

Black Knight Sword

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

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

“ *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

Drop from Black Knights wielding this weapon (20% drop rate)

General Information

Like all Black Knight weapons, it deals additional damage to demon enemies, like the Taurus Demon and Capra Demon.

Due to the low STR requirement in par with high damage, this weapon is incredibly useful if the player acquires it early in the game.

There is a bad translation mixup/error in the German version of the game: this sword is called "Schwarz-Ritter Großschwert" (Black Knight Greatsword), and the Black Knight Greatsword is instead called "Schwert des Drachentöters" (Sword of the Dragonslayer).

In the French, Italian and Spanish versions, this sword is called "Espadon du Roi-Chevalier", "Spadone del Re Cavaliere" and "Espadón del Rey Caballero" respectively, which can all translate to "Longsword of the Knight King."

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framppt Souls
	Black Knight Sword	220/0/0/0 (Regular/Thrust)	100	300	8.0	20 ¹ /18/0/0 C/E/-/-	60/10/40/40	38	100

Move Set

- One-handed strong attack is replaced by a strong delayed thrust that knocks down if connects
- Two-handed strong attack is replaced by a strong delayed upward slash that knocks down if connects

Upgrades

Requires Twinkling Titanite

58% STR, 7% DEX scaling.

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

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 14 Strength is required

Revision #1
Created 21 December 2024 07:09:10 by jade
Updated 21 December 2024 07:09:10 by jade