

# Eleum Loyce

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## In-Game Description

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*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

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### **Dark Souls 2 & Scholar of the First Sin:**

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

## General Information

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

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
<b>Light Attack</b>	steep diagonal downward slash to the left then horizontal slash to the right	steep diagonal downward slash to the left then right
<b>Heavy Attack</b>	step forward and thrust that can heal for a small amount	step forward and two-handed thrust that can heal for a small amount
<b>Rolling Attack</b>	spin and horizontal slash in front	spin and diagonal slash in front
<b>Running Attack</b>	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

# Basic

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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

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## Magic

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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	15.0/15.0/15.0/15.0/5.0
Raw Eleum Loyce +1	163/0/0/0/0	0/50	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0/5.0
Raw Eleum Loyce +2	170/0/0/0/0	0/55	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0/5.0
Raw Eleum Loyce +3	176/0/0/0/0	0/59	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0/5.0
Raw Eleum Loyce +4	183/0/0/0/0	0/64	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0/5.0
Raw Eleum Loyce +5	189/0/0/0/0	0/69	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0/5.0

## 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	15.0/15.0/15.0/15.0/5.0
Enchanted Eleum Loyce +1	142/0/0/0/0	0/44	E/C/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0/5.0

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

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

## Key

<p><b>Damage:</b></p>	<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>
<p><b>Aux Effect:</b></p>	<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>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p><b>Stats Needed:</b></p>	<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. (14 x 2 = 28)</p>

<p><b>Stat Bonuses:</b></p>	<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>
<p><b>Damage Reduction:</b></p>	<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>
<p><b>Aux Effect Reduction:</b></p>	<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>
<p><b>Stability:</b></p>	<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>
<p><b>Durability:</b></p>	<p>The durability of the weapon.</p>
<p><b>Weight:</b></p>	<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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