

# Dragonslayer Spear


## In-Game Description

*A ranseur forged from the soul of the Old Dragonslayer.*

*The spear of the knight known as the Dragonslayer was imbued with the power of lightning, and shattered the stone scales of dragons.*

*Strong attack unleashes its latent power.*

*Effect: lightning, special attack (strong attack)*

## Availability

Trade Old Dragonslayer Soul and 1,500 souls with Weaponsmith Ornifex.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Nee de d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	72/0/0/ 60/0  (Thrust)	0/0	130	20	16/25/0 /14  E/B/-/- /C/-	40/10/3 0/40/30	10/10/1 0/10	25	60	10.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	quick thrusts	quick thrusts
Heavy Attack	thrusts that shoot lightning bolts	thrusts that shoot lightning bolts
Rolling Attack	quick downward swipe	quick upward slash
Running Attack	thrust	thrust

# Notes

- Cannot be enchanted.
- Cannot be infused.
- At 40Str, 40Dex & 50 Faith this spear has the strongest R1 / RB attacks making it the best spear in damage, when unenchanted.(Cannot be enchanted)

# Upgrades

FoldUnfold Upgrades Basic
---------------------------

# Basic

Boss upgrade path.  
Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Dragonslayer Spear +0	72/0/0/60/0	0/0	E/B/-/-/C/-	-	-
Dragonslayer Spear +1	93/0/0/69/0	0/0	E/A/-/-/C/-	1x Petrified Dragon Bone	1,520
Dragonslayer Spear +2	115/0/0/78/0	0/0	E/A/-/-/C/-	2x Petrified Dragon Bone	1,900
Dragonslayer Spear +3	136/0/0/87/0	0/0	E/A/-/-/C/-	3x Petrified Dragon Bone	2,280
Dragonslayer Spear +4	158/0/0/96/0	0/0	E/A/-/-/C/-	4x Petrified Dragon Bone	3,040
Dragonslayer Spear +5	180/0/0/105/0	0/0	E/A/-/-/C/-	5x Petrified Dragon Bone	3,420

# 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.
-----------------------------------	---

---

Revision #1  
Created 17 December 2024 08:17:35 by jade  
Updated 17 December 2024 08:17:35 by jade