

# Blue Flame


## In-Game Description

*Straight sword wielded by Leydia apostles.  
Imbued with a special magic that makes the Blue Flame both a sword and a magic catalyst.  
Execute a strong attack to emit magic.*

*The Leydia apostles, adept at magic, wielded unique weapons but were hunted down as traitors.*

*Effect: use sorcery (strong attack)*

## Availability

- Dual Wielding Swordsman drop - rare.
- Leydia Pyromancer drop - uncommon.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	86/120 /0/0/0  (Slash/ Spell)	0/0	110	20	100	13/15/ 12/-  E/D/C/- /-/-	50/10/ 35/35/ 35	20/20/ 20/20	30	60	3.0

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	diagonal upward slashes	diagonal slash then horizontal
Heavy Attack	cast spell	cast spell
Rolling Attack	thrust	thrust
Running Attack	near-instant diagonal slash	slower horizontal slash

## Notes

- Can be used as a staff. Using the strong attack will cast Sorceries. Can't cast Hexes.
- Enchanting Blue Flame with Magic Weapon/Great Magic Weapon/Crystal Magic Weapon increases its Magic Damage, which also increases the damage of Sorceries cast with it.
- It uses more stamina to cast than other Spell Tools, probably due to casts counting as a "strong attack".
- Like all weapons in the left hand, stamina consumption is higher compared to swings on the right hand. However, unlike staves, the Blue Flame also loses damage on both swings and casts if wielded left-handed.
- The Blue Flame can be powerstanced, but strong attacking with the left weapon won't cast a spell, it will just use the powerstanced strong attack.
- If used with a weapon with which it can be powerstance in left hand (including required stats), the followup to an attack with lefthand leads to the r1 being the one of standar straightswords (up right to down left).

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

### Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Blue Flame +0	86/120/0/0/0	0/0	E/D/C/-/-	-	-
Blue Flame +1	94/132/0/0/0	0/0	E/D/C/-/-	1x Twinkling Titanite	1,420
Blue Flame +2	103/144/0/0/0	0/0	E/D/C/-/-	2x Twinkling Titanite	1,770
Blue Flame +3	112/156/0/0/0	0/0	E/D/C/-/-	3x Twinkling Titanite	2,120
Blue Flame +4	121/168/0/0/0	0/0	E/D/C/-/-	4x Twinkling Titanite	2,830
Blue Flame +5	130/180/0/0/0	0/0	E/D/C/-/-	5x Twinkling Titanite	3,180

## Infusions

### Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Blue Flame +0	48/124/0/0/0	0/0	E/D/C/-/-	48.7/20/33.7/33.7/23.7	18.7/18.7/18.7/18.7
Magic Blue Flame +1	53/137/0/0/0	0/0	E/D/C/-/-	48.7/20/33.7/33.7/23.7	18.7/18.7/18.7/18.7
Magic Blue Flame +2	58/149/0/0/0	0/0	E/D/C/-/-	48.7/20/33.7/33.7/23.7	18.7/18.7/18.7/18.7
Magic Blue Flame +3	62/162/0/0/0	0/0	E/D/C/-/-	48.7/20/33.7/33.7/23.7	18.7/18.7/18.7/18.7
Magic Blue Flame +4	67/174/0/0/0	0/0	E/D/C/-/-	48.7/20/33.7/33.7/23.7	18.7/18.7/18.7/18.7
Magic Blue Flame +5	72/187/0/0/0	0/0	E/D/B/-/-	48.7/20/33.7/33.7/23.7	18.7/18.7/18.7/18.7

# Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Blue Flame +0	73/101/35/0/0	0/0	E/D/C/C/-/-	48.7/8.7/45.0/33.7/23.7	18.7/18.7/18.7/18.7
Fire Blue Flame +1	80/112/39/0/0	0/0	E/D/C/C/-/-	48.7/8.7/45.0/33.7/23.7	18.7/18.7/18.7/18.7
Fire Blue Flame +2	88/122/43/0/0	0/0	E/D/C/C/-/-	48.7/8.7/45.0/33.7/23.7	18.7/18.7/18.7/18.7
Fire Blue Flame +3	95/132/46/0/0	0/0	E/D/C/C/-/-	48.7/8.7/45.0/33.7/23.7	18.7/18.7/18.7/18.7
Fire Blue Flame +4	103/142/50/0/0	0/0	E/D/C/C/-/-	48.7/8.7/45.0/33.7/23.7	18.7/18.7/18.7/18.7
Fire Blue Flame +5	110/153/53/0/0	0/0	E/D/C/C/-/-	48.7/8.7/45.0/33.7/23.7	18.7/18.7/18.7/18.7

# Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Blue Flame +0	73/101/0/35/0	0/0	E/D/C/-/C/-	48.7/8.7/33.7/45.0/23.7	18.7/18.7/18.7/18.7
Lightning Blue Flame +1	80/112/0/39/0	0/0	E/D/C/-/C/-	48.7/8.7/33.7/45.0/23.7	18.7/18.7/18.7/18.7
Lightning Blue Flame +2	88/122/0/43/0	0/0	E/D/C/-/C/-	48.7/8.7/33.7/45.0/23.7	18.7/18.7/18.7/18.7

