

Ultra Greatswords

Ultra Greatswords push the concept of power and range even further than regular Greatswords. They are massive, Strength-focused weapons that can effortlessly break an opponent's guard and inflict enormous damage. Each swing consumes substantial Stamina and is very slow, making every attack a significant commitment. Landing a blow often staggers or stun-locks enemies, potentially allowing multiple follow-ups. However, whiffed attacks expose the player to severe counterattacks. Ultra Greatswords suit builds that capitalize on raw damage, poise-breaking, and punishing mistakes rather than relying on speed or mobility.

- [Black Knight Greatsword](#)
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- [Greatsword](#)
- [Zweihander](#)

Black Knight Greatsword

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

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

“ Greatsword of the black knights who wander Lordran. Used to face chaos demons.

The large motion that puts the weight of the body into the attack reflects the great size of their adversaries long ago.

Availability

Dropped by the (non-respawning) greatsword-wielding Black Knight atop the Undead Parish watchtower near the Altar of Sunlight, just past the Hellkite Dragon, and the Kiln of the First Flame (20% drop rate)

General Information

This weapon's two-handed light swings consume sixty stamina each.

Like all Black Knight weapons, it deals extra damage to demon enemies, such as Taurus Demons and Capra Demons.


In the German version of the game, this sword has a completely different name: "Schwert des Drachentöters", which translates to "Sword of the Dragon Slayer", whereas the normal Black Knight Sword is called "Schwarz-Ritter Großschwert", which translates to "Black Knight Greatsword".

In the French version of the game, this sword is called "Espadon tueur de dragons", which means "Dragon Killing Zweihänder".

In the Italian version of the game, this sword is called "Ammazzadraghi", which means "Dragon Slayer". This, along with the sword's German and French names mentioned above, likely references the massive "Dragonslayer" sword used by Guts, the main character of the manga Berserk.

The non-respawning Black Knight in the Undead Parish is **not** guaranteed to drop the sword. Ignore the knight at first, and get the Covetous Gold Serpent Ring from Sen's Fortress, then leave (or continue on to Anor Londo to teleport between bonfires), go back to the Undead Parish, and have at least 10 soft Humanity with the ring equipped before killing the knight. This will increase the chances of getting a drop.

Can not be buffed.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Black Knight Greatsword	220/0/0/0 (Regular/Thrust)	100	300	14	32 ¹ /18/0/0 B/E/-/-	70/10/50/50	44	100

Move Set

1 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2 — R2	Vertical chop into vertical overhead chop.	
Roll — R1	Sweeping ground attack.	
Backstep or Run — R1	Forward overhead chop.	
Forward + R1	Kick	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right swing.	

2 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2 — R2	Forward overhead Chop into ground stab.	
Roll — R1	Ground stab.	
Backstep or Run — R1	Forward overhead chop.	

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

Strong attacks are replaced by a powerful delayed upward slash. The two-handed attack will send the target flying if it successfully connects

Upgrades

Requires Twinkling Titanite

90% STR, 5% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Black Knight Greatsword +0	220/0/0/0	B/E/-/-		
Black Knight Greatsword +1	242/0/0/0	B/E/-/-	1	2,000
Black Knight Greatsword +2	264/0/0/0	B/E/-/-	1	2,000
Black Knight Greatsword +3	286/0/0/0	B/E/-/-	2	2,000
Black Knight Greatsword +4	308/0/0/0	B/E/-/-	2	2,000
Black Knight Greatsword +5	330/0/0/0	B/E/-/-	4	2,000

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 22 Strength is required

Demon Great Machete

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

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

“ The lesser Capra demons use these greatswords in pairs. The blade is cast iron and hooked.

The sword is imbued with no particular magic, but for those who have the strength, its great weight will smash foes mercilessly.

