

Majestic Greatsword

In-Game Description

*An ancient greatsword of unknown origin.
This sword was passed down through
generations, until it reached Gordin,
wandering knight of Forossa,
and was lost upon his death.*

*Uncannily, every last one of the prominent
swordsmen who inherited this weapon
was left-handed.*

Availability

Treasure in Brume Tower.
Inside a metal chest at the bottom of a side tower where Maldron the Assassin invades. From the Foyer bonfire, backtrack to the outside section. Go down the stairs and cross the huge chain.

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
	241/0/0 /0/0 (Slash/T hrust)	0/0	130	35	25/25/2 0/20 C/D/-/-/- /-	60/10/4 0/40/20	20/20/2 0/20	40	60	9.0

Move Set

+ show Move Set - hide Move Set (Right handed)

	One-Handed	Two-Handed
Light	wide horizontal slashes	wide horizontal slashes
Rolling	thrust	downward slash
Running	circular slash	circular slash
Heavy	thrust then circular slash	heavy thrust then circular slash

(Left handed)

	One-Handed	Two-Handed
Light	wide horizontal slashes	wide horizontal slashes
Heavy	delayed double clockwise slashes, knockdown on second hit	thrust then circular slash
Rolling	thrust	circular slash
Running	circular slash	circular slash
Right hand Strong		full body flip then downward slash

Video: Moveset

Notes

- Likely the sword of Artorias from Dark Souls: either the Abyss Greatsword or the Greatsword of Artorias. Most veteran players will recognize the resemblance quite easily.
- When wielded in the left hand, it uses the same moveset as the Abyss Greatsword from Dark Souls. The one-handed strong attack is replaced with a two-part combo: a spinning attack which has a knockdown effect followed by a follow up slash. The two-handed parry is replaced by a flipping overhead smash attack. The powerstanced heavy attack is Artorias' spinning then flipping attack, but will be overwritten if powerstanced with a different weapon class.
- Has better scaling when wielded with the left hand.
- With the weapon equipped in the left hand, it loses durability when using LT/L2 powerstanced and making contact with enemies. (Will not lose durability in Majula while doing the strong powerstanced attack.)

- Cannot be enchanted
- The powerstance spin flip attack can be roll canceled, but only to the point of raising the sword, and is a very small window. This can be used to fake people out in PvP.
- Due to the 20/20 Intelligence and Faith requirement, it could be worthwhile to use this weapon on a hexer build

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed	Raw	Enchanted	Mundane
------	--------	----------	-------	-------	------	-----------	------	--------	-------	-----	-----------	---------

Basic

Special upgrade path.
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Majestic Greatsword +0	241/0/0/0/0	0/0	C/D/-/-/-	-	-
Majestic Greatsword +1	250/0/0/0/0	0/0	C/D/-/-/-	1x Twinkling Titanite	1,180
Majestic Greatsword +2	260/0/0/0/0	0/0	C/D/-/-/-	2x Twinkling Titanite	1,470
Majestic Greatsword +3	270/0/0/0/0	0/0	C/D/-/-/-	3x Twinkling Titanite	1,760
Majestic Greatsword +4	280/0/0/0/0	0/0	C/D/-/-/-	4x Twinkling Titanite	2,350
Majestic Greatsword +5	290/0/0/0/0	0/0	B/D/-/-/-	5x Twinkling Titanite	2,640

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 Majestic Greatsword +0	151/185/0/0/0	0/0	C/E/C/-/-	57.7/28.3/37.7/37.7/17.7	17.7 /17.7 /17.7 /17.7
Magic Majestic Greatsword +1	158/188/0/0/0	0/0	C/E/B/-/-		
Magic Majestic Greatsword +2	164/191/0/0/0	0/0	C/E/B/-/-		
Magic Majestic Greatsword +3	170/194/0/0/0	0/0	C/E/B/-/-		
Magic Majestic Greatsword +4	176/197/0/0/0	0/0	C/E/B/-/-		
Magic Majestic Greatsword +5	182/200/0/0/0	0/0	C/E/B/-/-		

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 Majestic Greatsword +0	151/0/185/0/0	0/0	C/E/-/C/-/-	57.7/7.7/58.3/37.7/17.7	17.7 /17.7 /17.7 /17.7
Fire Majestic Greatsword +1	158/0/188/0/0	0/0	C/E/-/B/-/-		
Fire Majestic Greatsword +2	164/0/191/0/0	0/0	C/E/-/B/-/-		
Fire Majestic Greatsword +3	170/0/194/0/0	0/0	C/E/-/B/-/-		

