

Man-serpent Greatsword

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Man-serpent%20Greatsword.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Man-serpent%20Greatsword>

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An ordinary human will have great difficulty swinging this heavy beast effectively.

In Game Description

This single-bladed blood-stained greatsword is the choice weapon of the slithering serpent men of Sen's Fortress.

An ordinary human will have great difficulty swinging this heavy beast effectively

Availability

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

General Information

In the German version, this sword is just called "Schlangenschwert", which literally translates to "Snakesword."

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Man-serpent Greatsword	110/0/0/0 (Regular)	100	300	10	24 ¹ /0/0/0 B/-/-/-	60/10/40/40	38	50

Move Set

One-handed

R1 - R1	Right-to-left slash -> left-to-right slash
R2 - R2	Overhead chop -> upward slash
Backstep/Run - R1	Spinning left-to-right slash
Forward + R1	Kick
Forward + R2	Jump attack (overhead smash)
Roll - R1	Overhead chop
L1 (left hand)	Guard
L2 (left hand)	Left-to-right slash

Two-handed

R1 - R1	Overhead chop -> upward slash
R2 - R2	Right-to-left slash -> left-to-right slash
Backstep/Run - R1	Spinning left-to-right slash
Forward + R1	Kick
Forward + R2	Jump attack (overhead smash)
Roll - R1	Overhead chop

- Standard greatsword move set, identical to a Bastard Sword's.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

88% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Man-serpent Greatsword +0	110/0/0/0	B/-/-/-					
Man-serpent Greatsword +1	121/0/0/0	B/-/-/-	1				400
Man-serpent Greatsword +2	132/0/0/0	B/-/-/-	1				400
Man-serpent Greatsword +3	143/0/0/0	B/-/-/-	2				400
Man-serpent Greatsword +4	154/0/0/0	B/-/-/-	2				400
Man-serpent Greatsword +5	165/0/0/0	B/-/-/-	3				400
Man-serpent Greatsword +6	176/0/0/0	B/-/-/-		1			400
Man-serpent Greatsword +7	187/0/0/0	B/-/-/-		1			400
Man-serpent Greatsword +8	198/0/0/0	B/-/-/-		2			400
Man-serpent Greatsword +9	209/0/0/0	B/-/-/-		2			400
Man-serpent Greatsword +10	220/0/0/0	B/-/-/-		3			400
Man-serpent Greatsword +11	230/0/0/0	A/-/-/-			1		400
Man-serpent Greatsword +12	242/0/0/0	A/-/-/-			1		400
Man-serpent Greatsword +13	253/0/0/0	A/-/-/-			2		400
Man-serpent Greatsword +14	264/0/0/0	A/-/-/-			3		400
Man-serpent Greatsword +15	275/0/0/0	A/-/-/-				1	400

Crystal

Durability decreased to **30**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Man-serpent Greatsword +10
- Titanite

88% STR scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Man-serpent Greatsword +0	242/0/0/0	A/-/-/-	1		400
Crystal Man-serpent Greatsword +1	253/0/0/0	A/-/-/-	1		400
Crystal Man-serpent Greatsword +2	264/0/0/0	A/-/-/-	1		400
Crystal Man-serpent Greatsword +3	275/0/0/0	A/-/-/-	2		400
Crystal Man-serpent Greatsword +4	286/0/0/0	A/-/-/-	3		400
Crystal Man-serpent Greatsword +5	297/0/0/0	A/-/-/-		1	400

Lightning

Lightning damage added. All stat bonuses removed.

Requires

- Man-serpent Greatsword +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning MS Greatsword +0	198/0/0/198	-/-/-	60/10/40/40	1		400
Lightning MS Greatsword +1	213/0/0/213	-/-/-	60/10/40/43.2	1		400
Lightning MS Greatsword +2	228/0/0/228	-/-/-	60/10/40/46.4	2		400
Lightning MS Greatsword +3	244/0/0/244	-/-/-	60/10/40/49.6	2		400
Lightning MS Greatsword +4	259/0/0/259	-/-/-	60/10/40/52.8	3		400
Lightning MS Greatsword +5	275/0/0/275	-/-/-	60/10/40/56		1	400

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Man-serpent Greatsword +5
- Titanite

66% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Man-serpent Greatsword +0	190/0/0/0	C/-/-	1	400
Raw Man-serpent Greatsword +1	203/0/0/0	C/-/-	1	400
Raw Man-serpent Greatsword +2	215/0/0/0	C/-/-	1	400
Raw Man-serpent Greatsword +3	228/0/0/0	C/-/-	2	400
Raw Man-serpent Greatsword +4	241/0/0/0	C/-/-	2	400
Raw Man-serpent Greatsword +5	254/0/0/0	C/-/-	3	400

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Man-serpent Greatsword +5
- Green Titanite
- Blue Titanite

