

# Great Lord Greatsword

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

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

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*Greatsword born from the soul of Gwyn, Lord of Cinder.*

*As bearer of the ultimate soul, Gwyn wielded the bolts of the sun, but before linking the fire, divided that power amongst his children, and set off with only this greatsword as his companion.*


## Availability

Created by the Giant Blacksmith in Anor Londo from the Soul of Gwyn, Lord of Cinder and any +10 Dagger, Straight Sword or Greatsword for 5,000 Souls

## General Information

Cannot be enchanted

Does not deal Fire damage, even though Gwyn, Lord of Cinder deals Fire damage with this sword

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Great Lord Greatsword	256/0/0/0 (Slash)	100	400	8.0	20/10/0/0 D/D/-/-	60/10/40/40	26	10,000

# 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 Attacks are changed to a powerful downward smash

## Upgrades

Standard upgrade path.  
Requires Demon Titanite

23% STR, 24% DEX scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Great Lord Greatsword +0	256/0/0/0	D/D/-/-		
Great Lord Greatsword +1	281/0/0/0	D/D/-/-	1	5,000
Great Lord Greatsword +2	307/0/0/0	D/D/-/-	1	5,000
Great Lord Greatsword +3	332/0/0/0	D/D/-/-	2	5,000
Great Lord Greatsword +4	358/0/0/0	D/D/-/-	2	5,000
Great Lord Greatsword +5	384/0/0/0	D/D/-/-	4	5,000

# Key

<b>Damage:</b>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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.

<b>Stats Needed:</b>	<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"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z is the Faith required</li> </ul> <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><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

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