

# Ivory King Ultra Greatsword


## In-Game Description

*Ultra greatsword of the Ivory King of Eleum Loyce.  
Wield it with both hands to realize its full strength.*

*It is said that the Ivory King was once  
the highest ranking knight in his home  
of Forossa, famed for its god of war.  
After taking his crown, they say he was the  
first to swing his sword in times of need,  
be it for his homeland or his people.*

## Availability

Trade the Soul of the Ivory King and 5,000 souls with Weaponsmith Ornifex.

## General Information

Name	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
	230/54/ 0/0/0  (Slash/T hrust)	0/93	130	45	30/30/8 /0  D/B/-/-/ /-	70/10/5 0/50/35	25/25/2 5/25	45	200	14

## Move Set

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+ show Move Set - hide Move Set

Right hand:

1H R1 - Horizontal slash

1H R2 - Overhead slash

2H R1 - Horizontal slash with aura

2H R2 - Aura thrust, then slash

1H Roll - Wide slash

2H Roll - Aura slash upwards to the left

1H Backstep - Slow slash

2H Backstep - Wide aura slash

1H and 2H jumping - forward jump and slash

1H running - slow slash

2H running - same as 2H backstep

Left hand: Same moveset.

Power stanced:

When two handed, the sword's attacks will have a magical aura similar to the Burnt Ivory King's buffed greatsword. (Only when you have high enough stats to use the sword.)

## Notes

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- Every two handed attack with the sword damages its durability by ten points. This can be lowered down to five with the Bracing Knuckle Ring +2.
- Prior to Calibrations 1.12, you could begin certain swings, then perform a roll cancel, causing the magical aura to hit your opponent while rolling into them. This was fixed by adding a delay before the magical aura appears on certain hits.
- The information in the weapon path tables is actually incorrect, as the Ivory King Ultra Greatsword has innate magic damage.

## Upgrades

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

### Basic

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Boss upgrade path.

Requires:

- Petrified Dragon Bone.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Ivory King Ultra Greatsword +0	230/54/0/0/0	0/93	D/B/-/-/-	-	-
Ivory King Ultra Greatsword +1	244/59/0/0/0	0/102	C/B/-/-/-	1x Petrified Dragon Bone	1,630
Ivory King Ultra Greatsword +2	258/64/0/0/0	0/111	C/B/-/-/-	2x Petrified Dragon Bone	2,040
Ivory King Ultra Greatsword +3	272/69/0/0/0	0/121	C/B/-/-/-	3x Petrified Dragon Bone	2,440
Ivory King Ultra Greatsword +4	286/74/0/0/0	0/130	C/B/-/-/-	4x Petrified Dragon Bone	3,250
Ivory King Ultra Greatsword +5	300/80/0/0/0	0/140	B/B/E/-/-	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 Ivory King Ultra Greatsword +0	166/66/0/0/0	0/67	D/C/C/-/-	67.7/28.3/47.7/47.7/32.7	22.7/22.7/22.7/22.7
Magic Ivory King Ultra Greatsword +1	176/72/0/0/0	0/74	D/C/C/-/-	67.7/28.3/47.7/47.7/32.7	22.7/22.7/22.7/22.7
Magic Ivory King Ultra Greatsword +2	187/79/0/0/0	0/81	D/C/C/-/-	67.7/28.3/47.7/47.7/32.7	22.7/22.7/22.7/22.7
Magic Ivory King Ultra Greatsword +3	197/85/0/0/0	0/87	C/C/C/-/-	67.7/28.3/47.7/47.7/32.7	22.7/22.7/22.7/22.7

Magic Ivory King Ultra Greatsword +4	207/92/0/0/0	0/94	C/C/C/-/-	67.7/28.3/47.7/47.7/32.7	22.7/22.7/22.7/22.7
Magic Ivory King Ultra Greatsword +5	217/99/0/0/0	0/101	C/C/C/-/-	67.7/28.3/47.7/47.7/32.7	22.7/22.7/22.7/22.7

