

Flamberge

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

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Flamberge>

“ This greatsword with an undulating blade is the choice weapon of the slithering serpent men of Sen's Fortress.

This weapon is designed to flay the skin and causes heavy bleeding.


Availability

Drop from Serpent Mage in Sen's Fortress and The Duke's Archives' Prison Tower (2% drop rate)

Sold by Shiva of the East for 10,000 Souls

General Information

Bleed buildup is 36 per strike

Image	Name	Damag e	Critical Bonus	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Damag e Reduct ion %	Stabilit y	Aux Effects	Framp t Souls
	Flamber ge	100/0/0 /0 (Slash)	100	160	6.0	16 ¹ /14/0/0 D/C/-/-	60/10/4 0/40	38	300/0/- /-	50

Move Set

Large Sword

1 Handed		
R1 — R1	Right-to-left slash. Follow up with left-to-right.	
R2	Overhead chop.	
R2 -> R1	Left-to-right slash.	
Backstep or Run — R1	Spinning left-to-right slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 (left hand)	Guard.	
L2 (left hand)	Heavy horizontal Swipe.	

2 Handed		
R1 — R1	Overhead smash into upward slash.	
R2 — R2	Right-to-left slash into left-to-right slash.	
Roll + R1	Overhead chop.	
Backstep or Run+ R1- Charge	Spinning left-to-right slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jump attack (overhead smash).	
L1 or L2	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by alternating right-to-left and left-to-right curving diagonal slashes (making up long travel paths for the blade).

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Flamberge +0	100/0/0/0	D/C/-/-	-	-	-	-	-
Flamberge +1	110/0/0/0	D/C/-/-	1	-	-	-	400
Flamberge +2	120/0/0/0	D/C/-/-	1	-	-	-	400
Flamberge +3	130/0/0/0	D/C/-/-	2	-	-	-	400
Flamberge +4	140/0/0/0	D/C/-/-	2	-	-	-	400
Flamberge +5	150/0/0/0	D/C/-/-	3	-	-	-	400
Flamberge +6	160/0/0/0	D/C/-/-	-	1	-	-	400
Flamberge +7	170/0/0/0	D/C/-/-	-	1	-	-	400
Flamberge +8	180/0/0/0	D/C/-/-	-	2	-	-	400
Flamberge +9	190/0/0/0	D/C/-/-	-	2	-	-	400
Flamberge +10	200/0/0/0	D/C/-/-	-	3	-	-	400
Flamberge +11	210/0/0/0	D/C/-/-	-	-	1	-	400
Flamberge +12	220/0/0/0	D/C/-/-	-	-	1	-	400
Flamberge +13	230/0/0/0	D/C/-/-	-	-	2	-	400
Flamberge +14	240/0/0/0	D/B/-/-	-	-	3	-	400
Flamberge +15	250/0/0/0	D/B/-/-	-	-	-	1	400

Crystal

Weapon durability reduced to **16**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Flamberge+10
- Titanite

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Flamberge +0	220/0/0/0	D/C/-/-	1		400
Crystal Flamberge +1	230/0/0/0	D/C/-/-	1		400
Crystal Flamberge +2	240/0/0/0	D/C/-/-	1		400
Crystal Flamberge +3	250/0/0/0	D/C/-/-	2		400
Crystal Flamberge +4	260/0/0/0	D/B/-/-	3		400
Crystal Flamberge +5	270/0/0/0	D/B/-/-		1	400

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Flamberge+10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Flamberge +0	180/0/0/180	-/-/-/-	60/10/40/40	1		400
Lightning Flamberge +1	194/0/0/194	-/-/-/-	60/10/40/43.2	1		400
Lightning Flamberge +2	208/0/0/208	-/-/-/-	60/10/40/46.4	1		400
Lightning Flamberge +3	222/0/0/222	-/-/-/-	60/10/40/49.6	2		400
Lightning Flamberge +4	235/0/0/235	-/-/-/-	60/10/40/52.8	3		400
Lightning Flamberge +5	250/0/0/250	-/-/-/-	60/10/40/56		1	400

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Flamberge+5

- Titanite

17% STR, 53% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Flamberge +0	172/0/0/0	E/C/-/-	1	400
Raw Flamberge +1	184/0/0/0	E/C/-/-	1	400
Raw Flamberge +2	195/0/0/0	E/C/-/-	1	400
Raw Flamberge +3	207/0/0/0	E/C/-/-	2	400
Raw Flamberge +4	218/0/0/0	E/C/-/-	2	400
Raw Flamberge +5	230/0/0/0	E/C/-/-	3	400

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Flamberge+5
- Green Titanite
- Blue Titanite

