

Click to verify



























Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Requires: King's Ultra Greatsword, Faintstone and 2,000 souls for Infusion. Magic Variation Base Values Scaling Percentages Damage Reduction Magic King's Ultra Greatsword +0 (Petrified Dragon Bone) 126 126 - - - - (35.6%) B (3.7%) E (26.2%) C - - - - - 77.91 26.66 47.91 47.91 57.91 22.91 22.91 22.91 22.91 60 Magic King's Ultra Greatsword +1 (Petrified Dragon Bone x1) 163.8 163.8 - - - - - (38.8%) B (3.7%) E (27.5%) B - - - - - 77.91 26.66 47.91 47.91 57.91 22.91 22.91 22.91 22.91 60 Magic King's Ultra Greatsword +2 (Petrified Dragon Bone x2) 201.6 201.6 - - - - - (40.3%) A (3.7%) E (28.1%) B - - - - - 77.91 26.66 47.91 47.91 57.91 22.91 22.91 22.91 22.91 60 Magic King's Ultra Greatsword +3 (Petrified Dragon Bone x3) 239.4 239.4 - - - - - (41.9%) A (3.7%) E (28.8%) B - - - - - 77.91 26.66 47.91 47.91 57.91 22.91 22.91 22.91 22.91 60 Magic King's Ultra Greatsword +4 (Petrified Dragon Bone x4) 277.2 277.2 - - - - - (43.4%) A (3.7%) E (29.4%) B - - - - - 77.91 26.66 47.91 47.91 57.91 22.91 22.91 22.91 22.91 60 Requires: King's Ultra Greatsword, Firedrake Stone and 2,000 souls for Infusion. Fire Variation Base Values Scaling Percentages Damage Reduction Fire King's Ultra Greatsword +0 (Petrified Dragon Bone) 126 - 126 - - - (35.6%) B (3.7%) E - (26.2%) C - - - - - 77.91 7.91 66.66 47.91 57.91 22.91 22.91 22.91 22.91 60 Fire King's Ultra Greatsword +1 (Petrified Dragon Bone x1) 163.8 - 163.8 - - - (38.8%) B (3.7%) E - (27.5%) B - - - - - 77.91 7.91 66.66 47.91 57.91 22.91 22.91 22.91 22.91 60 Fire King's Ultra Greatsword +2 (Petrified Dragon Bone x2) 201.6 - 201.6 - - - (40.3%) A (3.7%) E - (28.1%) B - - - - - 77.91 7.91 66.66 47.91 57.91 22.91 22.91 22.91 22.91 60 Fire King's Ultra Greatsword +3 (Petrified Dragon Bone x3) 239.4 - 239.4 - - - (41.9%) A (3.7%) E - (28.8%) B - - - - - 77.91 7.91 66.66 47.91 57.91 22.91 22.91 22.91 22.91 60 Fire King's Ultra Greatsword +4 (Petrified Dragon Bone x4) 277.2 - 277.2 - - - (43.4%) A (3.7%) E - (29.4%) B - - - - - 77.91 7.91 66.66 47.91 57.91 22.91 22.91 22.91 22.91 60 Fire King's Ultra Greatsword +5 (Petrified Dragon Bone x5) 315 - 315 - - - (45%) A (3.7%) E - (30%) B - - - - - 77.91 7.91 66.66 47.91 57.91 22.91 22.91 22.91 22.91 60 Requires: King's Ultra Greatsword, Boltstone and 2,000 souls for Infusion. Lightning Variation Base Values Scaling Percentages Damage Reduction Lightning King's Ultra Greatsword +0 (Petrified Dragon Bone) 126 - - 126 - - - (35.6%) B (3.7%) E - - (26.2%) C - - - - - 77.91 7.91 47.91 66.66 57.91 22.91 22.91 22.91 22.91 60 Lightning King's Ultra Greatsword +1 (Petrified Dragon Bone x1) 163.8 - - 163.8 - - - (38.8%) B (3.7%) E - - (27.5%) B - - - - - 77.91 7.91 47.91 66.66 57.91 22.91 22.91 22.91 22.91 60 Lightning King's Ultra Greatsword +2 (Petrified Dragon Bone x2) 201.6 - - 201.6 - - - (40.3%) A (3.7%) E - - (28.1%) B - - - - - 77.91 7.91 47.91 66.66 57.91 22.91 22.91 22.91 22.91 60 Lightning King's Ultra Greatsword +3 (Petrified Dragon Bone x3) 239.4 - - 239.4 - - - (41.9%) A (3.7%) E - - (28.8%) B - - - - - 77.91 7.91 47.91 66.66 57.91 22.91 22.91 22.91 22.91 60 Lightning King's Ultra Greatsword +4 (Petrified Dragon Bone x4) 277.2 - - 277.2 - - - (43.4%) A (3.7%) E - - (29.4%) B - - - - - 77.91 7.91 47.91 66.66 57.91 22.91 22.91 22.91 22.91 60 Lightning King's Ultra Greatsword +5 (Petrified Dragon Bone x5) 315 - - 315 - - - (45%) A (3.7%) E - - (30%) B - - - - - 77.91 7.91 47.91 66.66 57.91 22.91 22.91 22.91 22.91 60 Requires: King's Ultra Greatsword, Darknight Stone and 2,000 souls for Infusion. Dark Variation Base Values Scaling Percentages Damage Reduction Dark King's Ultra Greatsword +0 (Petrified