## 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 Ivory King Ultra Greatsword +0	166/0/66/0/0	0/67	D/C/-/C/-/-	67.7/7.7/68.3/47.7/32.7	22.7/22.7/22.7/22.7
Fire Ivory King Ultra Greatsword +1	176/0/72/0/0	0/74	D/C/-/C/-/-	67.7/7.7/68.3/47.7/32.7	22.7/22.7/22.7/22.7
Fire Ivory King Ultra Greatsword +2	187/0/79/0/0	0/81	D/C/-/C/-/-	67.7/7.7/68.3/47.7/32.7	22.7/22.7/22.7/22.7
Fire Ivory King Ultra Greatsword +3	197/0/85/0/0	0/87	C/C/-/C/-/-	67.7/7.7/68.3/47.7/32.7	22.7/22.7/22.7/22.7
Fire Ivory King Ultra Greatsword +4	207/0/92/0/0	0/94	C/C/-/C/-/-	67.7/7.7/68.3/47.7/32.7	22.7/22.7/22.7/22.7
Fire Ivory King Ultra Greatsword +5	217/0/99/0/0	0/101	C/C/-/C/-/-	67.7/7.7/68.3/47.7/32.7	22.7/22.7/22.7/22.7

## 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 Ivory King Ultra Greatsword +0	166/0/0/66/0	0/67	D/C/-/-/C/-	67.7/7.7/47.7/68.3/32.7	22.7/22.7/22.7/22.7
Lightning Ivory King Ultra Greatsword +1	176/0/0/72/0	0/74	D/C/-/-/C/-	67.7/7.7/47.7/68.3/32.7	22.7/22.7/22.7/22.7
Lightning Ivory King Ultra Greatsword +2	187/0/0/79/0	0/81	D/C/-/-/C/-	67.7/7.7/47.7/68.3/32.7	22.7/22.7/22.7/22.7
Lightning Ivory King Ultra Greatsword +3	197/0/0/85/0	0/87	C/C/-/-/C/-	67.7/7.7/47.7/68.3/32.7	22.7/22.7/22.7/22.7
Lightning Ivory King Ultra Greatsword +4	207/0/0/92/0	0/94	C/C/-/-/C/-	67.7/7.7/47.7/68.3/32.7	22.7/22.7/22.7/22.7
Lightning Ivory King Ultra Greatsword +5	217/0/0/99/0	0/101	C/C/-/-/C/-	67.7/7.7/47.7/68.3/32.7	22.7/22.7/22.7/22.7

## Dark

Reduces: 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 Ivory King Ultra Greatsword +0	166/0/0/0/66	0/67	D/C/-/-/-/C	67.7/7.7/47.7/47.7/53.3	22.7/22.7/22.7/22.7/22.7
Dark Ivory King Ultra Greatsword +1	176/0/0/0/72	0/74	D/C/-/-/-/C	67.7/7.7/47.7/47.7/53.3	22.7/22.7/22.7/22.7/22.7
Dark Ivory King Ultra Greatsword +2	187/0/0/0/79	0/81	D/C/-/-/-/C	67.7/7.7/47.7/47.7/53.3	22.7/22.7/22.7/22.7/22.7

Dark Ivory King Ultra Greatsword +3	197/0/0/0/85	0/87	C/C/-/-/-/C	67.7/7.7/47.7/47.7/53.3	22.7/22.7/22.7/22.7
Dark Ivory King Ultra Greatsword +4	207/0/0/0/92	0/94	C/C/-/-/-/C	67.7/7.7/47.7/47.7/53.3	22.7/22.7/22.7/22.7
Dark Ivory King Ultra Greatsword +5	217/0/0/0/99	0/101	C/C/-/-/-/C	67.7/7.7/47.7/47.7/53.3	22.7/22.7/22.7/22.7