Availability

Drop from the Capra Demon boss in lower Undead Burg or the Minor Capra Demons which roam the Demon Ruins (5% drop rate)

Sold by Shiva of the East for 10,000 Souls in Blighttown after entering the Forest Hunter Covenant

General Information

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Demon Great Machete	133/0/0/0 (Regular)	100	600	18	40 ¹ /0/0/0 B/-/-/-	70/10/50/50	44	50

Move Set

Move Set video

1 Handed	
R1	Wide horizontal swings
R2	Jumping downward slash
Roll — R1	Forward Thrust
Backstep or Run — R1	Running slam
L1	Guard
L2	Wide horizontal swings

2 Handed	
R1	Wide horizontal swings
R2	Jumping downward slash
Roll — R1	Forward Thrust
Backstep or Run — R1	Running slam

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

90% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Demon Great Machete +0	133/0/0/0	B/-/-/-					
Demon Great Machete +1	146/0/0/0	B/-/-/-	1				800
Demon Great Machete +2	159/0/0/0	B/-/-/-	1				800
Demon Great Machete +3	172/0/0/0	B/-/-/-	2				800
Demon Great Machete +4	186/0/0/0	B/-/-/-	2				800
Demon Great Machete +5	199/0/0/0	B/-/-/-	3				800
Demon Great Machete +6	212/0/0/0	B/-/-/-		1			800
Demon Great Machete +7	226/0/0/0	B/-/-/-		1			800
Demon Great Machete +8	239/0/0/0	B/-/-/-		2			800
Demon Great Machete +9	252/0/0/0	B/-/-/-		2			800
Demon Great Machete +10	266/0/0/0	B/-/-/-		3			800
Demon Great Machete +11	279/0/0/0	A/-/-/-			1		800
Demon Great Machete +12	292/0/0/0	A/-/-/-			1		800
Demon Great Machete +13	305/0/0/0	A/-/-/-			2		800
Demon Great Machete +14	319/0/0/0	A/-/-/-			3		800
Demon Great Machete +15	332/0/0/0	A/-/-/-				1	800

Crystal

Weapon durability reduced to **60**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Demon Great Machete +10
- Titanite

90% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Demon Great Machete +0	292/0/0/0	A/-/-/-	1		800
Crystal Demon Great Machete +1	305/0/0/0	A/-/-/-	1		800
Crystal Demon Great Machete +2	319/0/0/0	A/-/-/-	1		800
Crystal Demon Great Machete +3	332/0/0/0	A/-/-/-	2		800
Crystal Demon Great Machete +4	345/0/0/0	A/-/-/-	3		800
Crystal Demon Great Machete +5	359/0/0/0	A/-/-/-		1	800

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Demon Great Machete +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Demon Great Machete +0	239/0/0/239	-/-/-/-	70/10/50/50	1		800
Lightning Demon Great Machete +1	258/0/0/258	-/-/-/-	70/10/50/54	1		800
Lightning Demon Great Machete +2	276/0/0/276	-/-/-/-	70/10/50/58	1		800
Lightning Demon Great Machete +3	295/0/0/295	-/-/-/-	70/10/50/62	2		800
Lightning Demon Great Machete +4	313/0/0/313	-/-/-/-	70/10/50/66	3		800
Lightning Demon Great Machete +5	332/0/0/332	-/-/-/-	70/10/50/70		1	800

Raw

Base damage increased. Stat bonuses reduced.

Requires

- Demon Great Machete +5
- Titanite

68% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Demon Great Machete +0	229/0/0/0	C/-/-	1	800
Raw Demon Great Machete +1	244/0/0/0	C/-/-	1	800
Raw Demon Great Machete +2	260/0/0/0	C/-/-	1	800
Raw Demon Great Machete +3	275/0/0/0	C/-/-	2	800
Raw Demon Great Machete +4	290/0/0/0	C/-/-	2	800
Raw Demon Great Machete +5	306/0/0/0	C/-/-	3	800

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Demon Great Machete +5
- Green Titanite
- Blue Titanite

25% STR scaling, 65% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Demon Great Machete +0	150/162/0/0	D/-/C/-	1			800
Magic Demon Great Machete +1	160/172/0/0	D/-/C/-	1			800
Magic Demon Great Machete +2	170/183/0/0	D/-/C/-	1			800
Magic Demon Great Machete +3	180/194/0/0	D/-/C/-	2			800
Magic Demon Great Machete +4	190/205/0/0	D/-/C/-	2			800
Magic Demon Great Machete +5	200/216/0/0	D/-/C/-	3			800
Magic Demon Great Machete +6	209/226/0/0	D/-/C/-		1		800
Magic Demon Great Machete +7	220/237/0/0	D/-/C/-		1		800
Magic Demon Great Machete +8	230/248/0/0	D/-/C/-		2		800
Magic Demon Great Machete +9	240/259/0/0	D/-/C/-		3		800
Magic Demon Great Machete +10	250/270/0/0	D/-/C/-			1	800

