

# Drakekeeper's Ultra Greatsword


## In-Game Description

*An extremely sturdy pitch-black greatsword.  
Colossal warriors staunchly watch over the shrine,  
ready to defend its residents, or allow one worthy  
enough to be granted audience.*

## Availability

Drakekeeper (Ultra Greatsword) drop - very rare.

## 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
	165/0/0 /0/0  (Slash)	0/0	130	50	38/13/0 /0  C/D/-/-/- /-	70/10/5 0/50/35	25/25/2 5/25	45	70	20

## Move Set

- Same as the Zweihander.

## Notes

- Stamina consumption out-classes other Ultra Greatswords that scale primarily with strength and require dexterity fitting of a strength build (which excludes the Drakewing Ultra Greatsword). Despite its shorter range and high weight (compared to the Zweihander for move-set and weight efficiency on a strength build) , it uses noticeably less stamina than other UGS. It's pretty invaluable to a strength build, with S scaling in strength. Also worth mentioning; it's the only UGS for a strength build to get proper damage output, pure physical damage, and a Zweihander move-set , for less weight than the Smelter Sword and the Greatsword. The Zweihander's extremely manageable weight and amazing range, however, put it in a class all its own for those seeking less stat investment in Strength.

# Upgrades

Fold
Unfold
Upgrades
Basic
Magic
Fire
Lightning
Dark
Poison
Bleed
Raw
Enchanted
Mundane

## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Drakekeeper's Ultra Greatsword +0	165/0/0/0/0	0/0	C/D/-/-/-	-	-
Drakekeeper's Ultra Greatsword +1	181/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Shard	760
Drakekeeper's Ultra Greatsword +2	198/0/0/0/0	0/0	B/D/-/-/-	2x Titanite Shard	950
Drakekeeper's Ultra Greatsword +3	214/0/0/0/0	0/0	B/D/-/-/-	3x Titanite Shard	1,140
Drakekeeper's Ultra Greatsword +4	231/0/0/0/0	0/0	B/D/-/-/-	1x Large Titanite Shard	1,520
Drakekeeper's Ultra Greatsword +5	247/0/0/0/0	0/0	B/D/-/-/-	2x Large Titanite Shard	1,710

Drakekeeper's Ultra Greatsword +6	234/0/0/0/0	0/0	B/D/-/-/-	3x Large Titanite Shard	1,900
Drakekeeper's Ultra Greatsword +7	280/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Chunk	2,280
Drakekeeper's Ultra Greatsword +8	297/0/0/0/0	0/0	A/D/-/-/-	2x Titanite Chunk	2,470
Drakekeeper's Ultra Greatsword +9	313/0/0/0/0	0/0	A/D/-/-/-	3x Titanite Chunk	2,600
Drakekeeper's Ultra Greatsword +10	330/0/0/0/0	0/0	S/D/-/-/-	1x Titanite Slab	3,040

# 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 Drakekeeper's Ultra Greatsword +0	115/115/0/0/0	0/0	C/E/C/-/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +1	127/127/0/0/0	0/0	C/E/C/-/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +2	138/138/0/0/0	0/0	C/E/C/-/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9

Magic Drakekeeper's Ultra Greatsword +3	150/150/0/0/0	0/0	C/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +4	161/161/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +5	173/173/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +6	184/184/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +7	196/196/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +8	207/207/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +9	219/219/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Drakekeeper's Ultra Greatsword +10	231/231/0/0/0	0/0	A/E/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
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Fire Drakekeeper's Ultra Greatsword +0	115/0/115/0/0	0/0	C/E/-/C/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +1	127/0/127/0/0	0/0	C/E/-/C/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +2	138/0/138/0/0	0/0	C/E/-/C/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +3	150/0/150/0/0	0/0	C/E/-/B/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +4	161/0/161/0/0	0/0	B/E/-/B/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +5	173/0/173/0/0	0/0	B/E/-/B/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +6	184/0/184/0/0	0/0	B/E/-/B/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +7	196/0/196/0/0	0/0	B/E/-/B/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +8	207/0/207/0/0	0/0	B/E/-/B/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +9	219/0/219/0/0	0/0	B/E/-/B/-/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Drakekeeper's Ultra Greatsword +10	231/0/231/0/0	0/0	A/E/-/B/-/-/-	67.9/7.9/66.6/47.9/32.9	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 Drakekeeper's Ultra Greatsword +0	115/0/0/115/0	0/0	C/E/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +1	127/0/0/127/0	0/0	C/E/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +2	138/0/0/138/0	0/0	C/E/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +3	150/0/0/150/0	0/0	C/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +4	161/0/0/161/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +5	173/0/0/173/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +6	184/0/0/184/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +7	196/0/0/196/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +8	207/0/0/207/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9

