

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 |
|--|-----------------------------------|------|-----|----|-------------------------------|----------------|-------------|----|----|-----|---------|

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

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| 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 |

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|----------------------|---------------|------|-----------|--------------------------|---------------------|
| 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 |

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|----------------------|------------|-------|-----------|-------------------------|---------------------|
| 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 |
|----------------------|------------|-------|-----------|-------------------------|---------------------|

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 |

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|--------------------------|-------------|------|-------------|--------------------------|---------------------|
| 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

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|--------------------------|--|
| 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> |

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| 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> |

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| 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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