

Eleum Loyce

In-Game Description

*Curved sword forged from the soul of Alsanna.
Formed by two curious blades,
this sword can restore an ally's HP
with a hit from its strong attack.*

The enigmatic Alsanna quietly found a place at the Ivory King's side, and when his strength was fully drained, he conferred this sword, inscribed with the name of the land, to her.

Effect: special attack (strong attack)

Availability

Dark Souls 2 & Scholar of the First Sin:

- Trade Soul of Alsanna, Silent Oracle and 12,000 souls with Weaponsmith Ornifex.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha nable ? Items/ Spells
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	137/0/0/0/0 (Slash/Thrust)	0/40	110	20	18/27/0/11 E/S/-/-/-/-	45/10/30/30/20	15/15/15/15	30	55	3.5	Yes/Yes
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Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	steep diagonal downward slash to the left then horizontal slash to the right	steep diagonal downward slash to the left then right
Heavy Attack	step forward and thrust that can heal for a small amount	step forward and two-handed thrust that can heal for a small amount
Rolling Attack	spin and horizontal slash in front	spin and diagonal slash in front
Running Attack	quick, spinning two-hit attack	quick upward slash

Notes

- Special strong attack can heal the wielder or, if the attack hits a friendly host or phantom, heal the target. Costs 10 durability per use regardless of if it hits or not.
 - This can be reduced to 5 with the use of a Bracing Knuckle Ring +2.
- 1H special attack heals user for 200hp, 2H heals user for 250hp, and both 1H and 2H heals friendlies for 150hp.
- The special strong attack can be parried by other players, however, likely due to a bug, the parried attack will still do damage to the player parrying and will still heal the user. (Needs confirmation.)
- The scaling on this weapon favors Dexterity so heavily that it will gain more damage going over 50 Dexterity than it will by increasing Strength past the bare minimum requirement.
- This weapon has the longest reach distance as a curve sword type.

Upgrades

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

Boss upgrade path.
Requires:

- Petrified Dragon Bone

Name	Damage	Aux. Effects	Stat Bonuses	Materials Cost	Souls
Eleum Loyce +0	137/0/0/0/0	0/40	E/S/-/-/-	-	-
Eleum Loyce +1	142/0/0/0/0	0/44	E/S/-/-/-	1x Petrified Dragon Bone	1,410
Eleum Loyce +2	148/0/0/0/0	0/48	E/S/-/-/-	2x Petrified Dragon Bone	1,760
Eleum Loyce +3	153/0/0/0/0	0/52	E/S/-/-/-	3x Petrified Dragon Bone	2,120
Eleum Loyce +4	159/0/0/0/0	0/56	E/S/-/-/-	4x Petrified Dragon Bone	2,820
Eleum Loyce +5	165/0/0/0/0	0/60	E/S/-/-/-	5x Petrified Dragon Bone	3,170

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 Eleum Loyce +0	119/90/0/0/0	0/34	E/S/C/-/-	42.7/28.3/27.7/27.7/17.7	12.7/12.7/12.7/12.7/2.7
Magic Eleum Loyce +1	124/94/0/0/0	0/38	E/S/C/-/-	42.7/28.3/27.7/27.7/17.7	12.7/12.7/12.7/12.7/2.7
Magic Eleum Loyce +2	128/97/0/0/0	0/41	E/S/C/-/-	42.7/28.3/27.7/27.7/17.7	12.7/12.7/12.7/12.7/2.7

Magic Eleum Loyce +3	133/101/0/0/0	0/45	E/S/C/-/-	42.7/28.3/27.7/27.7/17.7	12.7/12.7/12.7/12.7
Magic Eleum Loyce +4	138/105/0/0/0	0/48	E/S/C/-/-	42.7/28.3/27.7/27.7/17.7	12.7/12.7/12.7/12.7
Magic Eleum Loyce +5	143/108/0/0/0	0/52	E/S/B/-/-	42.7/28.3/27.7/27.7/17.7	12.7/12.7/12.7/12.7

