

Crypt Blacksword

In-Game Description

Ultra greatsword symbolizing guardianship over the Undead Crypt. The sword has never seen the light of day, and is steeped in dark.

Availability

Trade Old Dead One Soul and 10,000 souls with Weaponsmith Ornifex.

General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Nee ded Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	148/0/0 /0/80 (Slash)	0/0	130	60	40/10/1 2/12 D/D/--/-- /A	70/10/5 0/50/45	25/25/2 5/25	45	70	24

Move Set

+ show Move Set - hide Move Set

Single Weapon (right-handed):

1H R1: Overhead strike. Takes an extra step forward on the second attack.

1H R2: Identical to 1H R1 but slower and with longer range. Takes an extra step forward on the second attack.

1H Roll: 360° slash, left to right.

1H Backstep: Vertical strike.

2H R1: Diagonal Slash, shoulder to floor. Left to right then right to left.

2H R2: Overhead strike.

2H Roll: Special animation, lunges the top of the sword into the ground. Short range and about identical damage to a standard attack.

2H Backstep: Takes a step forward then overhead strike.

2H L1: Guard.

2H L2: Parry

Power-stanced R1: Takes a step forward then overhead strike.

Power-stanced R2: Takes two steps forward then overhead strike. Takes longer to regain from than R1.

Notes

- With 99 DEX, STR, INT, FTH and fully upgraded the physical attack is 370+110 and dark attack 130+170
- Warning! Tables below have uninfused weapon scaling A in Dark but infused weapon scaling S in Dark, which seems unlikely. (I've checked it: at +3 with 22 INT and FTH it has +105 uninfused with A scaling, +110 infused with anything but Dark and indeed an S scaling (in Dark), and +184 when infused with Dark and an S scaling. The scaling actually does go up. Further testing needs to be done whether it's worth it going for another infuse or Dark has still the highest damage)
- Appears to have originally been intended to have some relation to the Drakekeeper weapons (Most noticeably the Drakekeeper's Ultra Greatsword and Drakekeeper's Sword.) as all are pitch black and the Drakekeeper's Sword and Ultra Greatsword have similar golden ornamentation on the blades.

Upgrades

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

Basic

Boss upgrade path.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Crypt Blacksword +0	148/0/0/0/80	0/0	D/D/-/-/A	-	-
Crypt Blacksword +1	192/0/0/0/90	0/0	D/D/-/-/A	1x Petrified Dragon Bone	1,260
Crypt Blacksword +2	236/0/0/0/100	0/0	D/D/-/-/A	2x Petrified Dragon Bone	1,570
Crypt Blacksword +3	281/0/0/0/110	0/0	D/D/-/-/A	3x Petrified Dragon Bone	1,880
Crypt Blacksword +4	325/0/0/0/120	0/0	D/D/-/-/A	4x Petrified Dragon Bone	2,510
Crypt Blacksword +5	370/0/0/0/130	0/0	D/D/-/-/A	5x Petrified Dragon Bone	2,820

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 Crypt Blacksword +0	133/88/0/0/72	0/0	D/D/C/-/-S	67.9/26.6/47.9/47.9/42.9	22.9/22.9/22.9/22.9/22.9
Magic Crypt Blacksword +1	173/88/10/0/81	0/0	D/D/C/-/-S	67.9/26.6/47.9/47.9/42.9	22.9/22.9/22.9/22.9/22.9
Magic Crypt Blacksword +2	213/88/0/0/90	0/0	D/D/C/-/-S	67.9/26.6/47.9/47.9/42.9	22.9/22.9/22.9/22.9/22.9
Magic Crypt Blacksword +3	253/88/0/0/99	0/0	D/D/C/-/-S	67.9/26.6/47.9/47.9/42.9	22.9/22.9/22.9/22.9/22.9
Magic Crypt Blacksword +4	293/88/0/0/108	0/0	D/D/C/-/-S	67.9/26.6/47.9/47.9/42.9	22.9/22.9/22.9/22.9/22.9
Magic Crypt Blacksword +5	333/88/0/0/117	0/0	D/D/B/-/-S	67.9/26.6/47.9/47.9/42.9	22.9/22.9/22.9/22.9/22.9

