

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

Damage:	<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>
Aux Effect:	<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
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<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.</p> <p>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,</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. ($14 \times 2 = 28$)</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.</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"> • 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.</p> <p>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>