Fume Ultra Greatsword

In-Game Description

*Ultra greatsword forged from
the soul of the fume knight, and
imbued with the Dark of Nadalia.*

*The exile swordsman Raime had the
ability to expunge the black fog,
but chose instead to live alongside it,
in the company of the child of Dark
that haunts his sword.*

Availability

Trade Soul of the Fume Knight and 25,000 souls with Weaponsmith Ornifex.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	307/0/0/0/0 (Slash/Thrust)	0/0	110	60	40/30/0/0 S/D/-/-/-/-	80/45/60/60/50	20/20/20/20	60	70	28

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-handed
Light Attack	Vertical slash into horizontal slash	Vertical slashes into the ground then upwards
Strong Attack	unique counter-style move that will block attacks then smash shortly after	heavy thrust of the Zweihander and Claymore
Rolling Attack	circular swing	Thrust
Running Attack	circular sweep	Home-Run swing

- The two-handed parry is replaced by a similar counter attack to the 1-H heavy attack.
  - These counters are not safe to spam, as they can be guard broken on reaction, but should rather be used in similar fashion to a parry, predicting the opponent's attacks.

Notes

- This is the **only** weapon in the game that gains increased stability when it is upgraded.

- Deflects weak attacks when blocking with two hands, like a Greatshield.

- Cannot be enchanted.

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	Stability	Stat Bonuses	Materials Cost	Souls
Fume Ultra Greatsword +0	307/0/0/0/0	0/0	60	S/D/-/-/-/-	-	-

Fume Ultra Greatsword +1	331/0/0/0/0	0/0	60	S/D/-/-/-/-	1x Petrified Dragon Bone	1,630
Fume Ultra Greatsword +2	356/0/0/0/0	0/0	61	S/D/-/-/-/-	2x Petrified Dragon Bone	2,040
Fume Ultra Greatsword +3	380/0/0/0/0	0/0	61	S/D/-/-/-/-	3x Petrified Dragon Bone	2,440
Fume Ultra Greatsword +4	405/0/0/0/0	0/0	62	S/D/-/-/-/-	4x Petrified Dragon Bone	3,250
Fume Ultra Greatsword +5	430/0/0/0/0	0/0	62	S/D/-/-/-/-	5x Petrified Dragon Bone	3,660

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 Fume Ultra Greatsword +0	193/236/0/0/0	0/0	B/E/C/-/-/-	77.7/63.3/57.7/57.7/47.7	27.7/27.7/27.7/27.7
Magic Fume Ultra Greatsword +1	208/255/0/0/0	0/0	B/E/B/-/-/-	77.7/63.3/57.7/57.7/47.7	27.7/27.7/27.7/27.7
Magic Fume Ultra Greatsword +2	224/274/0/0/0	0/0	B/E/B/-/-/-	77.7/63.3/57.7/57.7/47.7	27.7/27.7/27.7/27.7
Magic Fume Ultra Greatsword +3	239/293/0/0/0	0/0	B/E/B/-/-/-	77.7/63.3/57.7/57.7/47.7	27.7/27.7/27.7/27.7
Magic Fume Ultra Greatsword +4	255/312/0/0/0	0/0	B/E/B/-/-/-	77.7/63.3/57.7/57.7/47.7	27.7/27.7/27.7/27.7
Magic Fume Ultra Greatsword +5	270/331/0/0/0	0/0	B/E/B/-/-/-	77.7/63.3/57.7/57.7/47.7	27.7/27.7/27.7/27.7

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 Fume Ultra Greatsword +0	193/0/236/0/0	0/0	B/E/-/C/-/-	77.7/42.7/78.3/57.7/47.7	27.7/27.7/27.7/27.7
Fire Fume Ultra Greatsword +1	208/0/255/0/0	0/0	B/E/-/B/-/-	77.7/42.7/78.3/57.7/47.7	27.7/27.7/27.7/27.7
Fire Fume Ultra Greatsword +2	224/0/274/0/0	0/0	B/E/-/B/-/-	77.7/42.7/78.3/57.7/47.7	27.7/27.7/27.7/27.7
Fire Fume Ultra Greatsword +3	239/0/293/0/0	0/0	B/E/-/B/-/-	77.7/42.7/78.3/57.7/47.7	27.7/27.7/27.7/27.7
Fire Fume Ultra Greatsword +4	255/0/312/0/0	0/0	B/E/-/B/-/-	77.7/42.7/78.3/57.7/47.7	27.7/27.7/27.7/27.7
Fire Fume Ultra Greatsword +5	270/0/331/0/0	0/0	B/E/-/B/-/-	77.7/42.7/78.3/57.7/47.7	27.7/27.7/27.7/27.7

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 Fume Ultra Greatsword +0	193/0/0/236/0	0/0	B/E/-/-/C/-	77.7/42.7/57.7/78.3/47.7	27.7/27.7/27.7/27.7
Lightning Fume Ultra Greatsword +1	208/0/0/255/0	0/0	B/E/-/-/B/-	77.7/42.7/57.7/78.3/47.7	27.7/27.7/27.7/27.7