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 Crypt Blacksword +0	133/0/88/0/72	0/0	D/D/-/C/-/S	67.9/7.9/66.6/47.9/42.9	22.9/22.9/22.9/22.9
Fire Crypt Blacksword +1	173/0/88/0/81	0/0	D/D/-/C/-/S	67.9/7.9/66.6/47.9/42.9	22.9/22.9/22.9/22.9
Fire Crypt Blacksword +2	213/0/88/0/90	0/0	D/D/-/C/-/S	67.9/7.9/66.6/47.9/42.9	22.9/22.9/22.9/22.9
Fire Crypt Blacksword +3	253/0/88/0/99	0/0	D/D/-/C/-/S	67.9/7.9/66.6/47.9/42.9	22.9/22.9/22.9/22.9
Fire Crypt Blacksword +4	293/0/88/0/108	0/0	D/D/-/C/-/S	67.9/7.9/66.6/47.9/42.9	22.9/22.9/22.9/22.9
Fire Crypt Blacksword +5	333/0/88/0/117	0/0	D/D/-/B/-/S	67.9/7.9/66.6/47.9/42.9	22.9/22.9/22.9/22.9

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 Crypt Blacksword +0	133/0/0/88/72	0/0	D/D/-/-/C/S	67.9/7.9/47.9/66.6/42.9	22.9/22.9/22.9/22.9
Lightning Crypt Blacksword +1	173/0/0/88/81	0/0	D/D/-/-/C/S	67.9/7.9/47.9/66.6/42.9	22.9/22.9/22.9/22.9
Lightning Crypt Blacksword +2	213/0/0/88/90	0/0	D/D/-/-/C/S	67.9/7.9/47.9/66.6/42.9	22.9/22.9/22.9/22.9

Lightning Crypt Blacksword +3	263/0/0/88/99	0/0	D/D/-/-/C/S	67.9/7.9/47.9/66.6/42.9	22.9/22.9/22.9/22.9
Lightning Crypt Blacksword +4	293/0/0/88/108	0/0	D/D/-/-/C/S	67.9/7.9/47.9/66.6/42.9	22.9/22.9/22.9/22.9
Lightning Crypt Blacksword +5	333/0/0/88/117	0/0	D/D/-/-/B/S	67.9/7.9/47.9/66.6/42.9	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 Crypt Blacksword +0	106/0/0/0/134	0/0	D/D/-/-/S	68.3/8.3/48.3/48.3/58.3	23.3/23.3/23.3/23.3
Dark Crypt Blacksword +1	138/0/0/0/151	0/0	D/D/-/-/S	68.3/8.3/48.3/48.3/58.3	23.3/23.3/23.3/23.3
Dark Crypt Blacksword +2	170/0/0/0/168	0/0	D/D/-/-/S	68.3/8.3/48.3/48.3/58.3	23.3/23.3/23.3/23.3
Dark Crypt Blacksword +3	202/0/0/0/184	0/0	D/D/-/-/S	68.3/8.3/48.3/48.3/58.3	23.3/23.3/23.3/23.3
Dark Crypt Blacksword +4	234/0/0/0/201	0/0	D/D/-/-/S	68.3/8.3/48.3/48.3/58.3	23.3/23.3/23.3/23.3
Dark Crypt Blacksword +5	266/0/0/0/218	0/0	D/D/-/-/S	68.3/8.3/48.3/48.3/58.3	23.3/23.3/23.3/23.3

