

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 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: | <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>$(18 \times 1.5 = 27)$</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