

# Zweihander

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

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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 <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.	

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

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

<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>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<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>

<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>(18 x 1.5 = 27)</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 16 Strength is required