

Rapier

In-Game Description

A standard thrusting sword.

Thrusting swords are light swords with fine tips that can be used while holding up a shield, and are effective for parrying.

Use quick thrusts to damage hard-skinned foes. Also effective when fighting in narrow spaces.

Availability

- Sold by Blacksmith Lenigrast for 1,000 souls.
- Goblin drop - rare.

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
	115/0/0 /0/0 (Thrust)	0/0	140	10	5/12/0/ 0 D/B/-/- /-	45/10/3 0/30/20	15/15/1 5/15	20	45	1.5

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	pokes	thrusts
Heavy Attack	parry	heavy thrusts
Rolling Attack	quick poke	poke
Running Attack	poke	poke

Notes

Can be used to parry one-handed by using the strong attack.

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
Rapier +0	115/0/0/0/0	0/0	D/B/-/-/-	-	-
Rapier +1	126/0/0/0/0	0/0	D/B/-/-/-	1x Titanite Shard	370
Rapier +2	138/0/0/0/0	0/0	D/B/-/-/-	2x Titanite Shard	470
Rapier +3	149/0/0/0/0	0/0	D/B/-/-/-	3x Titanite Shard	580
Rapier +4	161/0/0/0/0	0/0	D/B/-/-/-	1x Large Titanite Shard	700
Rapier +5	172/0/0/0/0	0/0	D/B/-/-/-	2x Large Titanite Shard	930
Rapier +6	184/0/0/0/0	0/0	D/B/-/-/-	3x Large Titanite Shard	1,160
Rapier +7	195/0/0/0/0	0/0	D/B/-/-/-	1x Titanite Chunk	1,390
Rapier +8	207/0/0/0/0	0/0	D/B/-/-/-	2x Titanite Chunk	1,510

Rapier +9	218/0/0/0/0	0/0	D/B/-/-/-	3x Titanite Chunk	1,620
Rapier +10	230/0/0/0/0	0/0	D/B/-/-/-	1x Titanite Slab	1,850

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 Rapier +0	80/80/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +1	88/88/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +2	96/96/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +3	104/104/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +4	112/112/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +5	120/120/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +6	128/128/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +7	136/136/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +8	144/144/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +9	152/152/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Rapier +10	161/161/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	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 Rapier +0	80/0/80/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +1	88/0/88/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +2	96/0/96/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +3	104/0/104/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +4	112/0/112/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +5	120/0/120/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +6	128/0/128/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +7	136/0/136/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +8	144/0/144/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +9	152/0/152/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Rapier +10	161/0/161/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	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 Rapier +0	80/0/0/80/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +1	88/0/0/88/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +2	96/0/0/96/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +3	104/0/0/104/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +4	112/0/0/112/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +5	120/0/0/120/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +6	128/0/0/128/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +7	136/0/0/136/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +8	144/0/0/144/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +9	152/0/0/152/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Rapier +10	161/0/0/161/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	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 Rapier +0	80/0/0/0/80	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/12.9
Dark Rapier +1	88/0/0/0/88	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/12.9

Dark Rapier +2	96/0/0/0/96	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Rapier +3	104/0/0/0/104	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Rapier +4	112/0/0/0/112	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Rapier +5	120/0/0/0/120	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Rapier +6	128/0/0/0/128	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Rapier +7	136/0/0/0/136	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Rapier +8	144/0/0/0/144	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Rapier +9	152/0/0/0/152	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Rapier +10	161/0/0/0/161	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	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 Rapier +0	80/0/0/0/0	112/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +1	88/0/0/0/0	114/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +2	96/0/0/0/0	117/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +3	104/0/0/0/0	120/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +4	112/0/0/0/0	123/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9

Poison Rapier +5	120/0/0/0/0	126/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +6	128/0/0/0/0	128/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +7	136/0/0/0/0	131/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +8	144/0/0/0/0	134/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +9	152/0/0/0/0	137/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Rapier +10	161/0/0/0/0	140/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9

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 Rapier +0	80/0/0/0/0	0/112	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +1	88/0/0/0/0	0/114	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +2	96/0/0/0/0	0/117	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +3	104/0/0/0/0	0/120	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +4	112/0/0/0/0	0/123	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +5	120/0/0/0/0	0/126	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +6	128/0/0/0/0	0/128	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +7	136/0/0/0/0	0/131	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

Bleed Rapier +8	144/0/0/0/0	0/134	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +9	152/0/0/0/0	0/137	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Rapier +10	161/0/0/0/0	0/140	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

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 Rapier +0	132/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +1	145/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +2	158/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +3	171/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +4	185/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +5	198/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +6	211/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +7	224/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +8	238/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +9	251/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Rapier +10	264/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15

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 Rapier +0	115/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +1	126/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +2	138/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +3	149/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +4	161/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +5	172/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +6	184/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +7	195/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +8	207/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +9	218/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Rapier +10	230/0/0/0/0	0/0	E/E/C/-/-/-	45/10/30/30/20	15/15/15/15

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 Rapier +0	57/0/0/0/0	0/0	E/D/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +1	63/0/0/0/0	0/0	E/D/-/-/-/-	45/10/30/30/20	15/15/15/15

Mundane Rapier +2	69/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +3	74/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +4	80/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +5	86/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +6	92/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +7	97/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +8	103/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +9	109/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Rapier +10	115/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15

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:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	<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, 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>
Stat Bonuses:	<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).

Damage Reduction:	<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.</p> <p>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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