

Greatswords

Icon	Name	Damage	Poise Damage	Counter Strength	Durability	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Bastard Sword	140/0/0/0/0 (Slash/Thrust)	35	120	60	6	20*/11/0/0 C/C/-/-/-/-	Forest of Fallen Giants treasure. Hollow Soldier (Greatsword) drop. Sold by Steady Hand McDuff.	Titanite	-
	Black Dragon Greatsword	136/0/0/0/0 (Slash/Thrust)	35	100	70	9	25*/16/0/0 -/-/-/-/-/-	Invader Dragonfang Villard drop. Rank 3 reward in Dragon Remnants.	Petrified Dragon Bone	-
	Black Knight Greatsword	186/0/50/0/0 (Slash/Thrust)	35	110	70	12	28*/20/8/12 C/E/-/C/-/-	Iron Keep treasure. Rabid Kobold drop.	Twinkling Titanite	-
	Bluemoon Greatsword	187/0/0/0/0 (Slash)	35	110	30	15	28*/10/0/0 -/-/-/-/-/-	Benhart of Jugo drop/gift.	Titanite	-
	Charred Loyce Greatsword	138/0/60/0/0 (Slash/Thrust)	35	110	49	9	25*/28/0/0 C/C/-/-/-/-	Charred Loyce Knight drop.	Twinkling Titanite	-
	Claymore	145/0/0/0/0 (Slash/Thrust)	35	110	60	8	20*/13/0/0 C/C/-/-/-/-	Sold by Head of Vengarl.	Titanite	-
	Defender Greatsword	80/0/0/30/0 (Slash/Thrust)	35	110	60	12	20*/12/0/15 C/D/-/-/C/-/-	Traded by Weaponsmith Ornifex for Throne Defender Soul.	Petrified Dragon Bone	2h parry coats weapon with Lightning.

	Drangleic Sword	180/0/0/0/0 (Slash/Thrust)	35	120	70	9	25/20/0/0 C/A/-/-/-	Forest of Fallen Giants treasure.	Twinkling Titanite	-
	Drakeblood Greatsword	165/34/0/34/0 (Slash/Thrust)	35	140	60	6	20/18/0/0 E/A/-/-/-	Dragon's Sanctum treasure.	Petrified Dragon Bone	-
	Flamberge	125/0/0/0/0 Bleed 67 (Slash/Thrust)	35	110	60	7	16*/15/0/0 D/C/-/-/-	Sold by Chancellor Wellager.	Titanite	-
	Greatsword of the Forlorn	169/0/0/0/54 (Slash/Thrust)	35	110	65	9	20/15/10/10 C/D/-/-/C	Sold by Straid of Olaphis.	Twinkling Titanite	-
	Key to the Embedded	220/0/0/0/0 (Slash/Thrust)	35	150	60	4	15*/20/0/0 D/A/-/-/-	Demon of Song drop.	Cannot be upgraded.	-
	Loyce Greatsword	176/0/0/0/0 (Slash/Thrust)	35	110	60	8	25*/28/0/0 D/A/-/-/-	Traded by Weaponsmith Ornifex for Soul of Lud, the King's Pet.	Twinkling Titanite	-
	Majestic Greatsword	243/0/0/0/0 (Slash/Thrust)	35	130	60	9	25*/25/20/20 C/D/-/-/-	Brume Tower treasure.	Twinkling Titanite	Unique moveset when wielded in the left hand.
	Mastodon Greatsword	150/0/0/0/0 (Slash/Thrust)	40	100	70	16	30*/12/0/0 B/E/-/-/-	Drangleic Castle treasure. Parasite Spider drop.	Titanite	-
	Mirrah Greatsword	125/0/0/0/0 (Slash/Thrust)	35	120	60	7	16*/20/0/0 C/A/-/-/-	Lucatiel of Mirrah gift. Sold by Merchant Hag Melentia if Lucatiel of Mirrah is dead.	Titanite	-
	Moonlight Greatsword	0/152/0/0/0 (Slash/Thrust)	35	120	60	8	18*/18/18/0 -/-/A/-/-	Traded by Weaponsmith Ornifex for Old Pale Drake Soul.	Petrified Dragon Bone	Strong Attack fires magical projectile.

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

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>

<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. 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:</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. 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. 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:	<p>The durability of the weapon.</p>
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:	<p>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.</p>

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