

# Greatsword of Artorias (Cursed)

[https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Greatsword%20Of%20Artorias%20\(Curse\).glb](https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Greatsword%20Of%20Artorias%20(Curse).glb)

[https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Greatsword%20of%20Artorias%20\(Curse\)](https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Greatsword%20of%20Artorias%20(Curse))

“Sword born from the souls of the great grey wolf Sif, guardian of the grave of the Abysswalker Knight Artorias.

The sword can damage ghosts, as it was cursed when Artorias joined a covenant with the creatures of the Abyss.

## Availability

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

## General Information

When ascending the weapon, it will only be displayed as "Greatsword of Artorias", it will not say "cursed". To be certain of which sword is already created and which is being created, look at the stats which are unique.

Since it is a cursed weapon, it can damage ghosts without the user being cursed. It can also block ghost attacks if used in the left hand, or with L1 if used with two hands.

In the German translation, this sword is called "Großschwert von Artorias" (Greatsword of Artorias), while the non-cursed version is called "Finstertöter" (Darkslayer).

Despite the "C" rating in Intelligence and Faith, the weapon does not receive any damage bonus from them. To wield the sword effectively however, users must meet both requirements.

Requiring 18+ in four different stats means most builds will not likely be able to wield it effectively, since at least one of the four is usually not invested in. In particular, few builds tend to invest 18 in both Intelligence and Faith.

In order to obtain the Knight's Honor Trophy/Achievement, this weapon, as well as Greatsword of Artorias is needed.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Greatsword of Artorias	178/0/0/0 (Normal, Thrust)	100	400	10.0	24/18/18/18  C/C/C/C	60/10/40/40	38	50

## Move Set

- Regular Greatsword move, except for its strong attacks
- One-handed strong attack is replaced by a delayed thrust attack that has knockdown effect on hit
- Two-handed strong attack is replaced by a delayed swinging attack that has knockdown effect on hit

## Upgrades

Requires Demon Titanite

60% STR, 60% DEX, 60% INT, 60% FAI scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Greatsword of Artorias +0	178/0/0/0	C/C/C/C	-	5,000
Greatsword of Artorias +1	195/0/0/0	C/C/C/C	1	5,000
Greatsword of Artorias +2	213/0/0/0	C/C/C/C	1	5,000
Greatsword of Artorias +3	231/0/0/0	C/C/C/C	2	5,000
Greatsword of Artorias +4	249/0/0/0	C/C/C/C	2	5,000
Greatsword of Artorias +5	267/0/0/0	C/C/C/C	4	5,000

## Key

<b>Damage:</b>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<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>
<b>Stats Needed:</b>	<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"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</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><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>

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

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