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Demon Great Machete +5
- Blue Titanite

18% STR, 63% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Demon Great Machete +0	200/212/0/0	E-/C/-	1		800
Enchanted Demon Great Machete +1	208/218/0/0	E-/C/-	1		800
Enchanted Demon Great Machete +2	216/224/0/0	E-/B/-	1		800
Enchanted Demon Great Machete +3	224/231/0/0	E-/B/-	2		800
Enchanted Demon Great Machete +4	232/237/0/0	D/-/A/-	3		800
Enchanted Demon Great Machete +5	240/245/0/0	D/-/A/-		1	800

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Demon Great Machete +5
- Green Titanite
- White Titanite

35% STR, 64% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Demon Great Machete +0	135/165/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon Great Machete +1	144/176/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon Great Machete +2	153/187/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon Great Machete +3	162/198/0/0	D/-/-/C	0/0/110/-	2			800
Divine Demon Great Machete +4	171/209/0/0	D/-/-/C	0/0/110/-	2			800
Divine Demon Great Machete +5	180/220/0/0	D/-/-/C	0/0/110/-	3			800
Divine Demon Great Machete +6	188/230/0/0	D/-/-/C	0/0/110/-		1		800
Divine Demon Great Machete +7	198/242/0/0	D/-/-/C	0/0/110/-		1		800
Divine Demon Great Machete +8	207/253/0/0	D/-/-/C	0/0/110/-		2		800
Divine Demon Great Machete +9	216/264/0/0	D/-/-/C	0/0/110/-		3		800
Divine Demon Great Machete +10	225/275/0/0	D/-/-/C	0/0/110/-			1	800

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.
Requires

- Divine Demon Great Machete +5
- White Titanite

33% STR, 76% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Demon Great Machete +0	182/200/0/0	D/-/-/B	0/0/-/110	1		800
Occult Demon Great Machete +1	192/209/0/0	D/-/-/B	0/0/-/110	1		800
Occult Demon Great Machete +2	203/220/0/0	D/-/-/B	0/0/-/110	1		800
Occult Demon Great Machete +3	214/230/0/0	D/-/-/B	0/0/-/110	2		800
Occult Demon Great Machete +4	225/240/0/0	D/-/-/B	0/0/-/110	3		800
Occult Demon Great Machete +5	236/250/0/0	D/-/-/B	0/0/-/110		1	800

Fire

Fire damage added. All stat bonuses removed.
Requires

- Demon Great Machete +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Demon Great Machete +0	172/0/172/0	-/-/-	70/10/50/50	1			800
Fire Demon Great Machete +1	186/0/186/0	-/-/-	70/10/50.5/50	1			800
Fire Demon Great Machete +2	199/0/199/0	-/-/-	70/10/51/50	1			800
Fire Demon Great Machete +3	212/0/212/0	-/-/-	70/10/51.5/50	2			800
Fire Demon Great Machete +4	226/0/226/0	-/-/-	70/10/52/50	2			800
Fire Demon Great Machete +5	239/0/239/0	-/-/-	70/10/52.5/50	3			800
Fire Demon Great Machete +6	255/0/255/0	-/-/-	70/10/53/50		1		800
Fire Demon Great Machete +7	271/0/271/0	-/-/-	70/10/53.5/50		1		800
Fire Demon Great Machete +8	287/0/287/0	-/-/-	70/10/54/50		2		800
Fire Demon Great Machete +9	303/0/303/0	-/-/-	70/10/54.5/50		3		800
Fire Demon Great Machete +10	319/0/319/0	-/-/-	70/10/55/50			1	800

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.

