

Mastodon Greatsword

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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 |

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|------------------------------|---------------|-----|-------------|-------------------------|---------------------|
| 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 |
|--------------------------------|-------------|-----|-----------|----------------|-------------|

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 |
|-----------------------------------------|-------------|-----|-------------|----------------|-------------|

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 |

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|---------------------------------------|-------------|-----|-----------|----------------|-------------|
| 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

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| 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> |

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| <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 |

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| 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> |

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