

Black Knight Ultra Greatsword

In-Game Description

Ultra 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

- Brightstone Cove Tseldora treasure. In the cathedral just before the cave full of spider webs, there will be a locked door requiring the Brightstone Key. Past this door are two small rooms.
In the second room is a metal chest containing Great Fireball, a soul item, and the weapon.
- Rabid Kobold drop - uncommon.

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
	186/0/100/0/0 (Slash/Thrust)	0/0	130	50	30/16/0/13 C/C/-/C/-/-	70/10/50/50/35	25/25/25/25	45	70	18

Move Set

Same as the Zweihander.

+ show Move Set - hide Move Set

- 1H R1: horizontal sweep
- 1H R2: forward overhead smash, then backwards overhead smash
- 1H rolling R1: like R2
- 1H running R1: circular sweep
- 2H R1: horizontal sweep
- 2H R2: thrust directly in front, then circular sweep
- 2H rolling R1: diagonal horizontal sweep
- 2H running R1: diagonal home run swing (Knock-up)

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.
- In the Brazilian version, the Black Knight Ultra Greatsword and the Black Knight Greatsword have the same name: Espada Grande de Cavaleiro Negro

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 Ultra Greatsword +0	186/0/100/0/0	0/0	C/C/-/C/-/-	-	-

Black Knight Ultra Greatsword +1	204/0/107/00	0/0	B/C/-/C/-/-	1x Twinkling Titanite	1,230
Black Knight Ultra Greatsword +2	223/0/115/0/0	0/0	B/C/-/C/-/-	2x Twinkling Titanite	1,540
Black Knight Ultra Greatsword +3	242/0/122/0/0	0/0	B/C/-/C/-/-	3x Twinkling Titanite	1,840
Black Knight Ultra Greatsword +4	261/0/130/0/0	0/0	B/C/-/C/-/-	4x Twinkling Titanite	2,450
Black Knight Ultra Greatsword +5	280/0/138/0/0	0/0	B/C/-/C/-/-	5x Twinkling Titanite	2,760

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 Ultra Greatsword +0	167/48/90/0/0	0/0	D/D/C/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Black Knight Ultra Greatsword +1	184/51/96/0/0	0/0	C/D/C/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Black Knight Ultra Greatsword +2	201/55/103/0/0	0/0	C/D/C/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Black Knight Ultra Greatsword +3	218/58/110/0/0	0/0	C/D/C/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9

Magic Black Knight Ultra Greatsword +4	235/62/117/0/0	0/0	C/D/C/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Black Knight Ultra Greatsword +5	252/66/124/0/0	0/0	B/D/B/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9

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 Ultra Greatsword +0	178/0/144/0/0	0/0	D/D/-/C/-/-	69.1/9.1/56.6/49.1/34.1	24.1/24.1/24.1/24.1
Fire Black Knight Ultra Greatsword +1	196/0/154/0/0	0/0	C/D/-/C/-/-	69.1/9.1/56.6/49.1/34.1	24.1/24.1/24.1/24.1
Fire Black Knight Ultra Greatsword +2	214/0/165/0/0	0/0	C/D/-/C/-/-	69.1/9.1/56.6/49.1/34.1	24.1/24.1/24.1/24.1
Fire Black Knight Ultra Greatsword +3	232/0/176/0/0	0/0	C/D/-/C/-/-	69.1/9.1/56.6/49.1/34.1	24.1/24.1/24.1/24.1
Fire Black Knight Ultra Greatsword +4	250/0/187/0/0	0/0	C/D/-/C/-/-	69.1/9.1/56.6/49.1/34.1	24.1/24.1/24.1/24.1
Fire Black Knight Ultra Greatsword +5	268/0/198/0/0	0/0	B/D/-/B/-/-	69.1/9.1/56.6/49.1/34.1	24.1/24.1/24.1/24.1

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 Ultra Greatsword +0	167/0/90/48/0	0/0	D/D/-/C/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Black Knight Ultra Greatsword +1	184/0/96/51/0	0/0	C/D/-/C/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Black Knight Ultra Greatsword +2	201/0/103/55/0	0/0	C/D/-/C/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Black Knight Ultra Greatsword +3	218/0/110/58/0	0/0	C/D/-/C/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Black Knight Ultra Greatsword +4	235/0/117/62/0	0/0	C/D/-/C/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Black Knight Ultra Greatsword +5	252/0/124/66/0	0/0	B/D/-/B/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9

