

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>

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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:	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 16 Strength is required