

Grand Lance

In-Game Description

*A lance fashioned from rare geisteel.
Designed for high-ranking Drangleic knights,
hence the decorative design.*

*Geisteel equipment is of the finest make,
but geisteel is so rare that very few of
these weapons were actually used in combat.*

Availability

Dark Souls II

Memory of Orro treasure. From the start, take the left doorway to the roof. Pass the giants and soldiers there will be a crane with a prop holding the wheel in position, break the prop and drop onto the lowered platform. Proceed through the hole in the wall, leading to another giant and two metal chests, one of which contains the Grand Lance
As you position your character towards the 'drop', the trick is to make your guy FACE the right edge of the opening as much as possible.
Then just do a simple roll forward (towards the right edge as you fall). Once you've landed on the wooden plank platform, you have to do a run jump.

Scholar of the First Sin

On a corpse next to the door that leads to the Memory of Jeigh nearby a wooden chest in the Forest of Fallen Giants, behind the door opened with the Soldier Key obtained from the The Last Giant.

General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	170/0/0 /0/0 (Thrust/ Strike)	0/0	160	35	22/18/0 /0 C/C/-/-/ /-	40/10/3 0/30/30	10/10/1 0/10	15	105	12.0

Move Set

+ show Move Set - hide Move Set
One-handed R1/RB: Heavy thrusting attack. (2-hit combo)

One-handed R2/RT: Running thrusting attack. Hits multiple times if caught with the full move. If used after attack it will use a strong sweeping slice. (2-hit combo)

Two-handed R1/RB: Heavy thrusting attack.

Two-handed R2/RT: Running thrusting attack which can cause knockdown. If used after attack it will do a short poke.

Notes

Upgrades

FoldUnfold Upgrades Dark Souls II Scholar of the First Sin Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
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Grand Lance +0	170/0/0/0/0	0/0	C/C/-/-/-	-	-
Grand Lance +1	187/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Shard	780
Grand Lance +2	204/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Shard	980
Grand Lance +3	221/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Shard	1,170
Grand Lance +4	238/0/0/0/0	0/0	C/C/-/-/-	1x Large Titanite Shard	1,560
Grand Lance +5	255/0/0/0/0	0/0	C/C/-/-/-	2x Large Titanite Shard	1,750
Grand Lance +6	272/0/0/0/0	0/0	C/C/-/-/-	3x Large Titanite Shard	1,950
Grand Lance +7	289/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Chunk	2,330
Grand Lance +8	306/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Chunk	2,530
Grand Lance +9	323/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Chunk	2,720
Grand Lance +10	340/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Slab	3,110

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 Grand Lance +0	119/119/0/0/0	0/0	D/D/C/-/-	37.9/26.6/27.9/27.9/27.9	7.9/7.9/7.9/7.9
Magic Grand Lance +1	130/130/0/0/0	0/0	D/D/C/-/-		
Magic Grand Lance +2	142/142/0/0/0	0/0	D/D/C/-/-		
Magic Grand Lance +3	154/154/0/0/0	0/0	C/D/B/-/-		
Magic Grand Lance +4	166/166/0/0/0	0/0	C/D/B/-/-		

Magic Grand Lance +5	178/178/0/0/0	0/0	C/D/B/-/-/-
Magic Grand Lance +6	190/190/0/0/0	0/0	C/D/B/-/-/-
Magic Grand Lance +7	202/202/0/0/0	0/0	C/D/B/-/-/-
Magic Grand Lance +8	214/214/0/0/0	0/0	C/D/B/-/-/-
Magic Grand Lance +9	226/226/0/0/0	0/0	C/D/B/-/-/-
Magic Grand Lance +10	238/238/0/0/0	0/0	C/D/B/-/-/-