Requires

- Fire Demon Great Machete +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Demon Great Machete +0	208/0/241/0	-/-/-	70/10/50/50	1		800
Chaos Demon Great Machete +1	220/0/254/0	-/-/-	70/10/51/50	1		800
Chaos Demon Great Machete +2	232/0/268/0	-/-/-	70/10/52/50	1		800
Chaos Demon Great Machete +3	243/0/281/0	-/-/-	70/10/53/50	2		800
Chaos Demon Great Machete +4	255/0/294/0	-/-/-	70/10/54/50	3		800
Chaos Demon Great Machete +5	266/0/308/0	-/-/-	70/10/55/50		1	800

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:	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:	<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, 27 Strength is required

Dragon Greatsword

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

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

“ *This sword, one of the rare dragon weapons, came from the tail of the stone dragon of Ash Lake, descendant of the ancient dragons.*

Its great mystical power will be unleashed when wielded with two hands.

Availability

Tail drop from the Stone Dragon in Ash Lake. The Dragon doesn't get hostile, so walk behind him and strike his tail several times until it falls off.

General Information

Raises Magic and Fire defense by 20 points.

Cannot be enchanted.

Even though this weapon doesn't have any scaling, it has the highest base damage of any weapon in the game. Because of this, the Dragon Greatsword can do comparable amounts of damage to other ultra greatswords.¹ The drawback is that it cannot be enchanted and the minimum STR requirement of at least 34 for two-handing it.

Using its two-handed mystical power will drain 50 durability with each use.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Dragon Greatsword	390/0/0/0 (Normal)	100	400	24	50 ² /10/0/0 -/-/-	70/10/50/50	44	5,000

Move Set

One-handed

R1 - R1	Right-to-left swipe -> left-to-right swipe
R2 - R2	Overhead chop -> overhead chop
Backstep/Run - R1	Running overhead chop
Forward + R1	Kick
Forward + R2	Jumping overhead smash
Roll - R1	Forward thrust
L1 (left hand)	Guard
L2 (left hand)	Left-to-right swipe

Two-handed

R1 - R1	Right-to-left swipe -> left-to-right swipe
R2 - R2	Overhead chops that create shockwave. Each consumes 50 durability
Backstep/Run - R1	Running overhead chop
Forward + R1	Kick
Forward + R2	Jumping overhead smash
Roll - R1	Forward thrust
L1/L2	Guard

Upgrades

Requires Dragon Scale

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Dragon Greatsword +0	390/0/0/0	-/-/-		
Dragon Greatsword +1	429/0/0/0	-/-/-	1	10,000
Dragon Greatsword +2	468/0/0/0	-/-/-	1	10,000
Dragon Greatsword +3	506/0/0/0	-/-/-	2	10,000
Dragon Greatsword +4	546/0/0/0	-/-/-	2	10,000
Dragon Greatsword +5	585/0/0/0	-/-/-	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.</p> <p>$(18 \times 1.5 = 27)$</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:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. Comparison
2. When two handing this weapon, only 34 Strength is required.

Greatsword

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

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

“ *One of the gigantic straight greatswords.*

Very few have what it takes to wield this incredibly heavy, damage-dealing monster.

A favorite of the Knights Berenike, known for their heavy armor, and Black Iron Tarkus.


Availability

Sold by the Crestfallen Merchant in Sen's Fortress for 8,000 Souls

Drop from any Heavy Knight (2% drop rate, 0.67% drop rate in Undead Parish)

Treasure from a corpse in Anor Londo along with the Black Iron Set and Black Iron Greatshield. The corpse is located to the left of the giant painting that leads to the Painted World of Ariamis, guarded by a Painting Guardian.

General Information

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Greatsword	130/0/0/0 (Regular/Thrust)	200	12.0	28 ¹ /10/0/0 C/D/-/-	70/10/50/50	44	50

Move Set

1 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2 — R2	Vertical chop into vertical overhead chop.	
Roll — R1	Sweeping ground attack.	
Backstep or Run — R1	Forward overhead chop.	
Forward + R1	Kick	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right swing.	

2 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2 — R2	Forward overhead Chop into ground stab.	
Roll — R1	Ground stab.	
Backstep or Run — R1	Forward overhead chop.	
Forward + R1	Kick	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 or L2	Guard.	