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
Dark Black Knight Ultra Greatsword +0	167/0/90/0/48	0/0	D/D/-/C/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Black Knight Ultra Greatsword +1	184/0/96/0/51	0/0	C/D/-/C/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Black Knight Ultra Greatsword +2	201/0/103/0/55	0/0	C/D/-/C/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

Dark Black Knight Ultra Greatsword +3	218/0/110/0/58	0/0	C/D/-/C/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Black Knight Ultra Greatsword +4	235/0/117/0/62	0/0	C/D/-/C/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Black Knight Ultra Greatsword +5	252/0/124/0/66	0/0	B/D/-/B/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

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 Ultra Greatsword +0	167/0/90/0/0	96/0	D/D/-/C/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Black Knight Ultra Greatsword +1	184/0/96/0/0	100/0	C/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Black Knight Ultra Greatsword +2	201/0/103/0/0	105/0	C/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Black Knight Ultra Greatsword +3	218/0/110/0/0	110/0	C/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Black Knight Ultra Greatsword +4	235/0/117/0/0	115/0	C/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Black Knight Ultra Greatsword +5	252/0/124/0/0	120/0	B/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9

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 Ultra Greatsword +0	167/0/90/0/0	0/96	D/D/-/C/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Black Knight Ultra Greatsword +1	184/0/96/0/0	0/100	C/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Black Knight Ultra Greatsword +2	201/0/103/0/0	0/105	C/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Black Knight Ultra Greatsword +3	218/0/110/0/0	0/110	C/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Black Knight Ultra Greatsword +4	235/0/117/0/0	0/115	C/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Black Knight Ultra Greatsword +5	252/0/124/0/0	0/120	B/D/-/B/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9

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 Ultra Greatsword +0	213/0/115/0/0	0/0	E/E/-/D/-/-	70/10/50/50/35	25/25/25/25
Raw Black Knight Ultra Greatsword +1	235/0/123/0/0	0/0	E/E/-/D/-/-	70/10/50/50/35	25/25/25/25

Raw Black Knight Ultra Greatsword +2	257/0/132/0/0	0/0	E/E/-/D/-/-	70/10/50/50/35	25/25/25/25
Raw Black Knight Ultra Greatsword +3	278/0/141/0/0	0/0	E/E/-/D/-/-	70/10/50/50/35	25/25/25/25
Raw Black Knight Ultra Greatsword +4	300/0/149/0/0	0/0	E/E/-/D/-/-	70/10/50/50/35	25/25/25/25
Raw Black Knight Ultra Greatsword +5	322/0/158/0/0	0/0	E/E/-/D/-/-	70/10/50/50/35	25/25/25/25

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 Ultra Greatsword +0	186/0/100/0/0	0/0	E/E/D/E/-/-	70/10/50/50/35	25/25/25/25
Enchanted Black Knight Ultra Greatsword +1	204/0/107/0/0	0/0	E/E/D/E/-/-	70/10/50/50/35	25/25/25/25
Enchanted Black Knight Ultra Greatsword +2	223/0/115/0/0	0/0	D/E/D/E/-/-	70/10/50/50/35	25/25/25/25
Enchanted Black Knight Ultra Greatsword +3	242/0/122/0/0	0/0	D/E/D/E/-/-	70/10/50/50/35	25/25/25/25
Enchanted Black Knight Ultra Greatsword +4	261/0/130/0/0	0/0	D/E/D/E/-/-	70/10/50/50/35	25/25/25/25
Enchanted Black Knight Ultra Greatsword +5	280/0/138/0/0	0/0	D/E/C/E/-/-	70/10/50/50/35	25/25/25/25

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 Ultra Greatsword +0	93/0/50/0/0	0/0	D/E/-/E/-/-	70/10/50/50/35	25/25/25/25
Mundane Black Knight Ultra Greatsword +1	102/0/53/0/0	0/0	D/E/-/E/-/-	70/10/50/50/35	25/25/25/25
Mundane Black Knight Ultra Greatsword +2	111/0/57/0/0	0/0	D/E/-/E/-/-	70/10/50/50/35	25/25/25/25
Mundane Black Knight Ultra Greatsword +3	121/0/61/0/0	0/0	D/E/-/E/-/-	70/10/50/50/35	25/25/25/25
Mundane Black Knight Ultra Greatsword +4	130/0/65/0/0	0/0	C/E/-/E/-/-	70/10/50/50/35	25/25/25/25
Mundane Black Knight Ultra Greatsword +5	140/0/69/0/0	0/0	C/E/-/D/-/-	70/10/50/50/35	25/25/25/25

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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