

Moonlight Greatsword

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

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

“ *This sword, one of the rare dragon weapons, came from the tail of Seath the Scaleless, the pale white dragon who betrayed his own.*

Seath is the grandfather of sorcery, and this sword is imbued with his magic, which shall be unleashed as a wave of moonlight.

In Game Description

This sword, one of the rare dragon weapons, came from the tail of Seath the Scaleless, the pale white dragon who betrayed his own. Seath is the grandfather of sorcery, and this sword is imbued with his magic, which shall be unleashed as a wave of moonlight.

Availability

Seath the Scaleless *middle* tail cut

General Information

Increases Magic Defense by 40

Automatically added to inventory upon cutting off the middle tail of Seath the Scaleless.

An excellent weapon for INT builds, as it is capable of doing high amounts of damage to enemies. (Most notably the Four Kings, Prowling Demons, Undead Crystal Soldiers, Sentinels, Silver/Black Knights, and Armored Tusks)

The Moonlight Sword is a common item in From Software games. Originating in the King's Field series, it made its way to the Armored Core games, where it was typically the most powerful blade.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Moonlight Greatsword	0/132/0/0 (Normal)	100	300	6.0	16 ¹ /10/28/0 -/-/A/-	60/10/40/40	38	5,000

Move Set

Large Sword

1 Handed		
R1 — R1	Right-to-left slash. Follow up with left-to-right.	
R2	Overhead chop.	
R2 -> R1	Left-to-right slash.	
Backstep or Run — R1	Spinning left-to-right slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 (left hand)	Guard.	
L2 (left hand)	Heavy horizontal Swipe.	

2 Handed		
R1 — R1	Overhead smash into upward slash.	
R2 — R2	Right-to-left slash into left-to-right slash.	
Roll + R1	Overhead chop.	
Backstep or Run+ R1- Charge	Spinning left-to-right slash.	

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

- One-handed strong attack is replaced with a charged vertical slash that releases an energy wave. (Consumes 20 durability points)
- Two-handed strong attack is replaced with a charged horizontal slash that releases an energy wave. The energy wave explodes on impact, dealing splash damage. (Consumes 40 durability points)

Upgrades

Requires Dragon Scale

136% INT scaling

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Moonlight Greatsword +0	0/132/0/0	-/-/A/-		
Moonlight Greatsword +1	0/145/0/0	-/-/S/-	1	10,000
Moonlight Greatsword +2	0/158/0/0	-/-/S/-	1	10,000
Moonlight Greatsword +3	0/171/0/0	-/-/S/-	2	10,000
Moonlight Greatsword +4	0/184/0/0	-/-/S/-	2	10,000
Moonlight Greatsword +5	0/198/0/0	-/-/S/-	4	10,000

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. $(18 \times 1.5 = 27)$</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 11 Strength is required

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