Ultra Greatswords

Icon	Name	Damage	Poise Damage	Counter Strength	Durability	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Aged Smelter Sword	140/100/0/0/0 (Slash/Thrust)	50	130	70	22	40*/10/0/0 D/D/C/-/-/-	Traded by Weaponsmith Ornifex for Iron King DLC	Petrified Dragon Bone	Strong Attack creates a small magic eruption.
	Black Knight Ultra Greatsword	186/0/100/0/0 (Slash)	50	130	70	20	30*/16/0/13 C/C/-/C/-/-	Brightstone Cove Tseldora treasure. Rabid Kobold drop.	Twinkling Titanite	-
	Crypt Blacksword	148/0/0/0/80 (Slash)	60	130	70	24	40*/10/12/12 D/D/-/-/-/A	Traded by Weaponsmith Ornifex for Old Dead One Soul.	Petrified Dragon Bone	-
	Drakekeeper's Ultra Greatsword	165/0/0/0/0 (Slash)	50	130	70	20	38*/13/0/0 C/D/-/-/-/-	Drakekeeper (Ultra Greatsword) drop.	Titanite	-
	Drakewing Ultra Greatsword	142/0/0/0/0 (Slash)	50	130	70	12	20*/18/0/0 D/B/-/-/-/-	Traded by Weaponsmith Ornifex for Guardian Dragon Soul.	Petrified Dragon Bone	Strong Attack launches ball of energy.
	Fume Ultra Greatsword	307/0/0/0/0 (Slash/Thrust)	60	110	70	28	40*/30/0/0 S/D/-/-/-/-	Traded by Weaponsmith Ornifex for Soul of the Fume Knight.	Petrified Dragon Bone	Unique attacks that can block. DLC item.
	Greatsword	200/0/0/0/0 (Slash)	50	130	70	22	28*/10/0/0 C/D/-/-/-/-	No-Man's Wharf treasure. Greatsword Phantom drop. Royal Guard (Ultra Greatsword) drop. Sold by Head of Vengarl.	Titanite	-

	Ivory King Ultra Greatsword	230/0/0/0/0 Bleed 93 (Slash/Thrust)	45	130	200	14	30*/30/0/0 D/B/-/-/-/-	Traded by Weapons mith Ornifex for Soul of the Ivory King.	Petrified Dragon Bone	When two handing, has magic buff similar to that of Burnt Ivory King.
	King's Ultra Greatsword	180/0/0/0/0 (Strike)	65	110	100	28	50*/10/0/0 A/E/-/-/-/-	Traded by Weapons mith Ornifex for Soul of the King.	Petrified Dragon Bone	Bonus durability damage to enemy armor.
	Lost Sinner's Sword	184/0/0/0/0 (Slash/Thrust)	50	130	50	12	24*/18/0/0 D/D/-/-/-/-	Traded by Weapons mith Ornifex for Soul of the Lost Sinner.	Petrified Dragon Bone	Damage lowers with sin.
	Old Knight Ultra Greatsword	175/0/0/0/0 (Slash/Thrust)	60	130	30	20	24*/10/0/0 C/E/-/-/-/-	Old Knight (Ultra Greatsword) drop.	Titanite	-
	Pursuer's Ultra Greatsword	156/0/0/0/0 (Slash)	50	140	60	18	30*/18/0/0 B/C/-/-/-/-	Traded by Straid of Olaphis for Soul of the Pursuer.	Petrified Dragon Bone	-
	Smelter Sword	132/0/100/0/0 (Slash)	50	130	70	22	40*/10/0/0 D/D/-/C/-/-	Traded by Straid of Olaphis for Smelter Demon Soul	Petrified Dragon Bone	Strong Attack creates a small fire eruption.
	Zweihander	180/0/0/0/0 (Slash)	50	130	60	12	24*/12/0/0 D/C/-/-/-/-	Iron Keep treasure. Parasite Spider drop.	Titanite	-

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E: • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage Each weapon has one or more physical damage types: • Striking • Slashing • Thrusting Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.
Aux Effect:	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: • A is Poison Effect • B is Bleed Effect
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	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: • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required 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. (14 x 2 = 28)

Stat Bonuses:	The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. The Bonus Stats for a weapon are A/B/C/D/E/F: - A is the Strength stat bonus that influences the physical attack of the weapon. - B is the Dexterity stat bonus that influences the physical attack of the weapon. - C is the Intelligence stat bonus that influences the Magical attack of the weapon. - D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. - E is the Faith stat bonus that influences the Lightning attack of the weapon. - 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).
Damage Reduction:	The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E : - A is Physical Damage - B is Magical Damage - C is Fire Damage - D is Lightning Damage - E is Dark Damage
Aux Effect Reduction:	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: - A is Poison Effect - B is Bleed Effect - C is Petrification Effect - D is Curse Effect
Stability:	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.
Durability:	The durability of the weapon.
Weight:	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.

Enchantable? Items/Spells:	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.