

# King's Ultra Greatsword


## In-Game Description

*An ultra-greatsword forged from the soul of King Vendrick.*

*Inflicts heavy damage on enemy armor.*

*Only the King knows whether the depiction of the Queen is a resentful mockery, or an affectionate exaltation.*

## Availability

Trade Soul of the King and 10,000 souls with Weaponsmith Ornifex.

## 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
	180/0/0 /0/0  (Strike)	0/0	110	65	50/10/0 /0  A/E/-/-/- /-	70/10/5 0/50/35	25/25/2 5/25	60	100	28

## Move Set

+ show Move Set - hide Move Set

### Single Weapon (right-handed):

1H R1: Overhead strike. Takes an extra step forward on the second attack.

1H R2: Identical to 1H R1 but slower and with longer range. Takes an extra step forward on the second attack.

1H Roll: 360° slash, left to right.

1H Backstep: Vertical strike.

2H R1: Diagonal Slash, shoulder to floor. Left to right then right to left.

2H R2: Overhead strike.

2H Roll: Special animation, lunges the top of the sword into the ground. Short range and about identical damage to a standard attack.

2H Backstep: Takes a step forward then overhead strike.

2H L1: Guard.

2H L2: Parry

Power-stanced R1: Takes a step forward then overhead strike.

Power-stanced R2: Takes two steps forward then overhead strike. Takes longer to regain from than R1.

## Notes

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Does more damage to the durability of enemy armor than other weapons. According to tests, it does 3 durability damage to enemy Armor/Rings per hit. This is helpful for destroying low durability items like the Third Dragon Ring. That being said, the moveset doesn't lend itself to PvP, excepting the roll+R1 attack, which can surprise enemies. Due to the weapons incredible size, it is difficult to fast roll with, and isn't favored in PvP. For that reason, the enemy armor durability extra damage can be seen as negligible, except in very niche PvP builds that don't prioritize min/maxing stats. With 99 DEX, 99 STR and fully upgraded the attack is 450+260

## Design Speculation

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Since we never see Vendrick use the weapon, it's possible the weapon is just a representation of the King's obsession with Nashandra and love for her, despite obvious signs that she is an agent of Dark.

## Upgrades

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

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Boss upgrade path.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
King's Ultra Greatsword +0	180/0/0/0/0	0/0	A/E/-/-/-	-	-
King's Ultra Greatsword +1	234/0/0/0/0	0/0	A/E/-/-/-	1x Petrified Dragon Bone	1,630
King's Ultra Greatsword +2	288/0/0/0/0	0/0	S/E/-/-/-	2x Petrified Dragon Bone	2,040
King's Ultra Greatsword +3	342/0/0/0/0	0/0	S/E/-/-/-	3x Petrified Dragon Bone	2,440
King's Ultra Greatsword +4	396/0/0/0/0	0/0	S/E/-/-/-	4x Petrified Dragon Bone	3,250
King's Ultra Greatsword +5	450/0/0/0/0	0/0	S/E/-/-/-	5x Petrified Dragon Bone	3,660

## Infusions

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### Magic

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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 King's Ultra Greatsword +0	126/126/0/0/0	0/0	B/E/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic King's Ultra Greatsword +1	163/163/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9

Magic King's Ultra Greatsword +2	201/201/0/0/0	0/0	A/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic King's Ultra Greatsword +3	239/239/0/0/0	0/0	A/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic King's Ultra Greatsword +4	277/277/0/0/0	0/0	A/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic King's Ultra Greatsword +5	315/315/0/0/0	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
Fire King's Ultra Greatsword +0	126/0/126/0/0	0/0	B/E/-/C/-/-	67.9/7.9/26.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire King's Ultra Greatsword +1	163/0/163/0/0	0/0	B/E/-/B/-/-	67.9/7.9/26.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire King's Ultra Greatsword +2	201/0/201/0/0	0/0	A/E/-/B/-/-	67.9/7.9/26.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire King's Ultra Greatsword +3	239/0/239/0/0	0/0	A/E/-/B/-/-	67.9/7.9/26.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire King's Ultra Greatsword +4	277/0/277/0/0	0/0	A/E/-/B/-/-	67.9/7.9/26.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire King's Ultra Greatsword +5	315/0/315/0/0	0/0	A/E/-/B/-/-	67.9/7.9/26.6/47.9/32.9	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 King's Ultra Greatsword +0	126/0/0/126/0	0/0	B/E/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning King's Ultra Greatsword +1	163/0/0/163/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning King's Ultra Greatsword +2	201/0/0/201/0	0/0	A/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning King's Ultra Greatsword +3	239/0/0/239/0	0/0	A/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning King's Ultra Greatsword +4	277/0/0/277/0	0/0	A/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning King's Ultra Greatsword +5	315/0/0/315/0	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 King's Ultra Greatsword +0	126/0/0/0/126	0/0	B/E/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark King's Ultra Greatsword +1	163/0/0/0/163	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark King's Ultra Greatsword +2	201/0/0/0/201	0/0	A/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark King's Ultra Greatsword +3	239/0/0/0/239	0/0	A/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

Dark King's Ultra Greatsword +4	277/0/0/0/277	0/0	A/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark King's Ultra Greatsword +5	315/0/0/0/315	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 King's Ultra Greatsword +0	126/0/0/0/0	112/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison King's Ultra Greatsword +1	163/0/0/0/0	117/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison King's Ultra Greatsword +2	201/0/0/0/0	123/0	A/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison King's Ultra Greatsword +3	239/0/0/0/0	128/0	A/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison King's Ultra Greatsword +4	277/0/0/0/0	134/0	A/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison King's Ultra Greatsword +5	315/0/0/0/0	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
Bleed King's Ultra Greatsword +0	126/0/0/0/0	0/112	B/E/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed King's Ultra Greatsword +1	163/0/0/0/0	0/117	B/E/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed King's Ultra Greatsword +2	201/0/0/0/0	0/123	A/E/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed King's Ultra Greatsword +3	239/0/0/0/0	0/128	A/E/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed King's Ultra Greatsword +4	277/0/0/0/0	0/134	A/E/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed King's Ultra Greatsword +5	315/0/0/0/0	0/140	A/E/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9

# 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 King's Ultra Greatsword +0	207/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw King's Ultra Greatsword +1	269/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw King's Ultra Greatsword +2	331/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw King's Ultra Greatsword +3	393/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw King's Ultra Greatsword +4	455/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw King's Ultra Greatsword +5	517/0/0/0/0	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 King's Ultra Greatsword +0	180/0/0/0/0	0/0	D/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted King's Ultra Greatsword +1	234/0/0/0/0	0/0	C/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted King's Ultra Greatsword +2	288/0/0/0/0	0/0	C/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted King's Ultra Greatsword +3	342/0/0/0/0	0/0	C/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted King's Ultra Greatsword +4	396/0/0/0/0	0/0	C/E/D/-/-	70/10/50/50/35	25/25/25/25
Enchanted King's Ultra Greatsword +5	450/0/0/0/0	0/0	C/E/C/-/-	70/10/50/50/35	25/25/25/25

## Mundane

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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 King's Ultra Greatsword +0	90/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25



Mundane King's Ultra Greatsword +1	117/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane King's Ultra Greatsword +2	144/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane King's Ultra Greatsword +3	171/0/0/0/0	0/0	B/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane King's Ultra Greatsword +4	198/0/0/0/0	0/0	B/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane King's Ultra Greatsword +5	225/0/0/0/0	0/0	B/E/-/-/-	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>

<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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