

# Royal Greatsword


## In-Game Description

*Greatsword of the royal swordsmen.*

*Its undulating blade draws blood from its foes. Despite the magnificence of this weapon, it was terribly inadequate in the war against the mighty Giants.*

## Availability

Royal Swordsman drop.

## 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
	135/0/0 /0/0  (Slash/T hrust)	0/67	110	35	20/15/0 /0  C/D/-/-/- /-	60/10/4 0/40/20	20/30/2 0/20	40	70	6.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
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Light	wide horizontal slashes	diagonal swings
Heavy	thrust then circular slash	twisted circular swings
Rolling	thrust	downward slash
Running	circular slash	circular slash

# Upgrades

Fold Unfold 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
Royal Greatsword +0	135/0/0/0/0	0/67	C/D/-/-/-	-	-
Royal Greatsword +1	148/0/0/0/0	0/70	C/D/-/-/-	1x Titanite Shard	540
Royal Greatsword +2	162/0/0/0/0	0/73	C/D/-/-/-	2x Titanite Shard	680
Royal Greatsword +3	175/0/0/0/0	0/76	C/D/-/-/-	3x Titanite Shard	810
Royal Greatsword +4	189/0/0/0/0	0/80	C/D/-/-/-	1x Large Titanite Shard	1,080
Royal Greatsword +5	202/0/0/0/0	0/83	C/D/-/-/-	2x Large Titanite Shard	1,210
Royal Greatsword +6	216/0/0/0/0	0/86	C/D/-/-/-	3x Large Titanite Shard	1,350
Royal Greatsword +7	229/0/0/0/0	0/90	C/D/-/-/-	1x Titanite Chunk	1,620
Royal Greatsword +8	243/0/0/0/0	0/93	C/D/-/-/-	2x Titanite Chunk	1,750
Royal Greatsword +9	256/0/0/0/0	0/96	C/D/-/-/-	3x Titanite Chunk	1,890

Royal Greatsword +10	270/0/0/0/0	0/100	B/D/-/-/-	1x Titanite Slab	2,150
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# 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 Royal Greatsword +0	101/60/0/0/0	0/50	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +1	111/64/0/0/0	0/52	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +2	121/68/0/0/0	0/55	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +3	131/72/0/0/0	0/57	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +4	141/76/0/0/0	0/60	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +5	151/80/0/0/0	0/62	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +6	162/84/0/0/0	0/65	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +7	172/88/0/0/0	0/67	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +8	182/92/0/0/0	0/70	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +9	192/96/0/0/0	0/72	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9
Magic Royal Greatsword +10	202/100/0/0/0	0/75	C/E/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/27.9/17.9/17.9

## Fire

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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 Royal Greatsword +0	101/0/60/0/0	0/50	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +1	111/0/64/0/0	0/52	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +2	121/0/68/0/0	0/55	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +3	131/0/72/0/0	0/57	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +4	141/0/76/0/0	0/60	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +5	151/0/80/0/0	0/62	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +6	162/0/84/0/0	0/65	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +7	172/0/88/0/0	0/67	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +8	182/0/92/0/0	0/70	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +9	192/0/96/0/0	0/72	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9
Fire Royal Greatsword +10	202/0/100/0/0	0/75	C/E/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/27.9/17.9/17.9

## Lightning

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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 Royal Greatsword +0	101/0/0/60/0	0/50	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +1	111/0/0/64/0	0/52	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +2	121/0/0/68/0	0/55	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +3	131/0/0/72/0	0/57	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +4	141/0/0/76/0	0/60	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +5	151/0/0/80/0	0/62	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +6	162/0/0/84/0	0/65	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +7	172/0/0/88/0	0/67	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +8	182/0/0/92/0	0/70	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +9	192/0/0/96/0	0/72	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9
Lightning Royal Greatsword +10	202/0/0/100/0	0/75	C/E/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/27.9/17.9/17.9