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Fume Ultra Greatsword +2	224/0/0/274/0	0/0	B/E/-/-/B/-	77.7/42.7/57.7/78.3/47.7	27.7/27.7/27.7/27.7
Lightning Fume Ultra Greatsword +3	239/0/0/293/0	0/0	B/E/-/-/B/-	77.7/42.7/57.7/78.3/47.7	27.7/27.7/27.7/27.7
Lightning Fume Ultra Greatsword +4	255/0/0/312/0	0/0	B/E/-/-/B/-	77.7/42.7/57.7/78.3/47.7	27.7/27.7/27.7/27.7
Lightning Fume Ultra Greatsword +5	270/0/0/331/0	0/0	B/E/-/-/B/-	77.7/42.7/57.7/78.3/47.7	27.7/27.7/27.7/27.7

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 Fume Ultra Greatsword +0	193/0/0/0/236	0/0	B/E/-/-/-/C	77.7/42.7/57.7/57.7/68.3	27.7/27.7/27.7/27.7
Dark Fume Ultra Greatsword +1	208/0/0/0/255	0/0	B/E/-/-/-/B	77.7/42.7/57.7/57.7/68.3	27.7/27.7/27.7/27.7
Dark Fume Ultra Greatsword +2	224/0/0/0/274	0/0	B/E/-/-/-/B	77.7/42.7/57.7/57.7/68.3	27.7/27.7/27.7/27.7
Dark Fume Ultra Greatsword +3	239/0/0/0/293	0/0	B/E/-/-/-/B	77.7/42.7/57.7/57.7/68.3	27.7/27.7/27.7/27.7
Dark Fume Ultra Greatsword +4	255/0/0/0/312	0/0	B/E/-/-/-/B	77.7/42.7/57.7/57.7/68.3	27.7/27.7/27.7/27.7
Dark Fume Ultra Greatsword +5	270/0/0/0/331	0/0	B/E/-/-/-/B	77.7/42.7/57.7/57.7/68.3	27.7/27.7/27.7/27.7

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 Fume Ultra Greatsword +0	193/0/0/0/0	123/0	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	48.3/27.7/27.7/27.7
Poison Fume Ultra Greatsword +1	208/0/0/0/0	129/0	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	48.3/27.7/27.7/27.7
Poison Fume Ultra Greatsword +2	224/0/0/0/0	135/0	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	48.3/27.7/27.7/27.7
Poison Fume Ultra Greatsword +3	239/0/0/0/0	141/0	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	48.3/27.7/27.7/27.7
Poison Fume Ultra Greatsword +4	255/0/0/0/0	147/0	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	48.3/27.7/27.7/27.7
Poison Fume Ultra Greatsword +5	270/0/0/0/0	154/0	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	48.3/27.7/27.7/27.7

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 Fume Ultra Greatsword +0	193/0/0/0/0	0/123	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	27.7/48.3/27.7/27.7
Bleed Fume Ultra Greatsword +1	208/0/0/0/0	0/129	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	27.7/48.3/27.7/27.7
Bleed Fume Ultra Greatsword +2	224/0/0/0/0	0/135	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	27.7/48.3/27.7/27.7
Bleed Fume Ultra Greatsword +3	239/0/0/0/0	0/141	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	27.7/48.3/27.7/27.7

Bleed Fume Ultra Greatsword +4	255/0/0/0/0	0/147	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	27.7/48.3/27.7/27.7
Bleed Fume Ultra Greatsword +5	270/0/0/0/0	0/154	B/E/-/-/-/-	77.7/42.7/57.7/57.7/47.7	27.7/48.3/27.7/27.7

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 Fume Ultra Greatsword +0	353/0/0/0/0	0/0	D/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Raw Fume Ultra Greatsword +1	381/0/0/0/0	0/0	D/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Raw Fume Ultra Greatsword +2	409/0/0/0/0	0/0	D/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Raw Fume Ultra Greatsword +3	437/0/0/0/0	0/0	D/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Raw Fume Ultra Greatsword +4	466/0/0/0/0	0/0	D/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Raw Fume Ultra Greatsword +5	494/0/0/0/0	0/0	D/E/-/-/-/-	80/45/60/60/50	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

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Fume Ultra Greatsword +0	307/0/0/0/0	0/0	C/E/D/-/-/-	80/45/60/60/50	20/20/20/20
Enchanted Fume Ultra Greatsword +1	331/0/0/0/0	0/0	C/E/D/-/-/-	80/45/60/60/50	20/20/20/20
Enchanted Fume Ultra Greatsword +2	356/0/0/0/0	0/0	C/E/D/-/-/-	80/45/60/60/50	20/20/20/20
Enchanted Fume Ultra Greatsword +3	380/0/0/0/0	0/0	C/E/D/-/-/-	80/45/60/60/50	20/20/20/20
Enchanted Fume Ultra Greatsword +4	405/0/0/0/0	0/0	C/E/D/-/-/-	80/45/60/60/50	20/20/20/20
Enchanted Fume Ultra Greatsword +5	430/0/0/0/0	0/0	C/E/C/-/-/-	80/45/60/60/50	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 Fume Ultra Greatsword +0	153/0/0/0/0	0/0	C/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Mundane Fume Ultra Greatsword +1	165/0/0/0/0	0/0	C/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Mundane Fume Ultra Greatsword +2	178/0/0/0/0	0/0	C/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Mundane Fume Ultra Greatsword +3	190/0/0/0/0	0/0	C/E/-/-/-/-	80/45/60/60/50	20/20/20/20

Mundane Fume Ultra Greatsword +4	202/0/0/0/0	0/0	C/E/-/-/-/-	80/45/60/60/50	20/20/20/20
Mundane Fume Ultra Greatsword +5	215/0/0/0/0	0/0	C/E/-/-/-/-	80/45/60/60/50	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.