

Mace of the Insolent

In-Game Description

*The mace of formerly high-ranking clerics.
It is combined with a sacred chime, and can
cast miracles and hexes with strong attack.*

*The clerics held venerated positions once,
but now, their souls wander aimlessly
in the depths of a murky darkness.*

Effect: use miracle and hex (strong attack)

Availability

Undead Crypt treasure. Drop down the hole after fighting the two Imperious Knights. The mace is located on a corpse right beside a gravestone close to the exit of this room.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	50/0/0/ 30/30 (Strike/ Spell)	0/0	120	25	100	15/10/- /10 D/C/-/ /E/D	45/10/ 30/30/ 40	15/15/ 15/15	40	60	4.0

Move Set

+ show Move Set - hide Move Set

1 Handed		
Light	Diagonal swipe uppercut into diagonal overhead swipe	
Heavy — Heavy	Diagonal overhead swipe into spin and horizontal swipe	
Roll — Light	Overhead vertical chop	
Backstep or Run — Light	Wide horizontal swipe	
Forward + Light	Guard break	
Forward + Heavy	Jumping overhead downwards swipe	

2 Handed		
Light	Diagonal swipe into diagonal uppercut swipe	
Heavy — Heavy	Heavy diagonal swipe into heavy horizontal swipe	
Roll — Light	Overhead vertical chop	
Backstep or Run — Light	Overhead diagonal chop	
Forward + Light	Guard break	
Forward + Heavy	Jumping overhead downwards swipe	
Light (left hand)	Guard	
Heavy (left hand)	Parry	

Power Stance		
Light (left hand)	Dual diagonal swipe	
Heavy (left hand)	Dual diagonal swipe followed by right handed overhead chop	

Notes

- Can be used as a Chime. Using the strong attack will cast Miracles or chime based Hexes.
- Enchanting Mace of the Insolent with Sunlight Blade increases its Lighting Damage, which also increases the damage of Miracles cast with it.

- The same is true for Dark Weapon/Resonant Weapon: enchanting it with either spell increases its Dark Damage, as well as the damage of Hexes cast with it.
- It uses more stamina to cast than other Spell Tools, probably due to casts counting as a "strong attack".
- Like all weapons in the left hand, stamina consumption is higher compared to swings on the right hand. However, unlike chimes, the Mace of the Insolent also loses damage on both swings and casts if wielded left-handed.
- The Mace of the Insolent can be powerstanced, but strong attacking with the left weapon won't cast a spell, it will just use the powerstanced strong attack.
- One of two weapons that has the potential to inflict all damage types at the same time (the other being Drakeblood Greatsword).
This can be done by infusing it with Fire and using either Magic Weapon, Great Magic Weapon, or Crystal Magic Weapon on it or infusing it with Magic and using Flame Weapon on it.
- Like all Hammers and Great Hammers it can't be infused with Bleed.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

Basic

Standard upgrade path.

Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Mace of the Insolent +0	50/0/0/30/30	D/C/-/-E/D	-	-
Mace of the Insolent +1	55/0/0/36/43	D/C/-/-E/D	1x Titanite Shard	700
Mace of the Insolent +2	60/0/0/42/56	D/C/-/-E/D	2x Titanite Shard	870
Mace of the Insolent +3	65/0/0/48/69	D/C/-/-E/D	3x Titanite Shard	1,040

Mace of the Insolent +4	70/0/0/54/82	D/C/-/-E/D	1x Large Titanite Shard	1,390
Mace of the Insolent +5	75/0/0/60/95	D/C/-/-E/D	2x Large Titanite Shard	1,560
Mace of the Insolent +6	80/0/0/66/108	D/C/-/-E/D	3x Large Titanite Shard	1,730
Mace of the Insolent +7	85/0/0/72/121	D/C/-/-E/D	1x Titanite Chunk	2,080
Mace of the Insolent +8	90/0/0/78/134	D/C/-/-E/D	2x Titanite Chunk	2,250
Mace of the Insolent +9	95/0/0/84/147	D/C/-/-E/D	3x Titanite Chunk	2,430
Mace of the Insolent +10	100/0/0/90/160	D/C/-/-E/D	1x Titanite Slab	2,770

Infusions

Magic

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT and FTH stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Mace of the Insolent +0	45/16/0/27/27	0/0	E/D/C/-E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Mace of the Insolent +1	50/17/0/33/39	0/0	E/D/C/-E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Mace of the Insolent +2	55/18/0/38/51	0/0	E/D/C/-E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Mace of the Insolent +3	59/19/0/44/63	0/0	E/D/C/-E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Mace of the Insolent +4	64/20/0/49/75	0/0	E/D/C/-E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Mace of the Insolent +5	68/22/0/55/87	0/0	E/D/C/-E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9

