

# 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>

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*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 <sup>1</sup> /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

<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>

## Footnotes

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