Dragon Bone) 126 - - - 126 - - - (35.6%) B (3.7%) E - - - (26.2%) C - - - - - 77.91 7.91 47.91 47.91 76.66 22.91 22.91 22.91 22.91 60 Dark King's Ultra Greatsword +1 (Petrified Dragon Bone x1) 163.8 - - - 163.8 - - - (38.8%) B (3.7%) E - - - (27.5%) B - - - - - 77.91 7.91 47.91 47.91 76.66 22.91 22.91 22.91 22.91 60 Dark King's Ultra Greatsword +2 (Petrified Dragon Bone x2) 201.6 - - - 201.6 - - - (40.3%) A (3.7%) E - - - (28.1%) B - - - - - 77.91 7.91 47.91 47.91 76.66 22.91 22.91 22.91 22.91 60 Dark King's Ultra Greatsword +3 (Petrified Dragon Bone x3) 239.4 - - - 239.4 - - - (41.9%) A (3.7%) E - - - (28.8%) B - - - - - 77.91 7.91 47.91 47.91 76.66 22.91 22.91 22.91 22.91 60 Dark King's Ultra Greatsword +4 (Petrified Dragon Bone x4) 277.2 - - - 277.2 - - - (43.4%) A (3.7%) E - - - (29.4%) B - - - - - 77.91 7.91 47.91 47.91 76.66 22.91 22.91 22.91 22.91 60 Dark King's Ultra Greatsword +5 (Petrified Dragon Bone x5) 315 - - - 315 - - - (45%) A (3.7%) E - - - (30%) B - - - - - 77.91 7.91 47.91 47.91 76.66 22.91 22.91 22.91 22.91 60 Requires: King's Ultra Greatsword, Poison Stone and 2,000 souls for Infusion. Poison Variation Base Values Scaling Percentages Damage Reduction Poison King's Ultra Greatsword +0 (Petrified Dragon Bone) 126 - - - - 112 - (35.6%) B (3.7%) E - - - - (20%) - - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Poison King's Ultra Greatsword +1 (Petrified Dragon Bone x1) 163.8 - - - - 117.6 - (38.8%) B (3.7%) E - - - - (20.3%) - - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Poison King's Ultra Greatsword +2 (Petrified Dragon Bone x2) 201.6 - - - - 123.2 - (40.3%) A (3.7%) E - - - - (20.5%) - - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Poison King's Ultra Greatsword +3 (Petrified Dragon Bone x3) 239.4 - - - - 128.8 - (41.9%) A (3.7%) E - - - - (20.6%) - - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Poison King's Ultra Greatsword +4 (Petrified Dragon Bone x4) 277.2 - - - - 134.4 - (43.4%) A (3.7%) E - - - - (20.8%) - - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Poison King's Ultra Greatsword +5 (Petrified Dragon Bone x5) 315 - - - - 140 - (45%) A (3.7%) E - - - - (21%) - - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Requires: King's Ultra Greatsword, Raw Stone and 2,000 souls for Infusion. Raw Variation Base Values Scaling Percentages Damage Reduction Raw King's Ultra Greatsword +0 (Petrified Dragon Bone) 126 - - - - - 112 - (35.6%) B (3.7%) E - - - - - (20%) - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Bleed King's Ultra Greatsword +1 (Petrified Dragon Bone x1) 163.8 - - - - - 117.6 - (38.8%) B (3.7%) E - - - - - (20.3%) - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Bleed King's Ultra Greatsword +2 (Petrified Dragon Bone x2) 201.6 - - - - - 123.2 - (40.3%) A (3.7%) E - - - - - (20.5%) - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Bleed King's Ultra Greatsword +3 (Petrified Dragon Bone x3) 239.4 - - - - - 128.8 - (41.9%) A (3.7%) E - - - - - (20.6%) - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Bleed King's Ultra Greatsword +4 (Petrified Dragon Bone x4) 277.2 - - - - - 134.4 - (43.4%) A (3.7%) E - - - - - (20.8%) - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Bleed King's Ultra Greatsword +5 (Petrified Dragon Bone x5) 315 - - - - - 140 - (45%) A (3.7%) E - - - - - (21%) - - 77.91 7.91 47.91 47.91 57.91 41.66 22.91 22.91 22.91 22.91 60 Requires: King's Ultra Greatsword, Enchanted Variation Base Values Scaling Percentages Damage Reduction Enchanted King's Ultra Greatsword +0 (Petrified Dragon Bone) 180 - - - - - (33.3%) D (3.5%) E - - - - - (17.5%) - 80 10 50 50 60 25 25 25 25 25 60 Enchanted King's Ultra Greatsword +1 (Petrified Dragon Bone x1) 234 - - - - - (36.2%) C (3.5%) E - - - - - (18.4%) - 80 10 50 50 60 25 25 25 25 25 60 Enchanted King's Ultra Greatsword +2 (Petrified Dragon Bone x2) 288 - - - - - (37.7%) C (3.5%) E - - - - - (18.8%) - 80 10 50 50 60 25 25 25 25 25 60 Enchanted King's Ultra Greatsword +3 (Petrified Dragon Bone x3) 342 - - - - - (39.1%) C (3.5%) E - - - - - (19.2%) - 80 10 50 50 60 25 25 25 25 25 60 Enchanted King's Ultra Greatsword +4 (Petrified Dragon Bone x4) 396 - - - - - (40.6%) C (3.5%) E - - - - - (19.6%) - 80 10 50 50 60 25 25 25 25 25 60 Enchanted King's Ultra Greatsword +5 (Petrified Dragon Bone x5) 450 - - - - - (42%) C (3.5%) E - - - - - (20%) - 80 10 50 50 60 25 25 25 25 25 60 Requires: King's Ultra Greatsword, Old Mundane Stone and 2,000 souls for Infusion. King Ultra greatsword vs great sword vs giant warrior club. I am a seasoned dark souls player who has now just bought scholar of the first sin. Right now on my strength build I have a greatsword at plus 7. I want to plan ahead for the dic and future playthroughs, so I want to know whether to stick with my great sword or upgrade to the king UGS or giant warrior club. If there are better strength weapons please suggest them in the comments. I am looking for great damage and a good moveset. Make sure to list the fully upgraded weapon and not the base weapon. Last edited by stardestroyeryj; 12 Apr, 2015 @ 5:58am Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Ultra Greatswords - The Most Manly Weapons. ( FULL GUIDE OUT NOW. SEARCH FOR "HOW TO BE A MAN") Hello there, I wanted to post my ranking of all Ultra Greatswords in the game. If you could comment on my list, say what do you agree with and you don't, it would be great. You can also add your own UGS lists. If so, please add short description to each one of them, why is it placed on a x place on the list. Here is mine ( note, it's difficult enough to hit someone experienced with an ugs, so don't take the word "God" in the God Tier too seriously):God Tier:Ivory King Ultra Greatsword, Fume Ultra Greatsword (On top of 180 degree vertical swings, Ivory King's Ultra Greatswords's two handed R1s deal the most damage of all Ultra Greatswords, pared with relatively low stamina cost. Fume Ultra Greatswords gets its place for insane physical damage, mixed moveset allowing for elusive combos, as well as for its L2 two handed attack. Note that 1 handed strong attack's first input also does that move, albeit with lower stability. It's also the only Ultra Greatsword with 80% physical blocking, so it can be used as a decent shield during a fight. Due to its size, the backswing on two handed R1 can hit an enemy going for backstab.)Top Tier:Zweihander, Crypt Blacksword, Lost Sinner's Sword (Zweihander has very solid damage, stamina consumption, range, and weight. It's overall versatility places it high on this list. Crypt Blacksword although nerfed, still remains on the top of UGS Tiers, for its sick Dark damage and the option to be both infused and buffed, easily resulting in over 800 damage on swing. Lost Sinner's Sword may be a bit confusing, but its AR doesn't reflect its damage output at all. It has basically the same damage as Pursuer's Ultra Greatsword, deals bonus damage against sinners (checked) and weighs the least of all Ultras.)Good Tier:Pursuer's Ultra Greatsword, Greatsword, King's Ultra Greatsword, Black Knight Ultra Greatsword (Pusuer's is a basically worse version of the LSS, however possessing slightly longer reach. Greatsword is a Zweihander equivalent, although its vertical attacks my prove to be more tricky to hit with than Zweihander's class horizontal swings. King's Ultra Greatsword has the highest damage of all Ultra Greatswords, but its monstrous stamina consumption and not so