

# Moonlight Greatsword

## In-Game Description

*The blade of this greatsword shines like the brilliant rays of the moon.*  
*In the oldest legends, rarely spoken of today,*  
*it is said that the sword was born of a great white being.*  
*The strong attack unleashes its strength, launching a wave of moonlight.*

*Effect: special attack (strong attack)*

## Availability

Trade Old Paledrake Soul 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
	0/152/0 /0/0  (Slash/T hrust)	0/0	120	35	18/18/1 8/0  -/-/A/-/-/-	60/10/4 0/40/20	20/20/2 0/20	40	75	8.0

## Move Set

- 1H Normal: Horizontal slash x2  
1H Strong: Horizontal slash with magic projection, vertical slash with magic projection  
2H Normal: Vertical slash x2  
2H Strong: Vertical slash with magic projection, horizontal slash with magic projection

1H Rolling: Stab  
2H Rolling: Vertical slash  
1H Running: Horizontal slash  
2H Running: Horizontal slash

**NOTE:** All heavy attacks with magical projections cost 10 durability, one handed or two handed. This can be reduced to 5 with the use of a Bracing Knuckle Ring+2.

## Notes

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- The Moonlight Greatsword does not gain a damage increase from the Ring of Blades since it only augments physical damage and the sword has none (unless upgraded to do so). It does benefit from Flynn's Ring but the bonus damage is physical.
- Infusing this weapon with the Enchanted path causes the entire magic-damage portion of the damage to turn into physical damage. This also causes it to benefit from the Ring of Blades and Flynn's Ring and boosts physical-blocking (L1 while two handing) to 90%+ damage reduction. The special attacks (strong attacks) will do zero damage (but still retain their poise damage and durability loss).  
Overall, you gain a powerful INT-scaling pure physical-damage weapon that doubles as a decent shield.
- The high base damage and damage scaling are offset by the fact that the 2H normal attacks are completely vertical. These attacks are also fairly slow and consume a considerable amount of stamina: stamina consumption of 2 consecutive 2H normal attacks is about the same as a Mastodon Greatsword's, which is about 15% more than a Claymore's.
- Getting parried while using a strong attack will not negate the special magic projection, it will still hit. (08/2014)

## 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 Cost
Moonlight Greatsword +0	0/152/0/0/0	0/0	-/-/A/-/-/-	-	-
Moonlight Greatsword +1	0/197/0/0/0	0/0	-/-/A/-/-/-	1x Petrified Dragon Bone	1,560
Moonlight Greatsword +2	0/243/0/0/0	0/0	-/-/A/-/-/-	2x Petrified Dragon Bone	1,950
Moonlight Greatsword +3	0/288/0/0/0	0/0	-/-/A/-/-/-	3x Petrified Dragon Bone	2,330
Moonlight Greatsword +4	0/334/0/0/0	0/0	-/-/A/-/-/-	4x Petrified Dragon Bone	3,110
Moonlight Greatsword +5	0/380/0/0/0	0/0	-/-/A/-/-/-	5x Petrified Dragon Bone	3,500

# 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 Moonlight Greatsword +0	0/121/0/0/0	0/0	-/-/S/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0/20.0
Magic Moonlight Greatsword +1	0/158/0/0/0	0/0	-/-/S/-/-/-		
Magic Moonlight Greatsword +2	0/194/0/0/0	0/0	-/-/S/-/-/-		
Magic Moonlight Greatsword +3	0/231/0/0/0	0/0	-/-/S/-/-/-		
Magic Moonlight Greatsword +4	0/267/0/0/0	0/0	-/-/S/-/-/-		
Magic Moonlight Greatsword +5	0/304/0/0/0	0/0	-/-/S/-/-/-		

# 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 Moonlight Greatsword +0	0/91/60/0/0	0/0	-/-/S/B/-/-	58.3/8.3/53.3/38.3/18.3	18.3/18.3/18.3/18.3
Fire Moonlight Greatsword +1	0/118/79/0/0	0/0	-/-/S/B/-/-		
Fire Moonlight Greatsword +2	0/145/97/0/0	0/0	-/-/S/B/-/-		
Fire Moonlight Greatsword +3	0/173/115/0/0	0/0	-/-/S/B/-/-		
Fire Moonlight Greatsword +4	0/200/133/0/0	0/0	-/-/S/B/-/-		
Fire Moonlight Greatsword +5	0/227/151/0/0	0/0	-/-/S/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 Moonlight Greatsword +0	0/76/0/76/0	0/0	-/-/S/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Moonlight Greatsword +1	0/98/0/98/0	0/0	-/-/S/-/B/-		

