Obsidian Greatsword

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

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

> " *This greatsword, one of the rare dragon weapons, is formed by the tail of the one-eyed black dragon Kalameet, the last of the ancient dragons.*
>
> *The mystical power of its obsidian blade will be released when held with both hands.*

Availability

Black Dragon Kalameet tail cut

General Information

The Obsidian Greatsword has a somewhat slower swing speed compared to other Greatswords.

When fully upgraded, this weapon deals 480 points of physical damage two-handed, making it one of the best physical attack weapons (without high Strength stat), similar to the Great Lord Greatsword.

The power of the Area of Effect (AoE) attack increasing with upgrades and dealing around 385-585 damage. The damage of AoE attack also can be increased with resins, like Gold Pine Resin. This weapon is good choice for low level PvP (SL50-70), because the AoE attack can do one-shot kills. (Tested on Remastered).

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Obsidian Greatsword	320/0/0/0 (Regular)	100	350	8.0	20^2/16/0/0 -/-/-/-	60/10/40/40	38	100

Move Set

Two-handed strong attack is replaced by a black flame Area of Effect attack centered at the player. Consumes 50 durability per use.

Upgrades

Standard upgrade path
Requires Dragon Scale

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Obsidian Greatsword +0	320/0/0/0	-/-/-/-		
Obsidian Greatsword +1	352/0/0/0	-/-/-/-	1	10,000
Obsidian Greatsword +2	384/0/0/0	-/-/-/-	1	10,000
Obsidian Greatsword +3	416/0/0/0	-/-/-/-	2	10,000
Obsidian Greatsword +4	448/0/0/0	-/-/-/-	2	10,000
Obsidian Greatsword +5	480/0/0/0	-/-/-/-	4	10,000

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.

Footnotes

1. It is mistakenly called a greataxe; however, the game treats it as a greatsword.
2. when two handing this weapon, only 14 Strength is required

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