good reach, make a solid disadvantage. It also does bonus damage to enemy equipment, useful for breaking third dragon ring. Black Knight one = mixed damage Zweihander, and mixed damage rarely ever pays off in heavy armor pvp metagame.)Middle Tier:Drakekeeper's Ultra Greatsword, ♥♥♥♥♥♥♥♥♥♥ Ultra Greatsword, Smelter Sword ( Again, in comparison to Zweihander, the Drakekeeper's UGS falls short in raw damage, but makes it up with a decent scaling. Unfortunately its a lot shorter and the stamina consumption isn's really that low. ♥♥♥♥♥♥♥♥♥♥ is an interesting one, being more of a quality build UGS, but its damage doesn't shine. Good thing about it is, you can catch some enemies off guard with that two handed R2. Smelter Sword would normally gain a higher place, but its abysmal range really can't allow it to.)Low Tier:Old Knight Greatsword, (The only Ultra Greatsword which is basically a worse version of all the basic one, without having any bonuses or advantages.)I was doing this list in a rush, so expect it to be upgraded later.Edit: adding list of best infusion for each Ultra Greatsword (scalings are shown as strenght - dexterity, added other ones in weapons with elemental damage)Zweihander: B - C scaling, better leave it normal when going for strenght/quality build, unless you want to cosplay the legend, which as we know, never dies. Better of with elemental infusion if only having minimal stats required to wield itGreatsword: S - D scaling, sick bonuses from strenght, even when having only minimal stats to wield it. Only exception I see here is having 50/50 intelligence/faith and infusing it with dark. Even then, split damage doesn't always pay off.Old Knight Ultra Greatsword: B - E scaling, if you really want to use it that badly, infuse it with elemental damage and make sure your int/faith is high enough. Drakekeeper's Ultra Greatsword: S - D scaling, one of the best scalings in UGS class. Lower base damage than Zweihander, but superior bonuses. Leave it uninfused, unless going for an elemental build with just enough stats to wield this sword, which is highly unlikely, since its strenght requirement is 38. Just leave it be.Black Knight Ultra Greatsword: B - C - 0 - C scaling, mixed physical damage with fire, on 40/40 str/dex and 50/50 int/faith, the difference between fire and normal infusion is miniscule. Basically a matter of preference.Smelter Sword: C - D - 0 - C scaling, mixed physical with fire, don't bother infusing it with fire, you will lose a lot of damage, and if you want a lot of elemental, just use strong attacks.Lost Sinner's Sword: B - D scaling, but oh my can you ignore it. The damage from this sword comes from raw numbers + bonus against sinners. Raw infusion is always your best choice, always.Pursuer's Ultra Greatsword: A - C scaling, pretty much a quality weapon, moveset and damage same as Lost Sinner's Sword but longer range and more stamina consumption. Don't infuse it.♥♥♥♥♥♥♥♥♥♥ Ultra Greatsword: D - B scaling, another quality UGS. Best left without infusion.King's Ultra Greatsword: S - E scaling, the most damaging UGS in the game. Also note, all of its attacks deal Strike damage. Don't infuse it, just smash your enemies into the ground.Crypt Blacksword: D - D - 0 - 0 - 0 - S scaling when infused with Dark, and trust me, it should always be infused with Dark. Dark Dark Dark. Did I already mention to infuse it with Dark?Fume Ultra Greatsword: S - D scaling, far too good to be wasted with some crappy infusion. Don't infuse it, or Raime will get angry.Ivory King Ultra Greatsword: B - B scaling, two handed attacks apply bonus damage and range. Normal infusion is your way to go, unless you want to infuse it with bleed and insta proc people on backstab.