

# Mastodon Greatsword


## In-Game Description

*Greatsword of the Primal Knights  
that defend Drangleic Castle.  
The brutish and mighty Primal Knights  
swing this sword like a feather-light twig,  
but to the ordinary warrior it is a chore  
to even hold up, owing to its great weight.*

## Availability

- Primal Knight drop.
- Parasite Spider drop.
- Drangleic Castle treasure. In a chest behind one of the doors at the first bonfire by the King's Gate bonfire. Right side, middle door.

## 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
	150/0/0 /0/0  (Slash/T hrust)	0/0	100	40	30/12/0 /0  B/E/-/-/- /-	60/10/4 0/40/20	20/20/2 0/20	40	70	16

## Move Set

same as the Bastard Sword.

# Notes

## 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
Mastodon Greatsword +0	150/0/0/0/0	0/0	B/E/-/-/-/-	-	-
Mastodon Greatsword +1	165/0/0/0/0	0/0	B/E/-/-/-/-	1x Titanite Shard	540
Mastodon Greatsword +2	180/0/0/0/0	0/0	B/E/-/-/-/-	2x Titanite Shard	680
Mastodon Greatsword +3	195/0/0/0/0	0/0	B/E/-/-/-/-	3x Titanite Shard	810
Mastodon Greatsword +4	210/0/0/0/0	0/0	B/E/-/-/-/-	1x Large Titanite Shard	1,080
Mastodon Greatsword +5	225/0/0/0/0	0/0	B/E/-/-/-/-	2x Large Titanite Shard	1,210
Mastodon Greatsword +6	240/0/0/0/0	0/0	B/E/-/-/-/-	3x Large Titanite Shard	1,350
Mastodon Greatsword +7	255/0/0/0/0	0/0	B/E/-/-/-/-	1x Titanite Chunk	1,620
Mastodon Greatsword +8	270/0/0/0/0	0/0	B/E/-/-/-/-	2x Titanite Chunk	1,750
Mastodon Greatsword +9	285/0/0/0/0	0/0	B/E/-/-/-/-	3x Titanite Chunk	1,890
Mastodon Greatsword +10	300/0/0/0/0	0/0	A/E/-/-/-/-	1x Titanite Slab	2,150

# 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 Mastodon Greatsword +0	105/105/0/0/0	0/0	B/E/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +1	115/115/0/0/0	0/0	B/E/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +2	126/126/0/0/0	0/0	B/E/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +3	136/136/0/0/0	0/0	B/E/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +4	147/147/0/0/0	0/0	B/E/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +5	157/157/0/0/0	0/0	B/E/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +6	168/168/0/0/0	0/0	B/E/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +7	178/178/0/0/0	0/0	B/E/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +8	189/189/0/0/0	0/0	B/E/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +9	199/199/0/0/0	0/0	B/E/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Mastodon Greatsword +10	210/210/0/0/0	0/0	B/E/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9

# 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 Mastodon Greatsword +0	105/0/105/0/0	0/0	B/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +1	115/0/115/0/0	0/0	B/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +2	126/0/126/0/0	0/0	B/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +3	136/0/136/0/0	0/0	B/E/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +4	147/0/147/0/0	0/0	B/E/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +5	157/0/157/0/0	0/0	B/E/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +6	168/0/168/0/0	0/0	B/E/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +7	178/0/178/0/0	0/0	B/E/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +8	189/0/189/0/0	0/0	B/E/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +9	199/0/199/0/0	0/0	B/E/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Mastodon Greatsword +10	210/0/210/0/0	0/0	B/E/-/B/-/-	57.9/7.9/56.6/37.9/17.9	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 Mastodon Greatsword +0	105/0/0/105/0	0/0	B/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

Lightning Mastodon Greatsword +1	115/0/0/115/0	0/0	B/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +2	126/0/0/126/0	0/0	B/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +3	136/0/0/136/0	0/0	B/E/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +4	147/0/0/147/0	0/0	B/E/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +5	157/0/0/157/0	0/0	B/E/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +6	168/0/0/168/0	0/0	B/E/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +7	178/0/0/178/0	0/0	B/E/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +8	189/0/0/189/0	0/0	B/E/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +9	199/0/0/199/0	0/0	B/E/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Mastodon Greatsword +10	210/0/0/210/0	0/0	B/E/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

# Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
 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 Mastodon Greatsword +0	105/0/0/0/105	0/0	B/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9/17.9

Dark Mastodon Greatsword +1	115/0/0/0/115	0/0	B/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +2	126/0/0/0/126	0/0	B/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +3	136/0/0/0/136	0/0	B/E/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +4	147/0/0/0/147	0/0	B/E/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +5	157/0/0/0/157	0/0	B/E/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +6	168/0/0/0/168	0/0	B/E/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +7	178/0/0/0/178	0/0	B/E/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +8	189/0/0/0/189	0/0	B/E/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +9	199/0/0/0/199	0/0	B/E/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Mastodon Greatsword +10	210/0/0/0/210	0/0	B/E/-/-/-/B	57.9/7.9/37.9/37.9/36.6	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 Mastodon Greatsword +0	105/0/0/0/0	112/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +1	115/0/0/0/0	114/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +2	126/0/0/0/0	117/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +3	136/0/0/0/0	120/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9

Poison Mastodon Greatsword +4	147/0/0/0/0	123/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +5	157/0/0/0/0	126/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +6	168/0/0/0/0	128/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +7	178/0/0/0/0	131/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +8	189/0/0/0/0	134/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +9	199/0/0/0/0	137/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Mastodon Greatsword +10	210/0/0/0/0	140/0	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	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 Mastodon Greatsword +0	105/0/0/0/0	0/112	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +1	115/0/0/0/0	0/114	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +2	126/0/0/0/0	0/117	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +3	136/0/0/0/0	0/120	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +4	147/0/0/0/0	0/123	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +5	157/0/0/0/0	0/126	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +6	168/0/0/0/0	0/128	B/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9

Bleed Mastodon Greatsword +7	178/0/0/0/0	0/131	B/E/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +8	189/0/0/0/0	0/134	B/E/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +9	199/0/0/0/0	0/137	B/E/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Mastodon Greatsword +10	210/0/0/0/0	0/140	B/E/-/-/-	57.9/7.9/37.9/37.9/17.9	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 Mastodon Greatsword +0	172/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +1	189/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +2	207/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +3	224/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +4	241/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +5	258/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +6	276/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +7	293/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +8	310/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Mastodon Greatsword +9	327/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20



Raw Mastodon Greatsword +10	345/0/0/0/0	0/0	D/E/-/-/-	60/10/40/40/20	20/20/20/20
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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 Mastodon Greatsword +0	150/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +1	165/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +2	180/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +3	195/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +4	210/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +5	225/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +6	240/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +7	255/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +8	270/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Mastodon Greatsword +9	285/0/0/0/0	0/0	D/E/D/-/-	60/10/40/40/20	20/20/20/20

Enchanted Mastodon Greatsword +10	300/0/0/0/0	0/0	D/E/C/-/-/-	60/10/40/40/20	20/20/20/20
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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 Mastodon Greatsword +0	75/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +1	82/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +2	90/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +3	97/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +4	105/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +5	112/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +6	120/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +7	127/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +8	135/0/0/0/0	0/0	C/E/-/-/-/-	60/10/40/40/20	20/20/20/20

Mundane Mastodon Greatsword +9	142/0/0/0/0	0/0	C/E/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Mastodon Greatsword +10	150/0/0/0/0	0/0	C/E/-/-/-	60/10/40/40/20	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>

<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>

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