

Sanctum Mace

In-Game Description

A mace wielded by sanctum soldiers.

*This mace was corrupted by poison
when Sinh, the slumbering dragon, awoke.*

A mere mortal would be asphyxiated by the poison emitted when wielding this mace, but for the noxious sanctum soldiers, this fact matters none.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Shulva, Sanctum City treasure. Below and behind the Tower of Prayer Bonfire on a static platform. The weapon will be on a corpse.
- Sanctum Soldier drop - rare.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed ¹ Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
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	307/0/0/0/0 (Strike)	59/0	100	50	35 ² /6/0/0 B/-/-/-/-/-	45/10/ 30/30/ 40	15/15/ 15/15	30	30	17.0	Yes/Yes
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Move Set

- + show Move Set - hide Move Set
- A combination of the lance and great hammer movesets.
 - See <https://www.youtube.com/watch?v=FvaRXaTL68Y>

Notes

- Inflicts self-poison when used. High poison resistance is recommended when using this weapon.
- The self-inflicting Poison can be useful when using the Red Tearstone Ring, e.g. before boss fights.
- Like all Hammers and most Great Hammers it can't be infused with Bleed.
 - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Raw	Enchanted	Mundane
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Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Sanctum Mace+0	307/0/0/0/0	59/0	B/-/-/-/-/-	-	-
Sanctum Mace+1	316/0/0/0/0	61/0	B/-/-/-/-/-	1x Titanite Shard	750
Sanctum Mace+2	325/0/0/0/0	64/0	A/-/-/-/-/-	2x Titanite Shard	930

Sanctum Mace+3	334/0/0/0/0	67/0	A/-/-/-/-	3x Titanite Shard	1,120
Sanctum Mace+4	344/0/0/0/0	70/0	A/-/-/-/-	1x Large Titanite Shard	1,490
Sanctum Mace+5	353/0/0/0/0	73/0	A/-/-/-/-	2x Large Titanite Shard	1,680
Sanctum Mace+6	362/0/0/0/0	76/0	A/-/-/-/-	3x Large Titanite Shard	1,860
Sanctum Mace+7	372/0/0/0/0	79/0	A/-/-/-/-	1x Titanite Chunk	2,230
Sanctum Mace+8	381/0/0/0/0	82/0	A/-/-/-/-	2x Titanite Chunk	2,420
Sanctum Mace+9	390/0/0/0/0	85/0	A/-/-/-/-	3x Titanite Chunk	2,600
Sanctum Mace+10	400/0/0/0/0	88/0	A/-/-/-/-	1x Titanite Slab	2,970

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 Sanctum Mace +0	260/40/0/0/0	50/0	B/-/C/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +1	268/42/0/0/0	52/0	B/-/C/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +2	276/44/0/0/0	55/0	B/-/C/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +3	284/46/0/0/0	57/0	B/-/C/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +4	292/48/0/0/0	60/0	B/-/C/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +5	300/50/0/0/0	62/0	B/-/C/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7

Magic Sanctum Mace +6	308/52/0/0/0	64/0	B/-/C/-/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +7	316/54/0/0/0	67/0	B/-/C/-/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +8	324/56/0/0/0	69/0	B/-/C/-/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +9	332/58/0/0/0	72/0	B/-/C/-/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7
Magic Sanctum Mace +10	340/59/0/0/0	74/0	B/-/C/-/-/-	43.7/20.0/28.7/28.7/38.7	13.7/13.7/13.7/13.7

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 Sanctum Mace +0	260/0/40/0/0	50/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +1	268/0/42/0/0	52/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +2	276/0/44/0/0	55/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +3	284/0/46/0/0	57/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +4	292/0/48/0/0	60/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +5	300/0/50/0/0	62/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +6	308/0/52/0/0	64/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +7	316/0/54/0/0	67/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +8	324/0/56/0/0	69/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7

