Greatsword of Artorias

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

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

> ❝ *Sword born from the soul 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 Soul of Sif and a +10 Broken Straight Sword or +10 Straight Sword Hilt for 5,000 Souls

General Information

The Greatsword of Artorias uniquely deals 20% extra damage against dark servants such as Darkwraiths and The Four Kings. Furthermore affected by this are Kirk, Knight of Thorns, Frampt and Kaathe. For this it uses a 1.2x Damage modifier applied after defense calculations.

Like all weapons that have a Divine modifier, Skeleton enemies in The Catacombs will not reassemble when killed with it even if the Necromancers are still alive.

This weapon has the highest Divine modifier in the game at 140

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

In order to obtain the Knight's Honor Trophy/Achievement, players need to acquire this weapon, as well as the Cursed Greatsword of Artorias.

Unlike the Cursed version, this one *does* receive scaling with Intelligence and Faith.

Requiring 24/18/20/20 in four different stats means most builds will not likely be able to wield it. Due to its split in AR, even with scaling from high levels in higher game cycles or specific PvP situations, its damage and DPS are outdone by many enchantable weapons with significantly lower necessary investment.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Greatsword of Artorias	120/85/0/0 Divine 140 (Normal, Thrust)	100	400	10.0	24/18/20/20 C/C/B/B	60/10/40/40	38	50

Move Set

- 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

55% STR, 55% DEX, 85% INT, 85% FAI scaling.

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Greatsword of Artorias +0	120/85/0/0	60/10/40/40	C/C/B/B	-	-
Greatsword of Artorias +1	132/93/0/0	60/10/40/40	C/C/B/B	1 x Demon Titanite	5000
Greatsword of Artorias +2	144/102/0/0	60/10/40/40	C/C/B/B	1 x Demon Titanite	5000
Greatsword of Artorias +3	156/110/0/0	60/10/40/40	C/C/B/B	2 x Demon Titanite	5000
Greatsword of Artorias +4	168/118/0/0	60/10/40/40	C/C/B/B	2 x Demon Titanite	5000
Greatsword of Artorias +5	180/127/0/0	60/10/40/40	C/C/B/B	4 x Demon Titanite	5000

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.
Stats Needed:	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: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required 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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. 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 x 1.5 = 27)

Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • 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.

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