Lightning Drakekeeper's Ultra Greatsword +9	219/0/0/219/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Drakekeeper's Ultra Greatsword +10	231/0/0/231/0	0/0	A/E/-/-/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 Drakekeeper's Ultra Greatsword +0	115/0/0/0/115	0/0	C/E/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +1	127/0/0/0/127	0/0	C/E/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +2	138/0/0/0/138	0/0	C/E/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +3	150/0/0/0/150	0/0	C/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +4	161/0/0/0/161	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +5	173/0/0/0/173	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

Dark Drakekeeper's Ultra Greatsword +6	184/0/0/0/184	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +7	196/0/0/0/196	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +8	207/0/0/0/207	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +9	219/0/0/0/219	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Drakekeeper's Ultra Greatsword +10	231/0/0/0/231	0/0	A/E/-/-/-/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 Drakekeeper's Ultra Greatsword +0	115/0/0/0/0	112/0	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +1	127/0/0/0/0	114/0	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +2	138/0/0/0/0	117/0	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9



Poison Drakekeeper's Ultra Greatsword +3	150/0/0/0/0	120/0	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +4	161/0/0/0/0	123/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +5	173/0/0/0/0	126/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +6	184/0/0/0/0	128/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +7	196/0/0/0/0	131/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +8	207/0/0/0/0	134/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +9	219/0/0/0/0	137/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Drakekeeper's Ultra Greatsword +10	231/0/0/0/0	140/0	A/E/-/-/-/-	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
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Bleed Drakekeeper's Ultra Greatsword +0	115/0/0/0/0	0/112	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +1	127/0/0/0/0	0/114	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +2	138/0/0/0/0	0/117	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +3	150/0/0/0/0	0/120	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +4	161/0/0/0/0	0/123	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +5	173/0/0/0/0	0/126	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +6	184/0/0/0/0	0/128	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +7	196/0/0/0/0	0/131	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +8	207/0/0/0/0	0/134	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +9	219/0/0/0/0	0/137	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Drakekeeper's Ultra Greatsword +10	231/0/0/0/0	0/140	A/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9

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 Drakekeeper's Ultra Greatsword +0	189/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +1	208/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +2	227/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +3	246/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +4	265/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +5	284/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +6	303/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +7	322/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +8	341/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25

Raw Drakekeeper's Ultra Greatsword +9	360/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Drakekeeper's Ultra Greatsword +10	379/0/0/0/0	0/0	D/E/-/-/-	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 Drakekeeper's Ultra Greatsword +0	165/0/0/0/0	0/0	E/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +1	181/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +2	198/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +3	214/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +4	231/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +5	247/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25

Enchanted Drakekeeper's Ultra Greatsword +6	264/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +7	280/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +8	297/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +9	313/0/0/0/0	0/0	C/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Drakekeeper's Ultra Greatsword +10	330/0/0/0/0	0/0	C/E/C/-/-/-	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 Drakekeeper's Ultra Greatsword +0	82/0/0/0/0	0/0	D/E/-/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +1	90/0/0/0/0	0/0	D/E/-/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +2	99/0/0/0/0	0/0	D/E/-/-/-/-	70/10/50/50/35	25/25/25/25

Mundane Drakekeeper's Ultra Greatsword +3	107/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +4	115/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +5	123/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +6	132/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +7	140/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +8	148/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +9	156/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Drakekeeper's Ultra Greatsword +10	165/0/0/0/0	0/0	B/E/-/-/-	70/10/50/50/35	25/25/25/25

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# Key

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<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. 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. 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, 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>

<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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