Fire Sanctum Mace +9	332/0/58/0/0	72/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7
Fire Sanctum Mace +10	340/0/59/0/0	74/0	B/-/-/C/-/-	43.7/8.7/40.0/28.7/38.7	13.7/13.7/13.7/13.7

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 Sanctum Mace +0	260/0/0/40/0	50/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +1	268/0/0/42/0	52/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +2	276/0/0/44/0	55/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +3	284/0/0/46/0	57/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +4	292/0/0/48/0	60/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +5	300/0/0/50/0	62/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +6	308/0/0/52/0	64/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +7	316/0/0/54/0	67/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +8	324/0/0/56/0	69/0	B/-/-/C/-/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7

Lightning Sanctum Mace +9	332/0/0/58/0	72/0	B/-/-/-/C/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7
Lightning Sanctum Mace +10	340/0/0/59/0	74/0	B/-/-/-/C/-	43.7/8.7/28.7/40.0/38.7	13.7/13.7/13.7/13.7

Dark

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 Sanctum Mace +0	260/0/0/0/40	50/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +1	268/0/0/0/42	52/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +2	276/0/0/0/44	55/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +3	284/0/0/0/46	57/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +4	292/0/0/0/48	60/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +5	300/0/0/0/50	62/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +6	308/0/0/0/52	64/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +7	316/0/0/0/54	67/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +8	324/0/0/0/56	69/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +9	332/0/0/0/58	72/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7
Dark Sanctum Mace +10	340/0/0/0/59	74/0	B/-/-/-/C	43.7/8.7/28.7/28.7/50.0	13.7/13.7/13.7/13.7

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 Sanctum Mace +0	165/0/0/0/0	109/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +1	170/0/0/0/0	115/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +2	175/0/0/0/0	120/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +3	180/0/0/0/0	125/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +4	185/0/0/0/0	131/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +5	190/0/0/0/0	136/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +6	195/0/0/0/0	142/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +7	200/0/0/0/0	147/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +8	205/0/0/0/0	152/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +9	210/0/0/0/0	158/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Sanctum Mace +10	215/0/0/0/0	163/0	B/-/-/-/-	42.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7

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 Sanctum Mace +0	353/0/0/0/0	67/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +1	363/0/0/0/0	71/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +2	374/0/0/0/0	74/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +3	385/0/0/0/0	77/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +4	395/0/0/0/0	81/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +5	406/0/0/0/0	84/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +6	417/0/0/0/0	87/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +7	427/0/0/0/0	91/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +8	438/0/0/0/0	94/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +9	449/0/0/0/0	97/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Sanctum Mace +10	460/0/0/0/0	101/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

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 Sanctum Mace +0	307/0/0/0/0	59/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +1	316/0/0/0/0	61/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

Enchanted Sanctum Mace +2	325/0/0/0/0	64/0	D/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +3	334/0/0/0/0	67/0	D/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +4	344/0/0/0/0	70/0	D/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +5	353/0/0/0/0	73/0	D/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +6	362/0/0/0/0	76/0	D/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +7	372/0/0/0/0	79/0	D/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +8	381/0/0/0/0	82/0	D/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +9	390/0/0/0/0	85/0	D/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Sanctum Mace +10	400/0/0/0/0	88/0	D/-/C/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

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 Sanctum Mace +0	153/0/0/0/0	29/0	C/-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

Mundane Sanctum Mace +1	158/0/0/0/0	30/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +2	162/0/0/0/0	32/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +3	167/0/0/0/0	33/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +4	172/0/0/0/0	35/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +5	176/0/0/0/0	36/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +6	181/0/0/0/0	38/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +7	186/0/0/0/0	39/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +8	190/0/0/0/0	41/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +9	195/0/0/0/0	42/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Sanctum Mace +10	200/0/0/0/0	44/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

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>
Stats Needed:	<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"> • 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. 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:	The durability of the weapon.
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:	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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Footnotes 1. To Power Stance this weapon, only 52 Strength and 9 Dexterity is required. 2. When two-handing this weapon, only 17 Strength is required.

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