## 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 Ivory King Ultra Greatsword +0	200/0/0/0/0	105/80	D/C/-/-/-/-	67.7/7.7/47.7/47.7/32.7	43.3/22.7/22.7/22.7
Poison Ivory King Ultra Greatsword +1	212/0/0/0/0	110/89	D/C/-/-/-/-	67.7/7.7/47.7/47.7/32.7	43.3/22.7/22.7/22.7
Poison Ivory King Ultra Greatsword +2	224/0/0/0/0	116/97	D/C/-/-/-/-	67.7/7.7/47.7/47.7/32.7	43.3/22.7/22.7/22.7
Poison Ivory King Ultra Greatsword +3	236/0/0/0/0	121/105	C/C/-/-/-/-	67.7/7.7/47.7/47.7/32.7	43.3/22.7/22.7/22.7
Poison Ivory King Ultra Greatsword +4	248/0/0/0/0	126/113	C/C/-/-/-/-	67.7/7.7/47.7/47.7/32.7	43.3/22.7/22.7/22.7
Poison Ivory King Ultra Greatsword +5	261/0/0/0/0	132/121	C/C/-/-/-/-	67.7/7.7/47.7/47.7/32.7	43.3/22.7/22.7/22.7

## 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 Ivory King Ultra Greatsword +0	124/0/0/0/0	0/172	D/C/-/-/-	67.7/7.7/47.7/47.7/32.7	22.7/43.3/22.7/22.7
Bleed Ivory King Ultra Greatsword +1	131/0/0/0/0	0/190	D/C/-/-/-	67.7/7.7/47.7/47.7/32.7	22.7/43.3/22.7/22.7
Bleed Ivory King Ultra Greatsword +2	139/0/0/0/0	0/207	D/C/-/-/-	67.7/7.7/47.7/47.7/32.7	22.7/43.3/22.7/22.7
Bleed Ivory King Ultra Greatsword +3	146/0/0/0/0	0/225	C/C/-/-/-	67.7/7.7/47.7/47.7/32.7	22.7/43.3/22.7/22.7
Bleed Ivory King Ultra Greatsword +4	154/0/0/0/0	0/242	C/C/-/-/-	67.7/7.7/47.7/47.7/32.7	22.7/43.3/22.7/22.7
Bleed Ivory King Ultra Greatsword +5	162/0/0/0/0	0/260	C/C/-/-/-	67.7/7.7/47.7/47.7/32.7	22.7/43.3/22.7/22.7

## 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 Ivory King Ultra Greatsword +0	264/0/0/0/0	0/106	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Ivory King Ultra Greatsword +1	280/0/0/0/0	0/117	E/E/-/-/-	70/10/50/50/35	25/25/25/25

Raw Ivory King Ultra Greatsword +2	296/0/0/0/0	0/128	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Ivory King Ultra Greatsword +3	312/0/0/0/0	0/139	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Ivory King Ultra Greatsword +4	328/0/0/0/0	0/150	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Ivory King Ultra Greatsword +5	345/0/0/0/0	0/161	E/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 Ivory King Ultra Greatsword +0	230/0/0/0/0	0/93	E/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Ivory King Ultra Greatsword +1	244/0/0/0/0	0/102	E/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Ivory King Ultra Greatsword +2	258/0/0/0/0	0/111	E/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Ivory King Ultra Greatsword +3	272/0/0/0/0	0/121	E/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Ivory King Ultra Greatsword +4	286/0/0/0/0	0/130	E/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted Ivory King Ultra Greatsword +5	300/0/0/0/0	0/140	E/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 Ivory King Ultra Greatsword +0	115/0/0/0/0	0/46	E/D/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Ivory King Ultra Greatsword +1	122/0/0/0/0	0/51	E/D/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Ivory King Ultra Greatsword +2	129/0/0/0/0	0/55	D/D/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Ivory King Ultra Greatsword +3	136/0/0/0/0	0/60	D/D/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Ivory King Ultra Greatsword +4	143/0/0/0/0	0/65	D/D/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Ivory King Ultra Greatsword +5	150/0/0/0/0	0/70	D/D/-/-/-	70/10/50/50/35	25/25/25/25

# 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>
<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. (<math>14 \times 2 = 28</math>)</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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