

# 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 Paedrake 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

<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>

<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>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. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></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"> <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>
<p><b>Damage Reduction:</b></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"> <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. 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>	<p>The durability of the weapon.</p>
<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>	<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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