

# Watcher Greatsword


## In-Game Description

*Greatsword wielded by the Throne Watcher.*  
*Unleash its true power to enwreath in magic.*

*The Watcher has stood by the throne for ages.*  
*Will his wait be worth the while?*

## Availability

Trade Throne Watcher Soul and 3,000 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
	74/60/0 /0/0  (Slash/T hrust)	0/0	110	35	18/16/1 5/0  E/D/B/-/- /-	60/10/4 0/40/20	20/20/2 0/20	40	50	7.0

## Move Set

### Single Weapon (right-handed):

- 1H, R1: Horizontal slash, followed up by another in the opposite direction.
- 1H, R1 after Rolling: Forward thrust.
- 1H, R1 after Back-stepping: 360° slash.

- 1H, R2: Forward thrust, followed up by a 360° slash.
- 2H, R1: Downward diagonal slash, followed up by an upward diagonal slash.
- 2H, R1 after Rolling: 360° slash.
- 2H, R1 after Back-stepping: 360° slash.
- 2H, R2: 360° slash, followed up by another in the opposite direction.
- 2H, L1: Guard.
- 2H, L2: *Special Ability*, temporary weapon buff.

## Notes

- Two-handed parry is replaced by a magic weapon buff which lasts 45 seconds and consumes 10 durability, using Bracing Knuckle Ring +2 lowers the durability cost to 5.
- The duration of the special ability can be slightly boosted with the Lingering Dragoncrest Ring.
- Cannot be enchanted.

## Upgrades

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

Boss upgrade path.  
Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Watcher Greatsword +0	74/60/0/0/0	0/0	E/D/B/-/-	-	-
Watcher Greatsword +1	96/78/0/0/0	0/0	E/D/B/-/-	1x Petrified Dragon Bone	1,560
Watcher Greatsword +2	118/96/0/0/0	0/0	E/D/B/-/-	2x Petrified Dragon Bone	1,950
Watcher Greatsword +3	140/114/0/0/0	0/0	E/D/B/-/-	3x Petrified Dragon Bone	2,330

Watcher Greatsword +4	162/132/0/0/0	0/0	E/D/B/-/-/-	4x Petrified Dragon Bone	3,110
Watcher Greatsword +5	185/150/0/0/0	0/0	E/D/B/-/-/-	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 Watcher Greatsword +0	59/71/0/0/0	0/0	E/D/B/-/-/-	59.1/16.6/39.1/39.1	19.1/19.1/19.1/19.1
Magic Watcher Greatsword +1	76/93/0/0/0	0/0	E/D/B/-/-/-		
Magic Watcher Greatsword +2	94/115/0/0/0	0/0	E/D/B/-/-/-		
Magic Watcher Greatsword +3	112/136/0/0/0	0/0	E/D/B/-/-/-		
Magic Watcher Greatsword +4	130/158/0/0/0	0/0	E/D/B/-/-/-		
Magic Watcher Greatsword +5	147/179/0/0/0	0/0	E/D/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 Watcher Greatsword +0	55/45/30/0/0	0/0	E/D/A/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Watcher Greatsword +1	72/58/39/0/0	0/0	E/D/A/C/-/-		
Fire Watcher Greatsword +2	88/72/48/0/0	0/0	E/D/A/C/-/-		
Fire Watcher Greatsword +3	105/85/57/0/0	0/0	E/D/A/C/-/-		
Fire Watcher Greatsword +4	122/99/66/0/0	0/0	E/D/A/C/-/-		
Fire Watcher Greatsword +5	138/112/75/0/0	0/0	E/D/A/C/-/-		

## 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 Watcher Greatsword +0	55/45/0/30/0	0/0	E/D/A/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Watcher Greatsword +1	72/58/0/39/0	0/0	E/D/A/-/C/-		
Lightning Watcher Greatsword +2	88/72/0/48/0	0/0	E/D/A/-/C/-		
Lightning Watcher Greatsword +3	105/85/0/57/0	0/0	E/D/S/-/B/-		
Lightning Watcher Greatsword +4	122/99/0/66/0	0/0	E/D/S/-/B/-		