6% STR, 20% DEX, 66% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Flamberge +0	112/121/0/0	E/D/C/-	1			400
Magic Flamberge +1	120/129/0/0	E/D/C/-	1			400
Magic Flamberge +2	127/137/0/0	E/D/C/-	1			400
Magic Flamberge +3	135/145/0/0	E/D/C/-	2			400
Magic Flamberge +4	142/153/0/0	E/D/C/-	2			400
Magic Flamberge +5	150/162/0/0	E/D/C/-	3			400
Magic Flamberge +6	157/170/0/0	E/D/C/-		1		400
Magic Flamberge +7	165/178/0/0	E/D/C/-		1		400
Magic Flamberge +8	172/186/0/0	E/D/C/-		2		400
Magic Flamberge +9	180/194/0/0	E/D/C/-		3		400
Magic Flamberge +10	187/202/0/0	E/D/C/-			1	400

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Flamberge+5
- Blue Titanite

4% STR, 14% DEX, 65% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Flamberge +0	150/160/0/0	E/E/C/-	1		400
Enchanted Flamberge +1	156/164/0/0	E/E/B/-	1		400
Enchanted Flamberge +2	162/169/0/0	E/E/B/-	1		400
Enchanted Flamberge +3	168/174/0/0	E/E/B/-	2		400
Enchanted Flamberge +4	174/179/0/0	E/E/A/-	3		400
Enchanted Flamberge +5	180/185/0/0	E/E/A/-		1	400

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Flamberge+5
- Green Titanite
- White Titanite

8% STR, 27% DEX, 66% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Flamberge +0	102/124/0/0	E/D/-/C	300/0/110/-	1			400
Divine Flamberge +1	108/132/0/0	E/D/-/C	300/0/110/-	1			400
Divine Flamberge +2	115/141/0/0	E/D/-/C	300/0/110/-	1			400
Divine Flamberge +3	122/149/0/0	E/D/-/C	300/0/110/-	2			400
Divine Flamberge +4	129/157/0/0	E/D/-/C	300/0/110/-	2			400
Divine Flamberge +5	136/166/0/0	E/D/-/C	300/0/110/-	3			400
Divine Flamberge +6	142/174/0/0	E/D/-/C	300/0/110/-		1		400
Divine Flamberge +7	149/182/0/0	E/D/-/C	300/0/110/-		1		400
Divine Flamberge +8	156/190/0/0	E/D/-/C	300/0/110/-		2		400
Divine Flamberge +9	163/199/0/0	E/D/-/C	300/0/110/-		3		400
Divine Flamberge +10	170/207/0/0	E/D/-/C	300/0/110/-			1	400

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.
Requires

- Divine Flamberge+5
- White Titanite

8% STR, 25% DEX, 77% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Flamberge +0	138/150/0/0	E/D/-/B	300/0/-/110	1		400
Occult Flamberge +1	146/157/0/0	E/D/-/B	300/0/-/110	1		400
Occult Flamberge +2	154/165/0/0	E/D/-/B	300/0/-/110	1		400
Occult Flamberge +3	162/172/0/0	E/D/-/B	300/0/-/110	2		400
Occult Flamberge +4	171/180/0/0	E/D/-/B	300/0/-/110	3		400
Occult Flamberge +5	179/187/0/0	E/D/-/B	300/0/-/110		1	400

Fire

Fire damage added. All stat bonuses removed.

Requires

- Flamberge+5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Flamberge +0	130/0/130/0	-/-/-	60/10/40/40	1			400
Fire Flamberge +1	140/0/140/0	-/-/-	60/10/40.4/40	1			400
Fire Flamberge +2	150/0/150/0	-/-/-	60/10/40.8/40	1			400
Fire Flamberge +3	160/0/160/0	-/-/-	60/10/41.2/40	2			400
Fire Flamberge +4	170/0/170/0	-/-/-	60/10/41.6/40	2			400
Fire Flamberge +5	180/0/180/0	-/-/-	60/10/42/40	3			400
Fire Flamberge +6	192/0/192/0	-/-/-	60/10/42.4/40		1		400
Fire Flamberge +7	204/0/204/0	-/-/-	60/10/42.8/40		1		400
Fire Flamberge +8	216/0/216/0	-/-/-	60/10/43.2/40		2		400
Fire Flamberge +9	228/0/228/0	-/-/-	60/10/43.6/40		3		400
Fire Flamberge +10	240/0/240/0	-/-/-	60/10/44/40			1	400

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.
Requires

- Fire Flamberge+5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Flamberge +0	156/0/181/0	-/-/-	60/10/40/40	1		400
Chaos Flamberge +1	165/0/191/0	-/-/-	60/10/40.8/40	1		400
Chaos Flamberge +2	174/0/202/0	-/-/-	60/10/41.6/40	1		400
Chaos Flamberge +3	182/0/212/0	-/-/-	60/10/42.4/40	2		400
Chaos Flamberge +4	191/0/222/0	-/-/-	60/10/43.2/40	3		400
Chaos Flamberge +5	200/0/232/0	-/-/-	60/10/44/40		1	400

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 11 Strength is required.