Lightning Blue Flame +3	95/132/0/46/0	0/0	E/D/C/-/C/-	48.7/8.7/33.7/45.0/23.7	18.7/18.7/18.7/18.7
Lightning Blue Flame +4	103/142/0/50/0	0/0	E/D/C/-/C/-	48.7/8.7/33.7/45.0/23.7	18.7/18.7/18.7/18.7
Lightning Blue Flame +5	110/153/0/53/0	0/0	E/D/C/-/C/-	48.7/8.7/33.7/45.0/23.7	18.7/18.7/18.7/18.7

## Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Blue Flame +0	73/101/0/0/35	0/0	E/D/C/-/-/C	48.7/8.7/33.7/33.7/35.0	18.7/18.7/18.7/18.7
Dark Blue Flame +1	80/112/0/0/39	0/0	E/D/C/-/-/C	48.7/8.7/33.7/33.7/35.0	18.7/18.7/18.7/18.7
Dark Blue Flame +2	88/122/0/0/43	0/0	E/D/C/-/-/C	48.7/8.7/33.7/33.7/35.0	18.7/18.7/18.7/18.7
Dark Blue Flame +3	95/132/0/0/46	0/0	E/D/C/-/-/C	48.7/8.7/33.7/33.7/35.0	18.7/18.7/18.7/18.7
Dark Blue Flame +4	103/142/0/0/50	0/0	E/D/C/-/-/C	48.7/8.7/33.7/33.7/35.0	18.7/18.7/18.7/18.7
Dark Blue Flame +5	110/153/0/0/53	0/0	E/D/C/-/-/C	48.7/8.7/33.7/33.7/35.0	18.7/18.7/18.7/18.7

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base poison damage, poison damage reduction.  
Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Poison Blue Flame +0	80/112/0/0/0	52/0	E/D/C/-/-	48.7/8.7/33.7/33.7/23.7	30/18.7/18.7/18.7
Poison Blue Flame +1	88/123/0/0/0	55/0	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	30/18.7/18.7/18.7
Poison Blue Flame +2	96/134/0/0/0	58/0	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	30/18.7/18.7/18.7
Poison Blue Flame +3	105/145/0/0/0	60/0	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	30/18.7/18.7/18.7
Poison Blue Flame +4	113/157/0/0/0	63/0	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	30/18.7/18.7/18.7
Poison Blue Flame +5	121/168/0/0/0	65/0	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	30/18.7/18.7/18.7

# Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base bleed damage, bleed damage reduction.  
Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Blue Flame +0	80/112/0/0/0	0/52	E/D/C/-/-	48.7/8.7/33.7/33.7/23.7	18.7/30/18.7/18.7
Bleed Blue Flame +1	88/123/0/0/0	0/55	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	18.7/30/18.7/18.7
Bleed Blue Flame +2	96/134/0/0/0	0/58	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	18.7/30/18.7/18.7
Bleed Blue Flame +3	105/145/0/0/0	0/60	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	18.7/30/18.7/18.7
Bleed Blue Flame +4	113/157/0/0/0	0/63	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	18.7/30/18.7/18.7
Bleed Blue Flame +5	121/168/0/0/0	0/65	E/D/B/-/-	48.7/8.7/33.7/33.7/23.7	18.7/30/18.7/18.7

# Raw

Reduces: Stat bonuses.  
Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Blue Flame +0	98/138/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Raw Blue Flame +1	109/151/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Raw Blue Flame +2	119/165/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Raw Blue Flame +3	129/179/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Raw Blue Flame +4	139/193/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Raw Blue Flame +5	149/207/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0

## Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Blue Flame +0	73/107/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Enchanted Blue Flame +1	94/132/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Enchanted Blue Flame +2	103/144/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Enchanted Blue Flame +3	112/156/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0
Enchanted Blue Flame +4	121/168/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0/20.0

Enchanted Blue Flame +5	130/180/0/0/0	0/0	E/E/C/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0
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# Mundane

Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Blue Flame +0	43/60/0/0/0	0/0	E/E/E/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0
Mundane Blue Flame +1	47/66/0/0/0	0/0	E/E/E/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0
Mundane Blue Flame +2	51/72/0/0/0	0/0	E/E/E/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0
Mundane Blue Flame +3	56/78/0/0/0	0/0	E/E/E/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0
Mundane Blue Flame +4	60/84/0/0/0	0/0	E/E/E/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0
Mundane Blue Flame +5	65/90/0/0/0	0/0	E/E/D/-/-	50.0/10.0/35.0/35.0/35.0	20.0/20.0/20.0/20.0

# Key



<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D 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. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>

<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	The durability of the weapon.
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<b>Enchantable? Items/Spells:</b>	Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.
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