

# Rampart Golem Lance

## In-Game Description

*Lance wielded by the rampart golems,  
granted life by the Ivory King.*

*The golems were charged with the containment of the creatures of chaos within the boundaries of the wall.*

*When the doors of Eleum Loyce were  
flung open the place turned frigid and lifeless,  
but the golems remainde dutifully on guard.*

# Availability

Rampart Golem drop.

- If you have the Expulsion Chamber bonfire unlocked, you can attempt to get it from the Golem right outside the room with backstabs.

# 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
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	153/67/ 0/0/0	0/0	160	35	35/20/0 /0	40/20/3 0/30/30	10/10/1 0/10	15	40	16
	(Thrust/ Strike)				C/-/D/-/- /-					

# Move Set

Standard lance moveset of the Grand Lance.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
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# Basic

Standard upgrade path.  
Requires:

- Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Rampart Golem Lance +0	153/67/0/0/0	0/0	C/-/D/-/-/-	-	-
Rampart Golem Lance +1	157/70/0/0/0	0/0	B/-/D/-/-/-	1x Titanite Shard	580
Rampart Golem Lance +2	162/73/0/0/0	0/0	B/-/D/-/-/-	2x Titanite Shard	720
Rampart Golem Lance +3	167/76/0/0/0	0/0	B/-/D/-/-/-	3x Titanite Shard	870
Rampart Golem Lance +4	171/80/0/0/0	0/0	B/-/D/-/-/-	1x Large Titanite Shard	1,150
Rampart Golem Lance +5	176/73/0/0/0	0/0	B/-/D/-/-/-	2x Large Titanite Shard	1,300
Rampart Golem Lance +6	181/86/0/0/0	0/0	B/-/D/-/-/-	3x Large Titanite Shard	1,440
Rampart Golem Lance +7	185/90/0/0/0	0/0	A/-/D/-/-/-	1x Titanite Chunk	1,730

Rampart Golem Lance +8	190/93/0/0/0	0/0	A/-/D/-/-/-	2x Titanite Chunk	1,870
Rampart Golem Lance +9	195/96/0/0/0	0/0	A/-/D/-/-/-	3x Titanite Chunk	2,020
Rampart Golem Lance +10	200/100/0/0/0	0/0	A/-/C/-/-/-	1x Titanite Slab	2,300

# 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 Rampart Golem Lance +0	128/131/0/0/0	0/0	C/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +1	132/137/0/0/0	0/0	C/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +2	136/144/0/0/0	0/0	C/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +3	140/150/0/0/0	0/0	C/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +4	144/157/0/0/0	0/0	C/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +5	148/163/0/0/0	0/0	B/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +6	152/170/0/0/0	0/0	B/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +7	156/176/0/0/0	0/0	B/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +8	160/183/0/0/0	0/0	B/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
Magic Rampart Golem Lance +9	164/189/0/0/0	0/0	B/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3

Magic Rampart Golem Lance +10	167/196/0/0/0	0/0	B/-/C/-/-/-	38.3/33.3/28.3/28.3/28.3	8.3/8.3/8.3/8.3
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## 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 Rampart Golem Lance +0	133/58/44/0/0	0/0	C/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +1	137/61/46/0/0	0/0	C/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +2	141/64/48/0/0	0/0	C/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +3	145/66/50/0/0	0/0	C/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +4	149/69/52/0/0	0/0	C/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +5	153/72/55/0/0	0/0	B/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +6	157/75/57/0/0	0/0	B/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +7	161/78/59/0/0	0/0	B/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +8	165/81/61/0/0	0/0	B/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +9	169/84/63/0/0	0/0	B/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7
Fire Rampart Golem Lance +10	174/87/66/0/0	0/0	B/-/C/C/-/-	37.7/17.7/48.3/27.7/27.7	7.7/7.7/7.7/7.7/7.7

## 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 Rampart Golem Lance +0	133/58/0/44/0	0/0	C/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +1	137/61/0/46/0	0/0	C/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +2	141/64/0/48/0	0/0	C/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +3	145/66/0/50/0	0/0	C/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +4	149/69/0/52/0	0/0	C/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +5	153/72/0/55/0	0/0	B/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +6	157/75/0/57/0	0/0	B/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +7	161/78/0/59/0	0/0	B/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +8	165/81/0/61/0	0/0	B/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +9	169/84/0/63/0	0/0	B/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7
Lightning Rampart Golem Lance +10	174/87/0/66/0	0/0	B/-/C/-/C/-	37.7/17.7/27.7/48.3/27.7	7.7/7.7/7.7/7.7