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
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Poison Crypt Blacksword +0	133/0/0/0/72	96/0	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	41.6/22.9/22.9/22.9
Poison Crypt Blacksword +1	173/0/0/0/81	100/0	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	41.6/22.9/22.9/22.9
Poison Crypt Blacksword +2	213/0/0/0/90	105/0	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	41.6/22.9/22.9/22.9
Poison Crypt Blacksword +3	253/0/0/0/99	110/0	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	41.6/22.9/22.9/22.9
Poison Crypt Blacksword +4	293/0/0/0/108	115/0	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	41.6/22.9/22.9/22.9
Poison Crypt Blacksword +5	333/0/0/0/117	120/0	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	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 Crypt Blacksword +0	133/0/0/0/72	0/96	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	22.9/41.6/22.9/22.9
Bleed Crypt Blacksword +1	173/0/0/0/81	0/100	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	22.9/41.6/22.9/22.9
Bleed Crypt Blacksword +2	213/0/0/0/90	0/105	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	22.9/41.6/22.9/22.9
Bleed Crypt Blacksword +3	253/0/0/0/99	0/110	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	22.9/41.6/22.9/22.9
Bleed Crypt Blacksword +4	293/0/0/0/108	0/115	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	22.9/41.6/22.9/22.9
Bleed Crypt Blacksword +5	333/0/0/0/117	0/120	D/D/-/-/S	67.9/7.9/47.9/66.6/42.9	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 Crypt Blacksword +0	170/0/0/0/92	0/0	E/E/-/-/-/B	70/10/50/50/45	25/25/25/25
Raw Crypt Blacksword +1	221/0/0/0/103	0/0	E/E/-/-/-/B	70/10/50/50/45	25/25/25/25
Raw Crypt Blacksword +2	272/0/0/0/115	0/0	E/E/-/-/-/B	70/10/50/50/45	25/25/25/25
Raw Crypt Blacksword +3	323/0/0/0/126	0/0	E/E/-/-/-/B	70/10/50/50/45	25/25/25/25
Raw Crypt Blacksword +4	374/0/0/0/138	0/0	E/E/-/-/-/B	70/10/50/50/45	25/25/25/25
Raw Crypt Blacksword +5	425/0/0/0/149	0/0	E/E/-/-/-/B	70/10/50/50/45	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 Crypt Blacksword +0	148/0/0/0/80	0/0	E/E/D/-/-/C	70/10/50/50/45	25/25/25/25
Enchanted Crypt Blacksword +1	192/0/0/0/90	0/0	E/E/D/-/-/C	70/10/50/50/45	25/25/25/25
Enchanted Crypt Blacksword +2	236/0/0/0/100	0/0	E/E/D/-/-/C	70/10/50/50/45	25/25/25/25
Enchanted Crypt Blacksword +3	281/0/0/0/110	0/0	E/E/D/-/-/C	70/10/50/50/45	25/25/25/25
Enchanted Crypt Blacksword +4	325/0/0/0/120	0/0	E/E/D/-/-/C	70/10/50/50/45	25/25/25/25

Enchanted Crypt Blacksword +5	370/0/0/0/130	0/0	E/E/C/-/-/C	70/10/50/50/45	25/25/25/25
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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 Crypt Blacksword +0	74/0/0/0/40	0/0	E/E/-/-/-/C	70/10/50/50/45	25/25/25/25
Mundane Crypt Blacksword +1	96/0/0/0/45	0/0	E/E/-/-/-/C	70/10/50/50/45	25/25/25/25
Mundane Crypt Blacksword +2	118/0/0/0/50	0/0	E/E/-/-/-/C	70/10/50/50/45	25/25/25/25
Mundane Crypt Blacksword +3	140/0/0/0/55	0/0	E/E/-/-/-/C	70/10/50/50/45	25/25/25/25
Mundane Crypt Blacksword +4	162/0/0/0/60	0/0	E/E/-/-/-/C	70/10/50/50/45	25/25/25/25
Mundane Crypt Blacksword +5	185/0/0/0/65	0/0	E/E/-/-/-/C	70/10/50/50/45	25/25/25/25

Key

<p>Damage:</p>	<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>
<p>Aux Effect:</p>	<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
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p>Stats Needed:</p>	<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 x 2 = 28)</p>

<p>Stat Bonuses:</p>	<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).
<p>Damage Reduction:</p>	<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
<p>Aux Effect Reduction:</p>	<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
<p>Stability:</p>	<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>
<p>Durability:</p>	<p>The durability of the weapon.</p>
<p>Weight:</p>	<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.

Revision #1

Created 17 December 2024 08:20:39 by jade

Updated 17 December 2024 08:20:39 by jade