

# 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

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*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

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

## General Information

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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 <sup>1</sup> /0/0/0 B/-/-/-	60/10/40/40	38	50

# Move Set

One-handed
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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
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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

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

<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.