

# Malformed Skull


## In-Game Description

*The skull of some unidentified creature.  
Swung as a great hammer to use as a weapon.*

*Possibly the skull of a dragon.  
A good choice, likely too rare to  
be swung about willy-nilly.*

## Availability

### Scholar of the First Sin:

- Mimic (Aldia's Keep only) drop - guaranteed.

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

- Enhanced Undead drop - rare.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d <sup>1</sup> Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	260/0/ 0/0/0  (Strike)	0/56	100	60	35 <sup>2</sup> /7/0/0  -/-/-/- /-	45/10/ 30/30/ 40	15/15/ 15/15	30	20	12.0	Yes/Yes

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	downward smashes	horizontal swings
Heavy Attack	horizontal swing followed by overhead smash	downward smash followed by a twice-hitting spin
Rolling Attack	upward swipe	upward swipe
Running Attack	wide horizontal sweep	quick downward smash

## Notes

- Highest base physical damage of any weapon in the game when upgraded. Coupled with no scaling, this weapon makes an excellent candidate for Raw infusion.
- As of version 1.15. and Scholar of the First Sin, the Malformed Skull gains scaling bonuses from Elemental infusions.
- Due to its extremely low durability equipping a Bracing Knuckle Ring is recommended.
- Like all Hammers and most Great Hammers it can't be infused with Bleed.
  - You can still deal more bleed damage by enchanting it with a Bleeding Serum though.

## Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Raw	Enchanted	Mundane
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### Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
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Malformed Skull +0	260/0/0/0/0	0/56	-/-/-/-	-	-
Malformed Skull +1	286/0/0/0/0	0/57	-/-/-/-	1x Titanite Shard	550
Malformed Skull +2	312/0/0/0/0	0/58	-/-/-/-	2x Titanite Shard	690
Malformed Skull +3	338/0/0/0/0	0/60	-/-/-/-	3x Titanite Shard	830
Malformed Skull +4	364/0/0/0/0	0/61	-/-/-/-	1x Large Titanite Shard	1,100
Malformed Skull +5	390/0/0/0/0	0/63	-/-/-/-	2x Large Titanite Shard	1,240
Malformed Skull +6	416/0/0/0/0	0/64	-/-/-/-	3x Large Titanite Shard	1,380
Malformed Skull +7	442/0/0/0/0	0/65	-/-/-/-	1x Titanite Chunk	1,650
Malformed Skull +8	468/0/0/0/0	0/67	-/-/-/-	2x Titanite Chunk	1,730
Malformed Skull +9	494/0/0/0/0	0/68	-/-/-/-	3x Titanite Chunk	1,980
Malformed Skull +10	520/0/0/0/0	0/70	-/-/-/-	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 Malformed Skull +0	195/130/0/0/0	0/42	-/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +1	214/143/0/0/0	0/43	-/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

Magic Malformed Skull +2	234/153/0/0/0	0/44	-/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +3	253/169/0/0/0	0/45	-/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +4	273/182/0/0/0	0/46	-/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +5	292/195/0/0/0	0/47	-/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +6	312/208/0/0/0	0/48	-/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +7	331/221/0/0/0	0/49	-/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +8	351/234/0/0/0	0/50	-/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +9	370/247/0/0/0	0/51	-/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Skull +10	390/260/0/0/0	0/52	-/-/C/-/-/-	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 Malformed Skull +0	195/130/0/0/0	0/42	-/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +1	214/143/0/0/0	0/43	-/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +2	234/153/0/0/0	0/44	-/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +3	253/169/0/0/0	0/45	-/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +4	273/182/0/0/0	0/46	-/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

Fire Malformed Skull +5	292/195/0/0/0	0/47	-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +6	312/208/0/0/0	0/48	-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +7	331/221/0/0/0	0/49	-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +8	351/234/0/0/0	0/50	-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +9	370/247/0/0/0	0/51	-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Skull +10	390/260/0/0/0	0/52	-/-/C/-/-	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 Malformed Skull +0	195/130/0/0/0	0/42	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +1	214/143/0/0/0	0/43	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +2	234/153/0/0/0	0/44	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +3	253/169/0/0/0	0/45	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +4	273/182/0/0/0	0/46	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +5	292/195/0/0/0	0/47	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

