Black Knight Greatsword

In-Game Description

*Greatsword wielded by knights who served a lord of light
in a long-forgotten age.*

*Even after their flesh was charred by flame, they remained
as strong as ever and stood watch, challenging visitors to their land.*

Availability

- Belfry Sol treasure. Downstairs from the metal chest containing Immolation. When you come out of the hallway, don't jump down to the bonfire just yet.
  There is an illusory wall on the right side after exiting the hallway which contains two metal chests, one of which contains the weapon.

- Rabid Kobold drop - uncommon.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	186/0/50/0/0 (Slash)	0/0	110	35	28/20/8/12 C/E/-/C/-/-	60/10/40/40/20	20/20/20/20	40	70	12

Move Set

+ show Move Set - hide Move Set

Single Weapon (right-handed):

1H, R1: Horizontal slash, followed up by another in the opposite direction.

1H, R1 after Rolling: Forward thrust.

1H, R1 after Back-stepping: 360º slash.

1H, R2: Forward thrust, followed up by a 360º slash.

2H, R1: Downward diagonal slash, followed up by an upward diagonal slash.

2H, R1 after Rolling: Downward slash.

2H, R1 after Back-stepping: 360º slash.

2H, R2: 360º slash, followed up by another in the opposite direction.

2H, L1: Guard.

2H, L2: Parry

Power Stance:

Notes

Can only be buffed by spells.

In the German version, the Black Knight Ultra Greatsword and the Black Knight Greatsword have the same name: Großschwert des Schwarzen Ritters.

This weapon is a Black Knight Sword from the original Dark Souls, with a different guard.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

Basic

Special upgrade path.
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Black Knight Greatsword +0	186/0/50/0/0	0/0	C/E/-/C/-/-	-	-
Black Knight Greatsword +1	204/0/56/0/0	0/0	C/E/-/C/-/-	1x Twinkling Titanite	1,180
Black Knight Greatsword +2	223/0/62/0/0	0/0	C/E/-/C/-/-	2x Twinkling Titanite	1,470

Black Knight Greatsword +3	242/0/68/0/0	0/0	C/E/-/C/-/-	3x Twinkling Titanite	1,760
Black Knight Greatsword +4	261/0/74/0/0	0/0	C/E/-/C/-/-	4x Twinkling Titanite	2,350
Black Knight Greatsword +5	280/0/80/0/0	0/0	C/E/-/C/-/-	5x Twinkling Titanite	2,640

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 Black Knight Greatsword +0	167/30/45/0/0	0/0	C/E/C/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Black Knight Greatsword +1	184/33/50/0/0	0/0	C/E/C/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Black Knight Greatsword +2	201/37/55/0/0	0/0	C/E/C/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Black Knight Greatsword +3	218/40/61/0/0	0/0	C/E/C/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Black Knight Greatsword +4	235/44/66/0/0	0/0	C/E/C/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Black Knight Greatsword +5	252/48/72/0/0	0/0	C/E/C/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9

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 Black Knight Greatsword +0	178/0/72/0/0	0/0	C/E/-/C/-/-	57.9/9.1/46.6/39.1/19.1	19.1/19.1/19.1/19.1
Fire Black Knight Greatsword +1	196/0/80/0/0	0/0	C/E/-/C/-/-	57.9/9.1/46.6/39.1/19.1	19.1/19.1/19.1/19.1
Fire Black Knight Greatsword +2	214/0/89/0/0	0/0	C/E/-/C/-/-	57.9/9.1/46.6/39.1/19.1	19.1/19.1/19.1/19.1
Fire Black Knight Greatsword +3	232/0/97/0/0	0/0	C/E/-/C/-/-	57.9/9.1/46.6/39.1/19.1	19.1/19.1/19.1/19.1
Fire Black Knight Greatsword +4	250/0/106/0/0	0/0	C/E/-/C/-/-	57.9/9.1/46.6/39.1/19.1	19.1/19.1/19.1/19.1
Fire Black Knight Greatsword +5	268/0/115/0/0	0/0	C/E/-/C/-/-	57.9/9.1/46.6/39.1/19.1	19.1/19.1/19.1/19.1

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 Black Knight Greatsword +0	167/0/45/30/0	0/0	C/E/-/C/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Black Knight Greatsword +1	184/0/50/33/0	0/0	C/E/-/C/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Black Knight Greatsword +2	201/0/55/37/0	0/0	C/E/-/C/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

Lightning Black Knight Greatsword +3	218/0/61/40/0	0/0	C/E/-/C/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Black Knight Greatsword +4	235/0/66/44/0	0/0	C/E/-/C/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Black Knight Greatsword +5	252/0/72/48/0	0/0	C/E/-/C/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