Magic Mace of the Insolent +6	73/23/0/60/99	0/0	E/D/C/-/E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Mace of the Insolent +7	77/24/0/66/110	0/0	E/D/C/-/E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Mace of the Insolent +8	82/25/0/71/122	0/0	E/D/C/-/E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Mace of the Insolent +9	87/26/0/77/134	0/0	E/D/C/-/E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Mace of the Insolent +10	91/27/0/82/146	0/0	E/D/C/-/E/D	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

Fire

Reduces: 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 Mace of the Insolent +0	45/0/16/27/27	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +1	50/0/17/33/39	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +2	55/0/18/38/51	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +3	59/0/19/44/63	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +4	64/0/20/49/75	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +5	68/0/22/55/87	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +6	73/0/23/60/99	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +7	77/0/24/66/110	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +8	82/0/25/71/122	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

Fire Mace of the Insolent +9	87/0/26/77/134	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Mace of the Insolent +10	91/0/27/82/146	0/0	E/D/-/C/E/D	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

Lightning

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base physical, lightning, and dark damage, INT and FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Mace of the Insolent +0	49/0/0/39/29	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +1	54/0/0/47/42	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +2	59/0/0/55/55	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +3	64/0/0/63/68	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +4	69/0/0/71/81	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +5	74/0/0/79/94	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +6	79/0/0/87/106	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +7	84/0/0/95/119	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +8	89/0/0/102/132	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +9	94/0/0/110/145	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Mace of the Insolent +10	99/0/0/118/158	0/0	E/D/-/E/D	42.9/9.1/27.9/36.6/39.1	14.1/14.1/14.1/14.1

Dark

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base physical, lightning, and 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 Mace of the Insolent +0	49/0/0/29/39	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +1	54/0/0/35/56	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +2	59/0/0/41/73	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +3	64/0/0/47/91	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +4	69/0/0/53/108	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +5	74/0/0/59/125	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +6	79/0/0/65/142	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +7	84/0/0/71/159	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +8	89/0/0/77/176	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +9	94/0/0/83/194	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1
Dark Mace of the Insolent +10	99/0/0/89/211	0/0	E/D/-/-/E/D	42.9/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1

Poison

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, INT and FTH stat bonus, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Mace of the Insolent +0	45/0/0/27/27	88/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +1	50/0/0/33/39	90/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +2	55/0/0/38/51	92/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +3	59/0/0/44/63	94/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +4	64/0/0/49/75	96/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +5	68/0/0/55/87	99/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +6	73/0/0/60/99	101/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +7	77/0/0/66/110	103/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +8	82/0/0/71/122	105/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +9	87/0/0/77/134	107/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Mace of the Insolent +10	91/0/0/82/146	110/0	E/D/-/-/E/D	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

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 Mace of the Insolent +0	57/0/0/34/34	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +1	63/0/0/41/49	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15

Raw Mace of the Insolent +2	69/0/0/48/64	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +3	74/0/0/55/79	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +4	80/0/0/62/94	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +5	86/0/0/69/109	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +6	92/0/0/75/124	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +7	97/0/0/82/139	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +8	103/0/0/89/154	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +9	109/0/0/96/169	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Raw Mace of the Insolent +10	115/0/0/103/184	0/0	E/E/-/-/E/E	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 Mace of the Insolent +0	50/0/0/30/30	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +1	55/0/0/36/43	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +2	60/0/0/42/56	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +3	65/0/0/48/69	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15

Enchanted Mace of the Insolent +4	70/0/0/54/82	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +5	75/0/0/60/95	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +6	80/0/0/66/108	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +7	85/0/0/72/121	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +8	90/0/0/78/134	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +9	95/0/0/84/147	0/0	E/E/D/-/E/E	45/10/30/30/40	15/15/15/15
Enchanted Mace of the Insolent +10	100/0/0/90/160	0/0	E/E/C/-/E/E	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 Mace of the Insolent +0	25/0/0/15/15	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +1	27/0/0/18/21	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +2	30/0/0/21/28	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +3	32/0/0/24/34	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +4	35/0/0/27/41	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15

Mundane Mace of the Insolent +5	37/0/0/30/47	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +6	40/0/0/33/54	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +7	42/0/0/36/60	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +8	45/0/0/39/67	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +9	47/0/0/42/73	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15
Mundane Mace of the Insolent +10	50/0/0/45/80	0/0	E/E/-/-/E/E	45/10/30/30/40	15/15/15/15

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>

Revision #1

Created 17 December 2024 08:15:29 by jade

Updated 17 December 2024 08:15:29 by jade