Fire Majestic Greatsword +4	176/0/197/0/0	0/0	C/E/-/B/-/-
Fire Majestic Greatsword +5	182/0/200/0/0	0/0	C/E/-/B/-/-

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 Majestic Greatsword +0	151/0/0/185/0	0/0	C/E/-/-/C/-	57.7/7.7/37.7/58.3/17.7	17.7 /17.7 /17.7 /17.7
Lightning Majestic Greatsword +1	158/0/0/188/0	0/0	C/E/-/-/B/-		
Lightning Majestic Greatsword +2	164/0/0/191/0	0/0	C/E/-/-/B/-		
Lightning Majestic Greatsword +3	170/0/0/194/0	0/0	C/E/-/-/B/-		
Lightning Majestic Greatsword +4	176/0/0/197/0	0/0	C/E/-/-/B/-		
Lightning Majestic Greatsword +5	182/0/0/200/0	0/0	C/E/-/-/B/-		

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 Majestic Greatsword +0	151/0/0/0/185	0/0	C/E/-/-/-/C	57.7/7.7/37.7/37.7/38.3	17.7 /17.7 /17.7 /17.7
Dark Majestic Greatsword +1	158/0/0/0/188	0/0	C/E/-/-/-/B		
Dark Majestic Greatsword +2	164/0/0/0/191	0/0	C/E/-/-/-/B		
Dark Majestic Greatsword +3	170/0/0/0/194	0/0	C/E/-/-/-/B		
Dark Majestic Greatsword +4	176/0/0/0/197	0/0	C/E/-/-/-/B		
Dark Majestic Greatsword +5	182/0/0/0/200	0/0	C/E/-/-/-/B		

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 Majestic Greatsword +0	151/0/0/0/0	123/0	C/E/-/-/-/-	57.7/7.7/37.7/37.7/17.7	38.3/17.7 /17.7 /17.7
Poison Majestic Greatsword +1	158/0/0/0/0	129/0	C/E/-/-/-/-		
Poison Majestic Greatsword +2	164/0/0/0/0	135/0	C/E/-/-/-/-		
Poison Majestic Greatsword +3	170/0/0/0/0	141/0	C/E/-/-/-/-		
Poison Majestic Greatsword +4	176/0/0/0/0	147/0	C/E/-/-/-/-		
Poison Majestic Greatsword +5	182/0/0/0/0	154/0	C/E/-/-/-/-		

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 Majestic Greatsword +0	151/0/0/0/0	0/123	C/E/-/-/-	57.7/7.7/37.7/37.7/17.7	17.7 /38.3/17.7 /17.7
Bleed Majestic Greatsword +1	158/0/0/0/0	0/129	C/E/-/-/-		
Bleed Majestic Greatsword +2	164/0/0/0/0	0/135	C/E/-/-/-		
Bleed Majestic Greatsword +3	170/0/0/0/0	0/141	C/E/-/-/-		
Bleed Majestic Greatsword +4	176/0/0/0/0	0/147	C/E/-/-/-		
Bleed Majestic Greatsword +5	182/0/0/0/0	0/154	C/E/-/-/-		

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 Majestic Greatsword +0	277/0/0/0/0	0/0	E/E/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0/20.0
Raw Majestic Greatsword +1	288/0/0/0/0	0/0	E/E/-/-/-		
Raw Majestic Greatsword +2	299/0/0/0/0	0/0	E/E/-/-/-		
Raw Majestic Greatsword +3	310/0/0/0/0	0/0	E/E/-/-/-		

Raw Majestic Greatsword +4	322/0/0/0/0	0/0	E/E/-/-/-/-
Raw Majestic Greatsword +5	333/0/0/0/0	0/0	E/E/-/-/-/-

Enchanted

Reduces: Stat bonuses.
Adds/Increases: INT stat bonus.
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Majestic Greatsword +0	241/0/0/0/0	0/0	E/E/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Majestic Greatsword +1	250/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Majestic Greatsword +2	260/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Majestic Greatsword +3	270/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Majestic Greatsword +4	280/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Majestic Greatsword +5	290/0/0/0/0	0/0	E/E/C/-/-/-		

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 Majestic Greatsword +0	120/0/0/0/0	0/0	D/E/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Mundane Majestic Greatsword +1	125/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Majestic Greatsword +2	130/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Majestic Greatsword +3	135/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Majestic Greatsword +4	140/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Majestic Greatsword +5	145/0/0/0/0	0/0	D/E/-/-/-/-		

[[div class="error-block"]]
Included page "help:in" does not exist (create it now)