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 Black Knight Greatsword +0	167/0/45/0/30	0/0	C/E/-/C/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Knight Greatsword +1	184/0/50/0/33	0/0	C/E/-/C/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Knight Greatsword +2	201/0/55/0/37	0/0	C/E/-/C/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Knight Greatsword +3	218/0/61/0/40	0/0	C/E/-/C/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Knight Greatsword +4	235/0/66/0/44	0/0	C/E/-/C/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Knight Greatsword +5	252/0/72/0/48	0/0	C/E/-/C/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

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 Black Knight Greatsword +0	167/0/45/0/0	96/0	C/E/-/C/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Knight Greatsword +1	184/0/50/0/0	100/0	C/E/-/C/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Knight Greatsword +2	201/0/55/0/0	105/0	C/E/-/C/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Knight Greatsword +3	218/0/61/0/0	110/0	C/E/-/B/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Knight Greatsword +4	235/0/66/0/0	115/0	C/E/-/B/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Knight Greatsword +5	252/0/72/0/0	120/0	C/E/-/B/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9

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 Black Knight Greatsword +0	167/0/45/0/0	0/96	C/E/-/C/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Black Knight Greatsword +1	184/0/50/0/0	0/100	C/E/-/C/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9

Bleed Black Knight Greatsword +2	201/0/55/0/0	0/105	C/E/-/C/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Black Knight Greatsword +3	218/0/61/0/0	0/110	C/E/-/B/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Black Knight Greatsword +4	235/0/66/0/0	0/115	C/E/-/B/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Black Knight Greatsword +5	252/0/72/0/0	0/120	C/E/-/B/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9

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 Black Knight Greatsword +0	213/0/57/0/0	0/0	E/E/-/D/-/-	60/10/40/40/20	20/20/20/20
Raw Black Knight Greatsword +1	235/0/64/0/0	0/0	E/E/-/D/-/-	60/10/40/40/20	20/20/20/20
Raw Black Knight Greatsword +2	257/0/71/0/0	0/0	E/E/-/D/-/-	60/10/40/40/20	20/20/20/20
Raw Black Knight Greatsword +3	278/0/78/0/0	0/0	E/E/-/D/-/-	60/10/40/40/20	20/20/20/20
Raw Black Knight Greatsword +4	300/0/85/0/0	0/0	E/E/-/D/-/-	60/10/40/40/20	20/20/20/20
Raw Black Knight Greatsword +5	322/0/92/0/0	0/0	E/E/-/D/-/-	60/10/40/40/20	20/20/20/20

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 Black Knight Greatsword +0	186/0/50/0/0	0/0	E/E/D/E/-/-	60/10/40/40/20	20/20/20/20
Enchanted Black Knight Greatsword +1	204/0/56/0/0	0/0	E/E/D/E/-/-	60/10/40/40/20	20/20/20/20
Enchanted Black Knight Greatsword +2	223/0/62/0/0	0/0	E/E/D/E/-/-	60/10/40/40/20	20/20/20/20
Enchanted Black Knight Greatsword +3	242/0/68/0/0	0/0	E/E/D/E/-/-	60/10/40/40/20	20/20/20/20
Enchanted Black Knight Greatsword +4	261/0/74/0/0	0/0	E/E/D/E/-/-	60/10/40/40/20	20/20/20/20
Enchanted Black Knight Greatsword +5	280/0/80/0/0	0/0	E/E/D/E/-/-	60/10/40/40/20	20/20/20/20

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 Black Knight Greatsword +0	93/0/25/0/0	0/0	D/E/-/E/-/-	60/10/40/40/20	20/20/20/20
Mundane Black Knight Greatsword +1	102/0/28/0/0	0/0	D/E/-/E/-/-	60/10/40/40/20	20/20/20/20
Mundane Black Knight Greatsword +2	111/0/31/0/0	0/0	D/E/-/E/-/-	60/10/40/40/20	20/20/20/20

Mundane Black Knight Greatsword +3	121/0/34/0/0	0/0	D/E/-/E/-/-	60/10/40/40/20	20/20/20/20
Mundane Black Knight Greatsword +4	130/0/37/0/0	0/0	D/E/-/E/-/-	60/10/40/40/20	20/20/20/20
Mundane Black Knight Greatsword +5	140/0/40/0/0	0/0	D/E/-/E/-/-	60/10/40/40/20	20/20/20/20

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E: • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage Each weapon has one or more physical damage types: • Striking • Slashing • Thrusting Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.
Aux Effect:	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: • 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:	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:
	- A is the Strength required - B is the Dexterity required - C is the Intelligence required - D is the Faith required
	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 x 2 = 28)
Stat Bonuses:	The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. The Bonus Stats for a weapon are A/B/C/D/E/F:
	- 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:	The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E :
	- A is Physical Damage - B is Magical Damage - C is Fire Damage - D is Lightning Damage - E is Dark Damage

Aux Effect Reduction:	The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D: • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	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.
Durability:	The durability of the weapon.
Weight:	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.
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.

Revision #1
Created 17 December 2024 08:13:21 by jade
Updated 17 December 2024 08:13:21 by jade