Stone Greatsword

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

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

> " *The stone knights who guard the Darkroot Garden wield this moss-covered greatsword.*
>
> *The same magic which created the stone knights is imbued in the sword. Unleash this power by wielding the sword with two hands.*

Availability

Drop from Giant Stone Knight (2% drop rate)

Sold by Shiva of the East for 15,000 Souls

General Information

The two-handed strong attack casts a version of Tranquil Walk of Peace, like the Giant Stone Knight.
Each cast drops the weapon's durability by 200 (400 souls of repair cost).

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Stone Greatsword	148/100/0/0 (Regular)	100	800	18.0	40^1/10/0/0 C/C/E/-	60/10/40/40	38	100

Move Set

1 Handed		
R1 — R1	Right-to-left slash. Follow up with left-to-right.	
R2 — R2	Heavy overhead slash into follow up overhead slash.	Second hit causes knockdown.
R2 -> R1	Left-to-right slash	
Backstep or Run — R1	Spinning left-to-right slash	
Forward + R1	Kick	
Forward + R2	Jump attack (overhead smash)	
L1 (left hand)	Guard	
L2 (left hand)	heavy horizontal Swipe	

2 Handed		
L1 or L2	Guard	
R1	Overhead Smash	
R1 -> R1	Upward slash	
R2	Tranquil Walk of Peace effect.	Costs 200 durability.
Roll + R1	Overhead chop	
Backstep or Run+ R1- Charge	Spinning left-to-right slash	
Forward + R1	Push	
Forward + R2	Jump attack (overhead smash)	

Upgrades

Standard upgrade path.
Requires Twinkling Titanite

60% STR, 55% DEX, 15% INT scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Stone Greatsword +0	148/100/0/0	C/C/E/-		
Stone Greatsword +1	162/110/0/0	C/C/E/-	1	2,000
Stone Greatsword +2	177/120/0/0	C/C/E/-	1	2,000
Stone Greatsword +3	192/130/0/0	C/C/E/-	2	2,000
Stone Greatsword +4	207/140/0/0	C/C/E/-	2	2,000
Stone Greatsword +5	222/150/0/0	C/C/E/-	4	2,000

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. when two handing this weapon, only 27 Strength is required