25% STR scaling, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic MS Greatsword +0	124/133/0/0	D/-/C/-	1			400
Magic MS Greatsword +1	132/142/0/0	D/-/C/-	1			400
Magic MS Greatsword +2	141/151/0/0	D/-/C/-	1			400
Magic MS Greatsword +3	149/160/0/0	D/-/C/-	2			400
Magic MS Greatsword +4	157/169/0/0	D/-/C/-	2			400
Magic MS Greatsword +5	166/178/0/0	D/-/C/-	3			400
Magic MS Greatsword +6	174/186/0/0	D/-/C/-		1		400
Magic MS Greatsword +7	182/195/0/0	D/-/C/-		1		400
Magic MS Greatsword +8	190/204/0/0	D/-/C/-		2		400
Magic MS Greatsword +9	199/213/0/0	D/-/C/-		3		400
Magic MS Greatsword +10	207/222/0/0	D/-/C/-			1	400

Enchanted

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

- Magic Man-serpent Greatsword +5
- Blue Titanite

18% STR, 62% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted MS Greatsword +0	166/176/0/0	E-/C/-	1		400
Enchanted MS Greatsword +1	172/181/0/0	E-/C/-	1		400
Enchanted MS Greatsword +2	179/186/0/0	E-/B/-	1		400
Enchanted MS Greatsword +3	185/191/0/0	E-/B/-	2		400
Enchanted MS Greatsword +4	192/197/0/0	D-/A/-	2		400
Enchanted MS Greatsword +5	199/204/0/0	D-/A/-		1	400

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Man-serpent Greatsword +5
- Green Titanite
- White Titanite

34% STR scaling, 63% FAI scaling.

Name	Damage	Stat Bonuses	Aux effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine MS Greatsword +0	111/136/0/0	D/-/-/C	0/0/110/-	1			400
Divine MS Greatsword +1	118/145/0/0	D/-/-/C	0/0/110/-	1			400
Divine MS Greatsword +2	125/154/0/0	D/-/-/C	0/0/110/-	1			400
Divine MS Greatsword +3	133/163/0/0	D/-/-/C	0/0/110/-	2			400
Divine MS Greatsword +4	140/172/0/0	D/-/-/C	0/0/110/-	2			400
Divine MS Greatsword +5	148/182/0/0	D/-/-/C	0/0/110/-	3			400
Divine MS Greatsword +6	155/191/0/0	D/-/-/C	0/0/110/-		1		400
Divine MS Greatsword +7	162/200/0/0	D/-/-/C	0/0/110/-		1		400
Divine MS Greatsword +8	170/209/0/0	D/-/-/C	0/0/110/-		2		400
Divine MS Greatsword +9	177/218/0/0	D/-/-/C	0/0/110/-		3		400
Divine MS Greatsword +10	185/227/0/0	D/-/-/C	0/0/110/-			1	400

Occult

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

- Divine Man-serpent Greatsword +5
- White Titanite

32% STR, 74% FAI scaling.

Name	Damage	Stat Bonuses	Aux effects	White Titanite Chunk	White Titanite Slab	Souls
Occult MS Greatsword +0	152/166/0/0	D/-/-/B	0/0/0/110	1		400
Occult MS Greatsword +1	161/174/0/0	D/-/-/B	0/0/-/110	1		400
Occult MS Greatsword +2	170/182/0/0	D/-/-/B	0/0/-/110	2		400
Occult MS Greatsword +3	179/190/0/0	D/-/-/B	0/0/-/110	2		400
Occult MS Greatsword +4	188/199/0/0	D/-/-/B	0/0/-/110	3		400
Occult MS Greatsword +5	197/207/0/0	D/-/-/B	0/0/-/110		1	400

Fire

Fire damage added. All stat bonuses removed
Requires

- Man-serpent Greatsword +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire MS Greatsword +0	143/0/143/0	-/-/-	60/10/40/40	1			400
Fire MS Greatsword +1	154/0/154/0	-/-/-	60/10/40.4/40	1			400
Fire MS Greatsword +2	165/0/165/0	-/-/-	60/10/40.8/40	1			400
Fire MS Greatsword +3	176/0/176/0	-/-/-	60/10/41.2/40	2			400
Fire MS Greatsword +4	187/0/187/0	-/-/-	60/10/41.6/40	2			400
Fire MS Greatsword +5	198/0/198/0	-/-/-	60/10/42/40	3			400
Fire MS Greatsword +6	211/0/211/0	-/-/-	60/10/42.4/40		1		400
Fire MS Greatsword +7	224/0/224/0	-/-/-	60/10/42.8/40		1		400
Fire MS Greatsword +8	237/0/237/0	-/-/-	60/10/43.2/40		2		400
Fire MS Greatsword +9	250/0/250/0	-/-/-	60/10/43.6/40		3		400
Fire MS Greatsword +10	264/0/264/0	-/-/-	60/10/44/40			1	400

Chaos

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

- Fire Man-serpent Greatsword +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos MS Greatsword +0	172/0/198/0	-/-/-	60/10/40/40	1		400
Chaos MS Greatsword +1	182/0/209/0	-/-/-	60/10/40.8/40	1		400
Chaos MS Greatsword +2	192/0/220/0	-/-/-	60/10/41.6/40	2		400
Chaos MS Greatsword +3	201/0/230/0	-/-/-	60/10/42.4/40	2		400
Chaos MS Greatsword +4	211/0/242/0	-/-/-	60/10/43.2/40	3		400
Chaos MS Greatsword +5	220/0/253/0	-/-/-	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:	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.