Lightning Malformed Skull +6	312/208/0/0/0	0/48	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +7	331/221/0/0/0	0/49	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +8	351/234/0/0/0	0/50	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +9	370/247/0/0/0	0/51	-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Skull +10	390/260/0/0/0	0/52	-/-/-/C/-	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 Malformed Skull +0	195/130/0/0/0	0/42	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +1	214/143/0/0/0	0/43	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +2	234/153/0/0/0	0/44	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +3	253/169/0/0/0	0/45	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +4	273/182/0/0/0	0/46	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +5	292/195/0/0/0	0/47	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +6	312/208/0/0/0	0/48	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +7	331/221/0/0/0	0/49	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

Dark Malformed Skull +8	351/234/0/0/0	0/50	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +9	370/247/0/0/0	0/51	-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Skull +10	390/260/0/0/0	0/52	-/-/-/-/C	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 Malformed Skull +0	234/0/0/0/0	96/50	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +1	257/0/0/0/0	98/51	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +2	280/0/0/0/0	100/52	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +3	304/0/0/0/0	103/54	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +4	327/0/0/0/0	105/55	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +5	351/0/0/0/0	108/56	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +6	374/0/0/0/0	110/57	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +7	397/0/0/0/0	112/59	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9

Poison Malformed Skull +8	421/0/0/0/0	115/60	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +9	444/0/0/0/0	117/61	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	31.6/12.9/12.9/12.9
Poison Malformed Skull +10	468/0/0/0/0	120/63	-/-/-/-/-	42.9/7.9/27.9/27.9/31.6	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 Malformed Skull +0	299/0/0/0/0	0/64	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +1	328/0/0/0/0	0/66	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +2	358/0/0/0/0	0/67	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +3	388/0/0/0/0	0/69	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +4	418/0/0/0/0	0/70	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +5	448/0/0/0/0	0/72	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +6	478/0/0/0/0	0/74	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +7	508/0/0/0/0	0/75	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +8	538/0/0/0/0	0/77	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Skull +9	568/0/0/0/0	0/78	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

Raw Malformed Skull +10	598/0/0/0/0	0/80	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
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# 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 Malformed Skull +0	260/0/0/0/0	0/56	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +1	286/0/0/0/0	0/57	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +2	312/0/0/0/0	0/58	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +3	338/0/0/0/0	0/60	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +4	364/0/0/0/0	0/61	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +5	390/0/0/0/0	0/63	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +6	416/0/0/0/0	0/64	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +7	442/0/0/0/0	0/65	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +8	468/0/0/0/0	0/67	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Malformed Skull +9	494/0/0/0/0	0/68	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

Enchanted Malformed Skull +10	520/0/0/0/0	0/70	-/-/C/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
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# 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 Malformed Skull +0	130/0/0/0/0	0/28	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Skull +1	143/0/0/0/0	0/28	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Skull +2	156/0/0/0/0	0/29	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Skull +3	169/0/0/0/0	0/30	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Skull +4	182/0/0/0/0	0/30	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Skull +5	195/0/0/0/0	0/31	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Skull +6	208/0/0/0/0	0/32	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Skull +7	221/0/0/0/0	0/32	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Skull +8	234/0/0/0/0	0/33	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

Mundane Malformed Skull +9	247/0/0/0/0	0/34	-/-/-/-/-	45.0/10.0/30.0/3 0.0/40.0	15.0/15.0/15.0/1 5.0
Mundane Malformed Skull +10	260/0/0/0/0	0/35	-/-/-/-/-	45.0/10.0/30.0/3 0.0/40.0	15.0/15.0/15.0/1 5.0

# 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>

<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>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>
<p><b>Stat Bonuses:</b></p>	<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>
<p><b>Damage Reduction:</b></p>	<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. 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>	<p>The durability of the weapon.</p>
<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>	<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 52 Strength and 10 Dexterity is required. 2. When two-handing this weapon, only 17 Strength is required.