

# Winged Spear


## In-Game Description

*A long-hilted spear that boasts considerable reach, and can be used from behind a raised shield.*

*It takes its name from the wing-like protrusions beneath the blade, which allow the spear to be pulled more easily from pierced foes.*

## Availability

- One sold by Steady Hand McDuff for 2,500 souls.
- Hollow Soldier (Spear) drop.
- Vorgol the Sinner drop.
- Mimic (Iron Keep, Lightning infused) drop - guaranteed.
- Frozen Eleum Loyce Found on a corpse by frozen dogs (+7).

## 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
	120/0/0 /0/0  (Thrust/ Strike)	0/0	130	20	11/18/0 /0  E/B/-/- /-	40/10/3 0/30/30	10/10/1 0/10	25	50	4.5

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	quick thrusts	quick thrusts
Heavy Attack	thrusts	thrusts
Rolling Attack	quick downward swipe	quick upward slash
Running Attack	thrust	thrust

# Notes

# 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
Winged Spear +0	120/0/0/0/0	0/0	E/B/-/-/-	-	-
Winged Spear +1	132/0/0/0/0	0/0	E/B/-/-/-	1x Titanite Shard	530
Winged Spear +2	144/0/0/0/0	0/0	E/A/-/-/-	2x Titanite Shard	660
Winged Spear +3	156/0/0/0/0	0/0	E/A/-/-/-	3x Titanite Shard	790
Winged Spear +4	168/0/0/0/0	0/0	E/A/-/-/-	1x Large Titanite Shard	1,050
Winged Spear +5	180/0/0/0/0	0/0	E/A/-/-/-	2x Large Titanite Shard	1,190
Winged Spear +6	192/0/0/0/0	0/0	E/A/-/-/-	3x Large Titanite Shard	1,320
Winged Spear +7	204/0/0/0/0	0/0	E/A/-/-/-	1x Titanite Chunk	1,580

Winged Spear +8	216/0/0/0/0	0/0	E/A/-/-/-	2x Titanite Chunk	1,710
Winged Spear +9	228/0/0/0/0	0/0	E/A/-/-/-	3x Titanite Chunk	1,840
Winged Spear +10	240/0/0/0/0	0/0	E/A/-/-/-	1x Titanite Slab	2,100

# 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 Winged Spear +0	84/84/0/0/0	0/0	E/C/C/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +1	92/92/0/0/0	0/0	E/C/C/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +2	100/100/0/0/0	0/0	E/C/C/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +3	109/109/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +4	117/117/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +5	126/126/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +6	134/134/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +7	142/142/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +8	151/151/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Winged Spear +9	159/159/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9

Magic Winged Spear +10	168/168/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9/27.9	7.9/7.9/7.9/7.9
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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 Winged Spear +0	84/0/84/0/0	0/0	E/C/-/C/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +1	92/0/92/0/0	0/0	E/C/-/C/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +2	100/0/100/0/0	0/0	E/C/-/C/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +3	109/0/109/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +4	117/0/117/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +5	126/0/126/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +6	134/0/134/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +7	142/0/142/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +8	151/0/151/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +9	159/0/159/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Winged Spear +10	168/0/168/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9

## 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 Winged Spear +0	84/0/0/84/0	0/0	E/C/-/-/C/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +1	92/0/0/92/0	0/0	E/C/-/-/C/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +2	100/0/0/100/0	0/0	E/C/-/-/C/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +3	109/0/0/109/0	0/0	E/B/-/-/B/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +4	117/0/0/117/0	0/0	E/B/-/-/B/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +5	126/0/0/126/0	0/0	E/B/-/-/B/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +6	134/0/0/134/0	0/0	E/B/-/-/B/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +7	142/0/0/142/0	0/0	E/B/-/-/B/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +8	151/0/0/151/0	0/0	E/B/-/-/B/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +9	159/0/0/159/0	0/0	E/B/-/-/B/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Winged Spear +10	168/0/0/168/0	0/0	E/B/-/-/B/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9

## 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
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Dark Winged Spear +0	84/0/0/0/84	0/0	E/C/-/-/-C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +1	92/0/0/0/92	0/0	E/C/-/-/-C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +2	100/0/0/0/100	0/0	E/C/-/-/-C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +3	109/0/0/0/109	0/0	E/B/-/-/-B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +4	117/0/0/0/117	0/0	E/B/-/-/-B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +5	126/0/0/0/126	0/0	E/B/-/-/-B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +6	134/0/0/0/134	0/0	E/B/-/-/-B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +7	142/0/0/0/142	0/0	E/B/-/-/-B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +8	151/0/0/0/151	0/0	E/B/-/-/-B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +9	159/0/0/0/159	0/0	E/B/-/-/-B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Winged Spear +10	168/0/0/0/168	0/0	E/B/-/-/-B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9

## 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 Winged Spear +0	84/0/0/0/0	112/0	E/C/-/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +1	92/0/0/0/0	114/0	E/C/-/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +2	100/0/0/0/0	117/0	E/C/-/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9

Poison Winged Spear +3	109/0/0/0/0	120/0	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +4	117/0/0/0/0	123/0	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +5	126/0/0/0/0	126/0	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +6	134/0/0/0/0	128/0	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +7	142/0/0/0/0	131/0	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +8	151/0/0/0/0	134/0	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +9	159/0/0/0/0	137/0	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Winged Spear +10	168/0/0/0/0	140/0	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9

## 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 Winged Spear +0	84/0/0/0/0	0/112	E/C/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +1	92/0/0/0/0	0/114	E/C/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +2	100/0/0/0/0	0/117	E/C/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +3	109/0/0/0/0	0/120	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +4	117/0/0/0/0	0/123	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +5	126/0/0/0/0	0/126	E/B/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9

Bleed Winged Spear +6	134/0/0/0/0	0/128	E/B/-/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +7	142/0/0/0/0	0/131	E/B/-/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +8	151/0/0/0/0	0/134	E/B/-/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +9	159/0/0/0/0	0/137	E/B/-/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Winged Spear +10	168/0/0/0/0	0/140	E/B/-/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9

# 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 Winged Spear +0	138/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +1	151/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +2	165/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +3	179/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +4	193/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +5	207/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +6	220/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +7	234/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +8	248/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/30	10/10/10/10



Raw Winged Spear +9	262/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/30	10/10/10/10
Raw Winged Spear +10	276/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/30	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 Winged Spear +0	120/0/0/0/0	0/0	E/E/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +1	132/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +2	144/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +3	156/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +4	168/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +5	180/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +6	192/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +7	204/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +8	216/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +9	228/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/30	10/10/10/10
Enchanted Winged Spear +10	240/0/0/0/0	0/0	E/D/C/-/-	40/10/30/30/30	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 Winged Spear +0	60/0/0/0/0	0/0	E/D/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +1	66/0/0/0/0	0/0	E/D/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +2	72/0/0/0/0	0/0	E/D/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +3	78/0/0/0/0	0/0	E/D/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +4	84/0/0/0/0	0/0	E/D/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +5	90/0/0/0/0	0/0	E/C/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +6	96/0/0/0/0	0/0	E/C/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +7	102/0/0/0/0	0/0	E/C/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +8	108/0/0/0/0	0/0	E/C/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +9	114/0/0/0/0	0/0	E/C/-/-/-	40/10/30/30/30	10/10/10/10
Mundane Winged Spear +10	120/0/0/0/0	0/0	E/C/-/-/-	40/10/30/30/30	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>	<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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