## 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 Royal Greatsword +0	101/0/0/0/60	0/50	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9/17.9
Dark Royal Greatsword +1	111/0/0/0/64	0/52	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9/17.9

Dark Royal Greatsword +2	121/0/0/0/68	0/55	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9
Dark Royal Greatsword +3	131/0/0/0/72	0/57	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9
Dark Royal Greatsword +4	141/0/0/0/76	0/60	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9
Dark Royal Greatsword +5	151/0/0/0/80	0/62	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9
Dark Royal Greatsword +6	162/0/0/0/84	0/65	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9
Dark Royal Greatsword +7	172/0/0/0/88	0/67	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9
Dark Royal Greatsword +8	182/0/0/0/92	0/70	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9
Dark Royal Greatsword +9	192/0/0/0/96	0/72	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9
Dark Royal Greatsword +10	202/0/0/0/100	0/75	C/E/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/27.9/17.9/17.9

## 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 Royal Greatsword +0	121/0/0/0/0	96/60	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +1	133/0/0/0/0	98/63	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +2	145/0/0/0/0	100/66	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +3	157/0/0/0/0	103/69	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +4	170/0/0/0/0	105/72	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9

Poison Royal Greatsword +5	182/0/0/0/0	108/75	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +6	194/0/0/0/0	110/78	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +7	206/0/0/0/0	112/81	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +8	218/0/0/0/0	115/84	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +9	230/0/0/0/0	117/87	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Royal Greatsword +10	243/0/0/0/0	120/90	C/E/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9

# 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 Royal Greatsword +0	129/0/0/0/0	0/96	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +1	142/0/0/0/0	0/101	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +2	155/0/0/0/0	0/105	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +3	168/0/0/0/0	0/110	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +4	181/0/0/0/0	0/115	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +5	194/0/0/0/0	0/120	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +6	207/0/0/0/0	0/124	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +7	220/0/0/0/0	0/129	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1

Bleed Royal Greatsword +8	233/0/0/0/0	0/134	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +9	246/0/0/0/0	0/139	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Royal Greatsword +10	259/0/0/0/0	0/143	C/E/-/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1

# 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 Royal Greatsword +0	155/0/0/0/0	0/77	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +1	170/0/0/0/0	0/80	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +2	186/0/0/0/0	0/84	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +3	201/0/0/0/0	0/88	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +4	217/0/0/0/0	0/92	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +5	232/0/0/0/0	0/96	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +6	248/0/0/0/0	0/99	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +7	263/0/0/0/0	0/103	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +8	279/0/0/0/0	0/107	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +9	294/0/0/0/0	0/111	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Royal Greatsword +10	310/0/0/0/0	0/115	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20



# 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 Royal Greatsword +0	135/0/0/0/0	0/67	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +1	148/0/0/0/0	0/70	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +2	162/0/0/0/0	0/73	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +3	175/0/0/0/0	0/76	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +4	189/0/0/0/0	0/80	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +5	202/0/0/0/0	0/83	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +6	216/0/0/0/0	0/86	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +7	229/0/0/0/0	0/90	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +8	243/0/0/0/0	0/93	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +9	256/0/0/0/0	0/96	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Royal Greatsword +10	270/0/0/0/0	0/100	E/E/C/-/-/-	60/10/40/40/20	20/30/20/20

# 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 Royal Greatsword +0	67/0/0/0/0	0/33	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +1	74/0/0/0/0	0/35	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +2	81/0/0/0/0	0/36	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +3	87/0/0/0/0	0/38	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +4	94/0/0/0/0	0/40	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +5	101/0/0/0/0	0/41	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +6	108/0/0/0/0	0/43	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +7	114/0/0/0/0	0/45	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +8	121/0/0/0/0	0/46	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +9	128/0/0/0/0	0/48	D/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Royal Greatsword +10	135/0/0/0/0	0/50	D/E/-/-/-	60/10/40/40/20	20/30/20/20

# 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>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. 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. 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.</p> <p>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>	The durability of the weapon.
<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>	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.
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