

Grant

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Grant.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Grant>

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*A legendary weapon of the Way of White,

granted to an Undead paladin long ago.*

*This mass of iron can only be lifted by those with inhuman strength, but it is
blessed,


and very effective against agents of Dark.*

Availability

Paladin Leeroy drop in the Tomb of the Giants

General Information

Like all weapons that have a Holy modifier, Skeleton enemies in The Catacombs will not reassemble when killed with it even if the Necromancers are still alive.

Image	Name	Damage	Critical	Aux Effects	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Grant	130/130/0/0 (Strike)	100	0/0/130/-	600	24	50 ¹ /0/0/30 B/-/-/A	50/10/35/35	32	100

Move Set

1 Handed	
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R1 — R1	Right-to-left horizontal smashes.	
R2	Heavy overhead smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal smash.	

2 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Wrath of the Gods.	Consumes 200 durability.
Roll — R1	Fast ground slam.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Strong attack (2-handed) is replaced by a Wrath of the Gods effect that scales with the weapon's Magic damage. This attack uses 200 durability points per use.

Upgrades

Requires

- Twinkling Titanite

84% STR, 116% FAI scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Grant +0	130/130/0/0	B/-/-A		
Grant +1	143/143/0/0	B/-/-A	1	2,000
Grant +2	156/156/0/0	B/-/-A	1	2,000
Grant +3	169/169/0/0	B/-/-A	2	2,000
Grant +4	182/182/0/0	B/-/-A	2	2,000
Grant +5	195/195/0/0	B/-/-A	4	2,000

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Normal• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z 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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p>(18 x 1.5 = 27)</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is the Physical Damage Reduction• X is the Magical Damage Reduction• Y is the Fire Damage Reduction• Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. When two-handing this weapon, only 34 Strength is required.