- One-handed and two-handed strong attack is replaced by a thrust attack.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

60% STR, 26% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Greatsword +0	130/0/0/0	C/D/-/-					800
Greatsword +1	143/0/0/0	C/D/-/-	1				800
Greatsword +2	156/0/0/0	C/D/-/-	1				800
Greatsword +3	169/0/0/0	C/D/-/-	2				800
Greatsword +4	182/0/0/0	C/D/-/-	2				800
Greatsword +5	195/0/0/0	C/D/-/-	3				800
Greatsword +6	208/0/0/0	C/D/-/-		1			800
Greatsword +7	221/0/0/0	C/D/-/-		1			800
Greatsword +8	234/0/0/0	C/D/-/-		2			800
Greatsword +9	247/0/0/0	C/D/-/-		2			800
Greatsword +10	260/0/0/0	C/D/-/-		3			800
Greatsword +11	273/0/0/0	C/D/-/-			1		800
Greatsword +12	286/0/0/0	C/D/-/-			1		800
Greatsword +13	299/0/0/0	C/D/-/-			2		800
Greatsword +14	312/0/0/0	C/D/-/-			3		800
Greatsword +15	325/0/0/0	C/D/-/-				1	800

Crystal

Weapon durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Greatsword +10
- Titanite

60% STR, 26% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Greatsword +0	286/0/0/0	C/D/-/-	1		800
Crystal Greatsword +1	299/0/0/0	C/D/-/-	1		800
Crystal Greatsword +2	312/0/0/0	C/D/-/-	1		800
Crystal Greatsword +3	325/0/0/0	C/D/-/-	2		800
Crystal Greatsword +4	338/0/0/0	C/D/-/-	3		800
Crystal Greatsword +5	351/0/0/0	C/D/-/-		1	800

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Greatsword +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Greatsword +0	234/0/0/234	-/-/-/-	70/10/50/50	1		800
Lightning Greatsword +1	252/0/0/252	-/-/-/-	70/10/50/54	1		800
Lightning Greatsword +2	270/0/0/270	-/-/-/-	70/10/50/58	1		800
Lightning Greatsword +3	288/0/0/288	-/-/-/-	70/10/50/62	2		800
Lightning Greatsword +4	306/0/0/306	-/-/-/-	70/10/50/66	3		800
Lightning Greatsword +5	325/0/0/325	-/-/-/-	70/10/50/70		1	800

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Greatsword +5

- Titanite

45% STR, 19% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Greatsword +0	225/0/0/0	D/E/-/-	1	800
Raw Greatsword +1	240/0/0/0	D/E/-/-	1	800
Raw Greatsword +2	255/0/0/0	D/E/-/-	1	800
Raw Greatsword +3	270/0/0/0	D/E/-/-	2	800
Raw Greatsword +4	285/0/0/0	D/E/-/-	2	800
Raw Greatsword +5	300/0/0/0	D/E/-/-	3	800

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Greatsword +5
- Green Titanite
- Blue Titanite

17% STR, 7% DEX, 62% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Greatsword +0	147/159/0/0	E/E/C/-	1			800
Magic Greatsword +1	156/169/0/0	E/E/C/-	1			800
Magic Greatsword +2	166/180/0/0	E/E/C/-	1			800
Magic Greatsword +3	176/190/0/0	E/E/C/-	2			800
Magic Greatsword +4	186/201/0/0	E/E/C/-	2			800
Magic Greatsword +5	196/212/0/0	E/E/C/-	3			800
Magic Greatsword +6	205/222/0/0	E/E/C/-		1		800
Magic Greatsword +7	215/233/0/0	E/E/C/-		1		800
Magic Greatsword +8	225/243/0/0	E/E/C/-		2		800
Magic Greatsword +9	235/254/0/0	E/E/C/-		3		800
Magic Greatsword +10	245/265/0/0	E/E/C/-			1	800

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Greatsword +5
- Blue Titanite

13% STR, 5% DEX, 60% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Greatsword +0	196/208/0/0	E/E/C/-	1		800
Enchanted Greatsword +1	203/214/0/0	E/E/C/-	1		800
Enchanted Greatsword +2	211/220/0/0	E/E/B/-	1		800
Enchanted Greatsword +3	219/226/0/0	E/E/B/-	2		800
Enchanted Greatsword +4	227/232/0/0	E/E/B/-	3		800
Enchanted Greatsword +5	235/241/0/0	E/E/A/-		1	800

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Greatsword +5
- Green Titanite
- White Titanite