Lightning Watcher Greatsword +5	138/112/0/75/0	0/0	E/D/S/-/B/-
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# Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
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 Watcher Greatsword +0	55/45/0/0/30	0/0	E/D/A/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Watcher Greatsword +1	72/58/0/0/39	0/0	E/D/A/-/-/C		
Dark Watcher Greatsword +2	88/72/0/0/48	0/0	E/D/A/-/-/C		
Dark Watcher Greatsword +3	105/85/0/0/57	0/0	E/D/A/-/-/C		
Dark Watcher Greatsword +4	122/99/0/0/66	0/0	E/D/A/-/-/C		
Dark Watcher Greatsword +5	138/112/0/0/75	0/0	E/D/A/-/-/C		

# 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 Watcher Greatsword +0	66/54/0/0/0	96/0	E/D/A/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9

Poison Watcher Greatsword +1	86/70/0/0/0	100/0	E/D/A/-/-/-
Poison Watcher Greatsword +2	106/86/0/0/0	105/0	E/D/A/-/-/-
Poison Watcher Greatsword +3	126/102/0/0/0	110/0	E/D/S/-/-/-
Poison Watcher Greatsword +4	146/118/0/0/0	115/0	E/D/S/-/-/-
Poison Watcher Greatsword +5	166/135/0/0/0	120/0	E/D/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
Bleed Watcher Greatsword +0	66/54/0/0/0	0/96	E/D/A/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/36.6/17.9/17.9
Bleed Watcher Greatsword +1	86/70/0/0/0	0/100	E/D/A/-/-/-		
Bleed Watcher Greatsword +2	106/86/0/0/0	0/105	E/D/A/-/-/-		
Bleed Watcher Greatsword +3	126/102/0/0/0	0/110	E/D/S/-/-/-		
Bleed Watcher Greatsword +4	146/118/0/0/0	0/115	E/D/S/-/-/-		
Bleed Watcher Greatsword +5	166/135/0/0/0	0/120	E/D/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 Watcher Greatsword +0	85/69/0/0/0	0/0	E/E/C/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Raw Watcher Greatsword +1	110/89/0/0/0	0/0	E/E/C/-/-		
Raw Watcher Greatsword +2	136/110/0/0/0	0/0	E/E/C/-/-		
Raw Watcher Greatsword +3	161/131/0/0/0	0/0	E/E/C/-/-		
Raw Watcher Greatsword +4	187/151/0/0/0	0/0	E/E/C/-/-		
Raw Watcher Greatsword +5	212/172/0/0/0	0/0	E/E/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
Enchanted Watcher Greatsword +0	74/60/0/0/0	0/0	E/E/B/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Watcher Greatsword +1	96/78/0/0/0	0/0	E/E/B/-/-		
Enchanted Watcher Greatsword +2	118/96/0/0/0	0/0	E/E/B/-/-		
Enchanted Watcher Greatsword +3	140/114/0/0/0	0/0	E/E/B/-/-		

Enchanted Watcher Greatsword +4	162/132/0/0/0	0/0	E/E/B/-/-/-
Enchanted Watcher Greatsword +5	185/150/0/0/0	0/0	E/E/B/-/-/-

## 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 Watcher Greatsword +0	37/30/0/0/0	0/0	E/E/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Mundane Watcher Greatsword +1	48/39/0/0/0	0/0	E/E/D/-/-/-		
Mundane Watcher Greatsword +2	59/48/0/0/0	0/0	E/E/D/-/-/-		
Mundane Watcher Greatsword +3	70/57/0/0/0	0/0	E/E/D/-/-/-		
Mundane Watcher Greatsword +4	81/66/0/0/0	0/0	E/E/D/-/-/-		
Mundane Watcher Greatsword +5	92/75/0/0/0	0/0	E/E/D/-/-/-		

## 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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