

# Black Knight Ultra Greatsword

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## 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<br>e                          | Aux<br>Effects | Counte<br>r<br>Streng<br>th | Poise<br>Damag<br>e | Stats<br>Neede<br>d<br>Stat<br>Bonuse<br>s | Damag<br>e<br>Reduct<br>ion | Aux<br>Effects<br>Reduct<br>ion | Stabilit<br>y | Durabil<br>ity | Weight |
|-------|-------------------------------------|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
|       | 186/0/100/0/0<br><br>(Slash/Thrust) | 0/0            | 130                         | 50                  | 30/16/0/13<br><br>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<br>Ultra Greatsword<br>+0 | 186/0/100/0/0 | 0/0         | C/C/-/C/-/-  | -              | -     |

|  |               |     |             |                          |       |
|--|---------------|-----|-------------|--------------------------|-------|
| Black Knight<br>Ultra Greatsword<br>+1 | 204/0/107/00  | 0/0 | B/C/-/C/-/- | 1x Twinkling<br>Titanite | 1,230 |
| Black Knight<br>Ultra Greatsword<br>+2 | 223/0/115/0/0 | 0/0 | B/C/-/C/-/- | 2x Twinkling<br>Titanite | 1,540 |
| Black Knight<br>Ultra Greatsword<br>+3 | 242/0/122/0/0 | 0/0 | B/C/-/C/-/- | 3x Twinkling<br>Titanite | 1,840 |
| Black Knight<br>Ultra Greatsword<br>+4 | 261/0/130/0/0 | 0/0 | B/C/-/C/-/- | 4x Twinkling<br>Titanite | 2,450 |
| Black Knight<br>Ultra Greatsword<br>+5 | 280/0/138/0/0 | 0/0 | B/C/-/C/-/- | 5x Twinkling<br>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<br>Ultra Greatsword<br>+2 | 257/0/132/0/0 | 0/0 | E/E/-/D/-/- | 70/10/50/50/35 | 25/25/25/25 |
| Raw Black Knight<br>Ultra Greatsword<br>+3 | 278/0/141/0/0 | 0/0 | E/E/-/D/-/- | 70/10/50/50/35 | 25/25/25/25 |
| Raw Black Knight<br>Ultra Greatsword<br>+4 | 300/0/149/0/0 | 0/0 | E/E/-/D/-/- | 70/10/50/50/35 | 25/25/25/25 |
| Raw Black Knight<br>Ultra Greatsword<br>+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

|                          |  |
|--------------------------|--|
| <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.<br/>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.<br/>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,<br/>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.<br/>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing<br/>the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength)<br/>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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