23% STR, 10% DEX, 61% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Greatsword +0	132/160/0/0	D/E/-/C	0/0/110/-	1			800
Divine Greatsword +1	140/171/0/0	D/E/-/C	0/0/110/-	1			800
Divine Greatsword +2	149/181/0/0	D/E/-/C	0/0/110/-	1			800
Divine Greatsword +3	158/192/0/0	D/E/-/C	0/0/110/-	2			800
Divine Greatsword +4	167/203/0/0	D/E/-/C	0/0/110/-	2			800
Divine Greatsword +5	176/214/0/0	D/E/-/C	0/0/110/-	3			800
Divine Greatsword +6	184/224/0/0	D/E/-/C	0/0/110/-		1		800
Divine Greatsword +7	193/235/0/0	D/E/-/C	0/0/110/-		1		800
Divine Greatsword +8	202/246/0/0	D/E/-/C	0/0/110/-		2		800
Divine Greatsword +9	211/256/0/0	D/E/-/C	0/0/110/-		3		800
Divine Greatsword +10	220/267/0/0	D/E/-/C	0/0/110/-			1	800

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.
Requires

- Divine Greatsword +5
- White Titanite

22% STR, 9% DEX, 72% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Greatsword +0	178/196/0/0	D/E/-/B	0/0/-/110	1		800
Occult Greatsword +1	188/205/0/0	D/E/-/B	0/0/-/110	1		800
Occult Greatsword +2	199/215/0/0	D/E/-/B	0/0/-/110	1		800
Occult Greatsword +3	210/225/0/0	D/E/-/B	0/0/-/110	2		800
Occult Greatsword +4	220/235/0/0	D/E/-/B	0/0/-/110	3		800
Occult Greatsword +5	231/245/0/0	D/E/-/B	0/0/-/110		1	800

Fire

Fire damage added. All stat bonuses removed.

Requires

- Greatsword +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Greatsword +0	169/0/169/0	-/-/-	70/10/50/50	1			800
Fire Greatsword +1	182/0/182/0	-/-/-	70/10/50.5/50	1			800
Fire Greatsword +2	195/0/195/0	-/-/-	70/10/51/50	1			800
Fire Greatsword +3	208/0/208/0	-/-/-	70/10/51.5/50	2			800
Fire Greatsword +4	221/0/221/0	-/-/-	70/10/52/50	2			800
Fire Greatsword +5	234/0/234/0	-/-/-	70/10/52.5/50	3			800
Fire Greatsword +6	249/0/249/0	-/-/-	70/10/53/50		1		800
Fire Greatsword +7	265/0/265/0	-/-/-	70/10/53.5/50		1		800
Fire Greatsword +8	280/0/280/0	-/-/-	70/10/54/50		2		800
Fire Greatsword +9	296/0/296/0	-/-/-	70/10/54.5/50		3		800
Fire Greatsword +10	312/0/312/0	-/-/-	70/10/55/50			1	800

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.
Requires

- Fire Greatsword +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Greatsword +0	203/0/235/0	-/-/-	70/10/50/50	1		800
Chaos Greatsword +1	214/0/248/0	-/-/-	70/10/51/50	1		800
Chaos Greatsword +2	226/0/262/0	-/-/-	70/10/52/50	1		800
Chaos Greatsword +3	237/0/275/0	-/-/-	70/10/53/50	2		800
Chaos Greatsword +4	248/0/288/0	-/-/-	70/10/54/50	3		800
Chaos Greatsword +5	259/0/301/0	-/-/-	70/10/55/50		1	800

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:	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:	<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.</p> <p>$(18 \times 1.5 = 27)$</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:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. when two handing this weapon, only 19 Strength is required

Zweihander

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Zweihander.glb>

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

“

One of the gigantic straight greatswords.

As the name suggests, the Zweihander is held with two hands, but its wielder must still be inhumanly strong. It is this great weight that sends foes flying when hit solidly.

Availability

Firelink Shrine treasure near the end of the cemetery area guarded by a Giant Skeleton.

General Information

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Zweihander	130/0/0/0 (Regular)	100	200	10.0	24 ¹ /10/0/0 C/D/-/-	70/10/50/50	44	50

Move Set

1 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2 — R2	Vertical chop into vertical overhead chop.	
Roll — R1	Sweeping ground attack.	