## Dark

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Reduces: 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 Rampart Golem Lance +0	133/58/0/0/44	0/0	C/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +1	137/61/0/0/46	0/0	C/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +2	141/64/0/0/48	0/0	C/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +3	145/66/0/0/50	0/0	C/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +4	149/69/0/0/52	0/0	C/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +5	153/72/0/0/55	0/0	B/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +6	157/75/0/0/57	0/0	B/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +7	161/78/0/0/59	0/0	B/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +8	165/81/0/0/61	0/0	B/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +9	169/84/0/0/63	0/0	B/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7
Dark Rampart Golem Lance +10	174/87/0/0/66	0/0	B/-/C/-/-/C	37.7/17.7/27.7/27.7/48.3	7.7/7.7/7.7/7.7

## 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 Rampart Golem Lance +0	133/58/0/0/0	105/0	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +1	137/61/0/0/0	108/0	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +2	141/64/0/0/0	110/0	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +3	145/66/0/0/0	113/0	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +4	149/69/0/0/0	116/0	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +5	153/72/0/0/0	118/0	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +6	157/75/0/0/0	121/0	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +7	161/78/0/0/0	124/0	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +8	165/81/0/0/0	126/0	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +9	169/84/0/0/0	129/0	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7
Poison Rampart Golem Lance +10	174/87/0/0/0	132/0	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	28.3/7.7/7.7/7.7/7.7

## 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 Rampart Golem Lance +0	133/58/0/0/0	0/105	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7/7.7
Bleed Rampart Golem Lance +1	137/61/0/0/0	0/108	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7/7.7

Bleed Rampart Golem Lance +2	141/64/0/0/0	0/110	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7
Bleed Rampart Golem Lance +3	145/66/0/0/0	0/113	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7
Bleed Rampart Golem Lance +4	149/69/0/0/0	0/116	C/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7
Bleed Rampart Golem Lance +5	153/72/0/0/0	0/118	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7
Bleed Rampart Golem Lance +6	157/75/0/0/0	0/121	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7
Bleed Rampart Golem Lance +7	161/78/0/0/0	0/124	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7
Bleed Rampart Golem Lance +8	165/81/0/0/0	0/126	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7
Bleed Rampart Golem Lance +9	169/84/0/0/0	0/129	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7
Bleed Rampart Golem Lance +10	174/87/0/0/0	0/132	B/-/C/-/-/-	37.7/17.7/27.7/27.7/27.7	7.7/28.3/7.7/7.7

# 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 Rampart Golem Lance +0	175/77/0/0/0	0/0	E/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +1	181/80/0/0/0	0/0	E/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +2	186/84/0/0/0	0/0	E/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +3	192/88/0/0/0	0/0	E/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +4	197/92/0/0/0	0/0	E/-/D/-/-/-	40/20/30/30/30	10/10/10/10



Raw Rampart Golem Lance +5	202/96/0/0/0	0/0	E-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +6	208/99/0/0/0	0/0	E-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +7	213/103/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +8	219/107/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +9	224/111/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Raw Rampart Golem Lance +10	230/115/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10

# 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 Rampart Golem Lance +0	153/67/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +1	157/70/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +2	162/73/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +3	167/76/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +4	171/80/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +5	176/83/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10

Enchanted Rampart Golem Lance +6	181/86/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +7	185/90/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +8	190/93/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +9	195/96/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10
Enchanted Rampart Golem Lance +10	200/100/0/0/0	0/0	D/-/D/-/-/-	40/20/30/30/30	10/10/10/10

# 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 Rampart Golem Lance +0	76/33/0/0/0	0/0	D/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +1	78/35/0/0/0	0/0	D/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +2	81/36/0/0/0	0/0	D/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +3	83/38/0/0/0	0/0	D/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +4	85/40/0/0/0	0/0	C/-/E/-/-/-	40/20/30/30/30	10/10/10/10

Mundane Rampart Golem Lance +5	88/41/0/0/0	0/0	C/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +6	90/43/0/0/0	0/0	C/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +7	92/45/0/0/0	0/0	C/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +8	95/46/0/0/0	0/0	C/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +9	97/48/0/0/0	0/0	C/-/E/-/-/-	40/20/30/30/30	10/10/10/10
Mundane Rampart Golem Lance +10	100/50/0/0/0	0/0	C/-/E/-/-/-	40/20/30/30/30	10/10/10/10

# 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>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<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, 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>
<b>Stat Bonuses:</b>	<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>
<b>Damage Reduction:</b>	<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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