

Black Knight Greatsword

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

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

“ *Greatsword of the black knights who wander Lordran. Used to face chaos demons.*

The large motion that puts the weight of the body into the attack reflects the great size of their adversaries long ago.

Availability

Dropped by the (non-respawning) greatsword-wielding Black Knight atop the Undead Parish watchtower near the Altar of Sunlight, just past the Hellkite Dragon, and the Kiln of the First Flame (20% drop rate)

General Information

This weapon's two-handed light swings consume sixty stamina each.

Like all Black Knight weapons, it deals extra damage to demon enemies, such as Taurus Demons and Capra Demons.

In the German version of the game, this sword has a completely different name: "Schwert des Drachentöters", which translates to "Sword of the Dragon Slayer", whereas the normal Black Knight Sword is called "Schwarz-Ritter Großschwert", which translates to "Black Knight Greatsword".

In the French version of the game, this sword is called "Espadon tueur de dragons", which means "Dragon Killing Zweihänder".

In the Italian version of the game, this sword is called "Ammazzadraghi", which means "Dragon Slayer". This, along with the sword's German and French names mentioned above, likely references the massive "Dragonslayer" sword used by Guts, the main character of the manga Berserk.

The non-respawning Black Knight in the Undead Parish is **not** guaranteed to drop the sword. Ignore the knight at first, and get the Covetous Gold Serpent Ring from Sen's Fortress, then leave (or continue on to Anor Londo to teleport between bonfires), go back to the Undead Parish, and have at least 10 soft Humanity with the ring equipped before killing the knight. This will increase the chances of getting a drop.

Can not be buffed.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Black Knight Greatsword	220/0/0/0 (Regular/Thrust)	100	300	14	32 ¹ /18/0/0 B/E/-/-	70/10/50/50	44	100

Move Set

1 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2 — R2	Vertical chop into vertical overhead chop.	
Roll — R1	Sweeping ground attack.	
Backstep or Run — R1	Forward overhead chop.	
Forward + R1	Kick	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right swing.	

2 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2 — R2	Forward overhead Chop into ground stab.	
Roll — R1	Ground stab.	
Backstep or Run — R1	Forward overhead chop.	

Forward + R1	Kick	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 or L2	Guard.	

Strong attacks are replaced by a powerful delayed upward slash. The two-handed attack will send the target flying if it successfully connects

Upgrades

Requires Twinkling Titanite

90% STR, 5% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Black Knight Greatsword +0	220/0/0/0	B/E/-/-		
Black Knight Greatsword +1	242/0/0/0	B/E/-/-	1	2,000
Black Knight Greatsword +2	264/0/0/0	B/E/-/-	1	2,000
Black Knight Greatsword +3	286/0/0/0	B/E/-/-	2	2,000
Black Knight Greatsword +4	308/0/0/0	B/E/-/-	2	2,000
Black Knight Greatsword +5	330/0/0/0	B/E/-/-	4	2,000

Key

<p>Damage:</p>	<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>
<p>Critical:</p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p>Durability:</p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p>Weight:</p>	<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>
<p>Stats Needed:</p>	<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. ($18 \times 1.5 = 27$)</p>
<p>Damage Reduction %:</p>	<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 22 Strength is required
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