

Abyss Greatsword

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Abyss%20Greatsword.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Abyss%20Greatsword>

“ This greatsword belonged to Lord Gwyn's Knight Artorias, who fell to the Abyss.

Swallowed by the Dark with its master, this sword is tainted by the Abyss, and now its strength reflects its wielder's humanity.

Availability

Created by the Giant Blacksmith in Anor Londo from the Soul of Artorias and any +10 Dagger, Straight sword, or Greatsword **except** Broken Straight Sword and Straight Sword Hilt for 5,000 Souls

General Information

Like the Cursed Greatsword of Artorias, this weapon has an INT and FTH requirement even though it has no non-physical damage.

With stats needed to wield* Greatsword of Artorias (STR 22, DEX 18, INT 18, FTH 18), Abyss Greatsword has $240 + 106 = 346$ physical damage. At 10 humanity, Abyss Greatsword will have 421 physical damage.

*This article originally stated that the stats required to wield this weapon are STR 24, DEX 18, INT 20, FTH 20. This may have simply been a mistake, or it could be that earlier versions of the game had different requirements. The 'correct' stats listed above (STR 22, DEX 18, INT 18, FTH 18) have been confirmed in the Prepare to Die edition of the game as of June 2017.

Cannot be buffed with spells or resins.

If one does not meet the INT and FTH requirements but still meet the required STR and DEX, they will still be able to do full damage with the sword, but, will get a stagger animation that makes them immune to backstabs. This occurs because since the INT and FTH requirements don't actually affect the damage output, but rather the STR and DEX, they can completely disregard investing to get the INT and FTH stats to 18. However, the drawback to this is that it will not allow one to do any follow ups, as once this sword makes contact, it will bounce off, stopping the user from doing anything for a few seconds.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Abyss Greatsword	160/0/0/0 (Regular)	100	300	9.0	22 ¹ /18/18/18 C/C/-/-	40/50/40/40	38	50

Move Set

- This weapon's moveset is the same as a greatsword's except for its R2 moves
- One-handed R2 is a double circular slash (Only connects once but, can hit a second enemy further away).
- Two-handed R2 is a somersault, followed by a vertical slam able to knock down enemies. Grants Hyperarmor and Vulnerability for the duration spent off the ground.

Upgrades

Requires Demon Titanite

55% STR, 55% DEX scaling.

Name	Damage	Critical Bonus	Stat Bonuses	Demon Titanite	Souls
Abyss Greatsword +0	160/0/0/0	100	C/C/-/-		
Abyss Greatsword +1	176/0/0/0	100	C/C/-/-	1	5,000
Abyss Greatsword +2	192/0/0/0	100	C/C/-/-	1	5,000
Abyss Greatsword +3	208/0/0/0	100	C/C/-/-	2	5,000
Abyss Greatsword +4	224/0/0/0	100	C/C/-/-	2	5,000
Abyss Greatsword +5	240/0/0/0	100	C/C/-/-	4	5,000

Humanity Effect

Humanity	Physical Damage
1	+19
2	+26
3	+35
4	+41
5	+47
6	+53
7	+59
8	+68
9	+74
10 (cap)	+80

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required <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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction

Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. when two handing this weapon, only 15 Strength is required

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