Backstep or Run — R1	Forward overhead chop.	
Forward + R1	Kick	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right swing.	

2 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2 — R2	Forward overhead Chop into ground stab.	
Roll — R1	Ground stab.	
Backstep or Run — R1	Forward overhead chop.	
Forward + R1	Kick	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 or L2	Guard.	

One and two handed strong attacks are replaced with a running downward slash.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

60% STR, 26% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Zweihander +0	130/0/0/0	C/D/-/-					800
Zweihander +1	143/0/0/0	C/D/-/-	1				800
Zweihander +2	156/0/0/0	C/D/-/-	1				800
Zweihander +3	169/0/0/0	C/D/-/-	2				800
Zweihander +4	182/0/0/0	C/D/-/-	2				800
Zweihander +5	195/0/0/0	C/D/-/-	3				800
Zweihander +6	208/0/0/0	C/D/-/-		1			800
Zweihander +7	221/0/0/0	C/D/-/-		1			800
Zweihander +8	234/0/0/0	C/D/-/-		2			800
Zweihander +9	247/0/0/0	C/D/-/-		2			800
Zweihander +10	260/0/0/0	C/D/-/-		3			800
Zweihander +11	273/0/0/0	C/D/-/-			1		800
Zweihander +12	286/0/0/0	C/D/-/-			1		800
Zweihander +13	299/0/0/0	C/D/-/-			2		800
Zweihander +14	312/0/0/0	C/D/-/-			3		800
Zweihander +15	325/0/0/0	C/D/-/-				1	800

Crystal

Weapon durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Zweihander +10
- Titanite

60% STR, 26% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Zweihander +0	286/0/0/0	C/D/-/-	1		800
Crystal Zweihander +1	299/0/0/0	C/D/-/-	1		800
Crystal Zweihander +2	312/0/0/0	C/D/-/-	1		800
Crystal Zweihander +3	325/0/0/0	C/D/-/-	2		800
Crystal Zweihander +4	338/0/0/0	C/D/-/-	3		800
Crystal Zweihander +5	351/0/0/0	C/D/-/-		1	800

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Zweihander +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Zweihander +0	234/0/0/234	-/-/-/-	70/10/50/50	1		800
Lightning Zweihander +1	252/0/0/252	-/-/-/-	70/10/50/54	1		800
Lightning Zweihander +2	270/0/0/270	-/-/-/-	70/10/50/58	1		800
Lightning Zweihander +3	288/0/0/288	-/-/-/-	70/10/50/62	2		800
Lightning Zweihander +4	306/0/0/306	-/-/-/-	70/10/50/66	3		800
Lightning Zweihander +5	325/0/0/325	-/-/-/-	70/10/50/70		1	800

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Zweihander +5

- Titanite

45% STR, 19% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Zweihander +0	225/0/0/0	D/E/-/-	1	800
Raw Zweihander +1	240/0/0/0	D/E/-/-	1	800
Raw Zweihander +2	255/0/0/0	D/E/-/-	1	800
Raw Zweihander +3	270/0/0/0	D/E/-/-	2	800
Raw Zweihander +4	285/0/0/0	D/E/-/-	2	800
Raw Zweihander +5	300/0/0/0	D/E/-/-	3	800

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Zweihander +5
- Green Titanite
- Blue Titanite

17% STR, 7% DEX, 62% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Zweihander +0	147/159/0/0	E/E/C/-	1			800
Magic Zweihander +1	156/169/0/0	E/E/C/-	1			800
Magic Zweihander +2	166/180/0/0	E/E/C/-	1			800
Magic Zweihander +3	176/190/0/0	E/E/C/-	2			800
Magic Zweihander +4	186/201/0/0	E/E/C/-	2			800
Magic Zweihander +5	196/212/0/0	E/E/C/-	3			800
Magic Zweihander +6	205/222/0/0	E/E/C/-		1		800
Magic Zweihander +7	215/233/0/0	E/E/C/-		1		800
Magic Zweihander +8	225/243/0/0	E/E/C/-		2		800
Magic Zweihander +9	235/254/0/0	E/E/C/-		3		800
Magic Zweihander +10	245/265/0/0	E/E/C/-			1	800

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Zweihander +5
- Blue Titanite