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 Eleum Loyce +0	119/0/90/0/0	0/34	E/S/-/C/-/-	42.7/7.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Eleum Loyce +1	124/0/94/0/0	0/38	E/S/-/C/-/-	42.7/7.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Eleum Loyce +2	128/0/97/0/0	0/41	E/S/-/C/-/-	42.7/7.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Eleum Loyce +3	133/0/101/0/0	0/45	E/S/-/C/-/-	42.7/7.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Eleum Loyce +4	138/0/105/0/0	0/48	E/S/-/C/-/-	42.7/7.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Eleum Loyce +5	143/0/108/0/0	0/52	E/S/-/B/-/-	42.7/7.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7

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
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Lightning Eleum Loyce +0	119/0/0/90/0	0/34	E/S/-/-/C/-	42.7/7.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Eleum Loyce +1	124/0/0/94/0	0/38	E/S/-/-/C/-	42.7/7.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Eleum Loyce +2	128/0/0/97/0	0/41	E/S/-/-/C/-	42.7/7.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Eleum Loyce +3	133/0/0/101/0	0/45	E/S/-/-/C/-	42.7/7.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Eleum Loyce +4	138/0/0/105/0	0/48	E/S/-/-/C/-	42.7/7.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Eleum Loyce +5	143/0/0/108/0	0/52	E/S/-/-/B/-	42.7/7.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7

Dark

Reduces: Physical 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 Eleum Loyce +0	119/0/0/0/90	0/34	E/S/-/-/-/C	42.7/7.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Eleum Loyce +1	124/0/0/0/94	0/38	E/S/-/-/-/C	42.7/7.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Eleum Loyce +2	128/0/0/0/97	0/41	E/S/-/-/-/C	42.7/7.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Eleum Loyce +3	133/0/0/0/101	0/45	E/S/-/-/-/C	42.7/7.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Eleum Loyce +4	138/0/0/0/105	0/48	E/S/-/-/-/C	42.7/7.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Eleum Loyce +5	143/0/0/0/108	0/52	E/S/-/-/-/B	42.7/7.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7

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
Poison Eleum Loyce +0	119/0/0/0/0	105/34	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Eleum Loyce +1	124/0/0/0/0	110/38	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Eleum Loyce +2	128/0/0/0/0	116/41	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Eleum Loyce +3	133/0/0/0/0	121/45	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Eleum Loyce +4	138/0/0/0/0	126/48	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Eleum Loyce +5	143/0/0/0/0	132/52	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7

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 Eleum Loyce +0	73/0/0/0/0	0/74	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7
Bleed Eleum Loyce +1	77/0/0/0/0	0/81	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7
Bleed Eleum Loyce +2	80/0/0/0/0	0/89	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7
Bleed Eleum Loyce +3	83/0/0/0/0	0/96	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7
Bleed Eleum Loyce +4	86/0/0/0/0	0/104	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7

Bleed Eleum Loyce +5	89/0/0/0/0	0/111	E/S/-/-/-	42.7/7.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7
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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 Eleum Loyce +0	157/0/0/0/0	0/46	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Eleum Loyce +1	163/0/0/0/0	0/50	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Eleum Loyce +2	170/0/0/0/0	0/55	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Eleum Loyce +3	176/0/0/0/0	0/59	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Eleum Loyce +4	183/0/0/0/0	0/64	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Eleum Loyce +5	189/0/0/0/0	0/69	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

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 Eleum Loyce +0	137/0/0/0/0	0/40	E/C/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Eleum Loyce +1	142/0/0/0/0	0/44	E/C/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Enchanted Eleum Loyce +2	148/0/0/0/0	0/48	E/C/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Eleum Loyce +3	153/0/0/0/0	0/52	E/C/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Eleum Loyce +4	159/0/0/0/0	0/56	E/C/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Eleum Loyce +5	165/0/0/0/0	0/60	E/C/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

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 Eleum Loyce +0	68/0/0/0/0	0/20	E/B/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Eleum Loyce +1	71/0/0/0/0	0/22	E/B/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Eleum Loyce +2	74/0/0/0/0	0/24	E/B/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Eleum Loyce +3	76/0/0/0/0	0/26	E/B/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Eleum Loyce +4	79/0/0/0/0	0/28	E/B/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Eleum Loyce +5	82/0/0/0/0	0/30	E/A/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Key

Damage:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<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"> • A is Poison Effect • B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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. 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. ($14 \times 2 = 28$)</p>

Stat Bonuses:	<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"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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).
Damage Reduction:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<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>
Durability:	The durability of the weapon.
Weight:	<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>

Enchantable? Items/Spells:	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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