

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 x 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.