

## 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 Great Scythe +0	98/0/0/0/0	112/0	E/C/-/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +1	107/0/0/0/0	114/0	E/C/-/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +2	117/0/0/0/0	117/0	E/C/-/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9

Poison Great Scythe +3	127/0/0/0/0	120/0	E/C/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +4	137/0/0/0/0	123/0	E/C/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +5	147/0/0/0/0	126/0	E/C/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +6	156/0/0/0/0	128/0	E/C/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +7	166/0/0/0/0	131/0	E/C/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +8	176/0/0/0/0	134/0	E/C/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +9	186/0/0/0/0	137/0	E/C/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9
Poison Great Scythe +10	196/0/0/0/0	140/0	E/C/-/-/-	=37.9/7.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9

## 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 Great Scythe +0	98/0/0/0/0	0/112	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +1	107/0/0/0/0	0/114	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +2	117/0/0/0/0	0/117	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +3	127/0/0/0/0	0/120	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +4	137/0/0/0/0	0/123	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +5	147/0/0/0/0	0/126	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9

Bleed Great Scythe +6	156/0/0/0/0	0/128	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +7	166/0/0/0/0	0/131	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +8	176/0/0/0/0	0/134	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +9	186/0/0/0/0	0/137	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Great Scythe +10	196/0/0/0/0	0/140	E/C/-/-/-	37.9/7.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9

## 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 Great Scythe +0	161/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +1	177/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +2	193/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +3	209/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +4	225/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +5	241/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +6	257/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +7	273/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +8	289/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20



Raw Great Scythe +9	305/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20
Raw Great Scythe +10	322/0/0/0/0	0/0	E/E/-/-/-	40/10/20/20/45	20/20/20/20

# 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 Great Scythe +0	140/0/0/0/0	0/0	E/E/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +1	154/0/0/0/0	0/0	E/E/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +2	168/0/0/0/0	0/0	E/E/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +3	182/0/0/0/0	0/0	E/E/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +4	196/0/0/0/0	0/0	E/E/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +5	210/0/0/0/0	0/0	E/D/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +6	224/0/0/0/0	0/0	E/D/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +7	238/0/0/0/0	0/0	E/D/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +8	252/0/0/0/0	0/0	E/D/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +9	266/0/0/0/0	0/0	E/D/D/-/-	40/10/20/20/45	20/20/20/20
Enchanted Great Scythe +10	280/0/0/0/0	0/0	E/D/C/-/-	40/10/20/20/45	20/20/20/20

# 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 Great Scythe +0	70/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +1	77/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +2	84/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +3	91/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +4	98/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +5	105/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +6	112/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +7	119/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +8	126/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +9	133/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20
Mundane Great Scythe +10	140/0/0/0/0	0/0	E/D/-/-/-	40/10/20/20/45	20/20/20/20

# 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. (14 x 2 = 28)</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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