Lightning Moonlight Greatsword +2	0/121/0/121/0	0/0	-/-/S/-/B/-
Lightning Moonlight Greatsword +3	0/144/0/144/0	0/0	-/-/S/-/B/-
Lightning Moonlight Greatsword +4	0/167/0/167/0	0/0	-/-/S/-/B/-
Lightning Moonlight Greatsword +5	0/190/0/190/0	0/0	-/-/S/-/B/-

## 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 Moonlight Greatsword +0	0/76/0/0/76	0/0	-/-/S/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Moonlight Greatsword +1	0/98/0/0/98	0/0	-/-/S/-/-/B		
Dark Moonlight Greatsword +2	0/121/0/0/121	0/0	-/-/S/-/-/B		
Dark Moonlight Greatsword +3	0/144/0/0/144	0/0	-/-/S/-/-/B		
Dark Moonlight Greatsword +4	0/167/0/0/167	0/0	-/-/S/-/-/B		
Dark Moonlight Greatsword +5	0/190/0/0/190	0/0	-/-/S/-/-/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 Moonlight Greatsword +0	0/76/0/0/0	80/0	-/-/S/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Moonlight Greatsword +1	0/98/0/0/0	84/0	-/-/S/-/-/-		
Poison Moonlight Greatsword +2	0/121/0/0/0	88/0	-/-/S/-/-/-		
Poison Moonlight Greatsword +3	0/144/0/0/0	92/0	-/-/S/-/-/-		
Poison Moonlight Greatsword +4	0/167/0/0/0	96/0	-/-/S/-/-/-		
Poison Moonlight Greatsword +5	0/190/0/0/0	100/0	-/-/S/-/-/-		

## 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
Lacerating Moonlight Greatsword +0	0/76/0/0/0	0/80	-/-/S/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Moonlight Greatsword +1	0/98/0/0/0	0/84	-/-/S/-/-/-		
Lacerating Moonlight Greatsword +2	0/121/0/0/0	0/88	-/-/S/-/-/-		
Lacerating Moonlight Greatsword +3	0/144/0/0/0	0/92	-/-/S/-/-/-		

Lacerating Moonlight Greatsword +4	0/167/0/0/0	0/96	-/-/S/-/-/-
Lacerating Moonlight Greatsword +5	0/190/0/0/0	0/100	-/-/S/-/-/-

## 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 Moonlight Greatsword +0	0/174/0/0/0	0/0	-/-/C/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0/20.0
Raw Moonlight Greatsword +1	0/227/0/0/0	0/0	-/-/C/-/-/-		
Raw Moonlight Greatsword +2	0/279/0/0/0	0/0	-/-/C/-/-/-		
Raw Moonlight Greatsword +3	0/332/0/0/0	0/0	-/-/C/-/-/-		
Raw Moonlight Greatsword +4	0/384/0/0/0	0/0	-/-/C/-/-/-		
Raw Moonlight Greatsword +5	0/437/0/0/0	0/0	-/-/C/-/-/-		

## 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
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Enchanted Moonlight Greatsword +0	152/0/0/0/0	0/0	-/-/A/-/-/-	93.3/5.8/35.8/35.8/15.8	15.8/15.8/15.8/15.8
Enchanted Moonlight Greatsword +1	197/0/0/0/0	0/0	-/-/A/-/-/-		
Enchanted Moonlight Greatsword +2	243/0/0/0/0	0/0	-/-/A/-/-/-		
Enchanted Moonlight Greatsword +3	288/0/0/0/0	0/0	-/-/A/-/-/-		
Enchanted Moonlight Greatsword +4	334/0/0/0/0	0/0	-/-/A/-/-/-		
Enchanted Moonlight Greatsword +5	380/0/0/0/0	0/0	-/-/A/-/-/-		

# 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 Moonlight Greatsword +0	0/76/0/0/0	0/0	-/-/C/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Mundane Moonlight Greatsword +1	0/98/0/0/0	0/0	-/-/C/-/-/-		
Mundane Moonlight Greatsword +2	0/121/0/0/0	0/0	-/-/C/-/-/-		
Mundane Moonlight Greatsword +3	0/144/0/0/0	0/0	-/-/C/-/-/-		

Mundane Moonlight Greatsword +4	0/167/0/0/0	0/0	-/-/C/-/-/-
Mundane Moonlight Greatsword +5	0/190/0/0/0	0/0	-/-/C/-/-/-

# 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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