13% STR, 5% DEX, 60% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Zweihander +0	196/208/0/0	E/E/C/-	1		800
Enchanted Zweihander +1	203/214/0/0	E/E/C/-	1		800
Enchanted Zweihander +2	211/220/0/0	E/E/B/-	1		800
Enchanted Zweihander +3	219/226/0/0	E/E/B/-	2		800
Enchanted Zweihander +4	227/232/0/0	E/E/B/-	3		800
Enchanted Zweihander +5	235/241/0/0	E/E/A/-		1	800

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Zweihander +5
- Green Titanite
- White Titanite

23% STR, 10% DEX, 61% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Zweihander +0	132/160/0/0	D/E/-/C	0/0/110/-	1			800
Divine Zweihander +1	140/171/0/0	D/E/-/C	0/0/110/-	1			800
Divine Zweihander +2	149/181/0/0	D/E/-/C	0/0/110/-	1			800
Divine Zweihander +3	158/192/0/0	D/E/-/C	0/0/110/-	2			800
Divine Zweihander +4	167/203/0/0	D/E/-/C	0/0/110/-	2			800
Divine Zweihander +5	176/214/0/0	D/E/-/C	0/0/110/-	3			800
Divine Zweihander +6	184/224/0/0	D/E/-/C	0/0/110/-		1		800
Divine Zweihander +7	193/235/0/0	D/E/-/C	0/0/110/-		1		800
Divine Zweihander +8	202/246/0/0	D/E/-/C	0/0/110/-		2		800
Divine Zweihander +9	211/256/0/0	D/E/-/C	0/0/110/-		3		800
Divine Zweihander +10	220/267/0/0	D/E/-/C	0/0/110/-			1	800

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.
Requires

- Divine Zweihander +5
- White Titanite

22% STR, 9% DEX, 72% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Zweihander +0	178/196/0/0	D/E/-/B	0/0/-/110	1		800
Occult Zweihander +1	188/205/0/0	D/E/-/B	0/0/-/110	1		800
Occult Zweihander +2	199/215/0/0	D/E/-/B	0/0/-/110	1		800
Occult Zweihander +3	210/225/0/0	D/E/-/B	0/0/-/110	2		800
Occult Zweihander +4	220/235/0/0	D/E/-/B	0/0/-/110	3		800
Occult Zweihander +5	231/245/0/0	D/E/-/B	0/0/-/110		1	800

Fire

Fire damage added. All stat bonuses removed.
Requires

- Zweihander +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Zweihander +0	169/0/169/0	-/-/-	70/10/50.0/50	1			800
Fire Zweihander +1	182/0/182/0	-/-/-	70/10/50.5/50	1			800
Fire Zweihander +2	195/0/195/0	-/-/-	70/10/51.0/50	1			800
Fire Zweihander +3	208/0/208/0	-/-/-	70/10/51.5/50	2			800
Fire Zweihander +4	221/0/221/0	-/-/-	70/10/52.0/50	2			800
Fire Zweihander +5	234/0/234/0	-/-/-	70/10/52.5/50	3			800
Fire Zweihander +6	249/0/249/0	-/-/-	70/10/53.0/50		1		800
Fire Zweihander +7	265/0/265/0	-/-/-	70/10/53.5/50		1		800
Fire Zweihander +8	280/0/280/0	-/-/-	70/10/54.0/50		2		800
Fire Zweihander +9	296/0/296/0	-/-/-	70/10/54.5/50		3		800
Fire Zweihander +10	312/0/312/0	-/-/-	70/10/55.0/50			1	800

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.
Requires

- Fire Zweihander +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Zweihander +0	203/0/235/0	-/-/-	70/10/50/50	1		800
Chaos Zweihander +1	214/0/248/0	-/-/-	70/10/51/50	1		800
Chaos Zweihander +2	226/0/262/0	-/-/-	70/10/52/50	1		800
Chaos Zweihander +3	237/0/275/0	-/-/-	70/10/53/50	2		800
Chaos Zweihander +4	248/0/288/0	-/-/-	70/10/54/50	3		800
Chaos Zweihander +5	259/0/301/0	-/-/-	70/10/55/50		1	800

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.</p> <p>$(18 \times 1.5 = 27)$</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:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. when two handing this weapon, only 16 Strength is required