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 Grand Lance +0	119/0/119/0/0	0/0	D/D/-/C/-/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Grand Lance +1	130/0/130/0/0	0/0	D/D/-/C/-/-		
Fire Grand Lance +2	142/0/142/0/0	0/0	D/D/-/C/-/-		
Fire Grand Lance +3	154/0/154/0/0	0/0	C/D/-/B/-/-		
Fire Grand Lance +4	166/0/166/0/0	0/0	C/D/-/B/-/-		
Fire Grand Lance +5	178/0/178/0/0	0/0	C/D/-/B/-/-		
Fire Grand Lance +6	190/0/190/0/0	0/0	C/D/-/B/-/-		
Fire Grand Lance +7	202/0/202/0/0	0/0	C/D/-/B/-/-		

Fire Grand Lance +8	214/0/214/0/0	0/0	C/D/-/B/-/-
Fire Grand Lance +9	226/0/226/0/0	0/0	C/D/-/B/-/-
Fire Grand Lance +10	238/0/238/0/0	0/0	C/D/-/B/-/-

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 Grand Lance +0	119/0/0/119/0	0/0	D/D/-/-/C/-	37.9/7.9/27.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Grand Lance +1	130/0/0/130/0	0/0	D/D/-/-/C/-		
Lightning Grand Lance +2	142/0/0/142/0	0/0	D/D/-/-/C/-		
Lightning Grand Lance +3	154/0/0/154/0	0/0	C/D/-/-/B/-		
Lightning Grand Lance +4	166/0/0/166/0	0/0	C/D/-/-/B/-		
Lightning Grand Lance +5	178/0/0/178/0	0/0	C/D/-/-/B/-		
Lightning Grand Lance +6	190/0/0/190/0	0/0	C/D/-/-/B/-		
Lightning Grand Lance +7	202/0/0/202/0	0/0	C/D/-/-/B/-		
Lightning Grand Lance +8	214/0/0/214/0	0/0	C/D/-/-/B/-		
Lightning Grand Lance +9	226/0/0/226/0	0/0	C/D/-/-/B/-		
Lightning Grand Lance +10	238/0/0/238/0	0/0	C/D/-/-/B/-		

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 Grand Lance +0	119/0/0/0/119	0/0	D/D/-/-/-/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Grand Lance +1	130/0/0/0/130	0/0	D/D/-/-/-/C		
Dark Grand Lance +2	142/0/0/0/142	0/0	D/D/-/-/-/C		
Dark Grand Lance +3	154/0/0/0/154	0/0	C/D/-/-/-/B		
Dark Grand Lance +4	166/0/0/0/166	0/0	C/D/-/-/-/B		
Dark Grand Lance +5	178/0/0/0/178	0/0	C/D/-/-/-/B		
Dark Grand Lance +6	190/0/0/0/190	0/0	C/D/-/-/-/B		
Dark Grand Lance +7	202/0/0/0/202	0/0	C/D/-/-/-/B		
Dark Grand Lance +8	214/0/0/0/214	0/0	C/D/-/-/-/B		
Dark Grand Lance +9	226/0/0/0/226	0/0	C/D/-/-/-/B		
Dark Grand Lance +10	238/0/0/0/238	0/0	C/D/-/-/-/B		

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 Grand Lance +0	119/0/0/0/0	112/0	D/D/-/-/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Grand Lance +1	130/0/0/0/0	114/0	D/D/-/-/-		
Poison Grand Lance +2	142/0/0/0/0	117/0	D/D/-/-/-		
Poison Grand Lance +3	154/0/0/0/0	120/0	C/D/-/-/-		
Poison Grand Lance +4	166/0/0/0/0	123/0	C/D/-/-/-		
Poison Grand Lance +5	178/0/0/0/0	126/0	C/D/-/-/-		
Poison Grand Lance +6	190/0/0/0/0	128/0	C/D/-/-/-		
Poison Grand Lance +7	202/0/0/0/0	131/0	C/D/-/-/-		
Poison Grand Lance +8	214/0/0/0/0	134/0	C/D/-/-/-		
Poison Grand Lance +9	226/0/0/0/0	137/0	C/D/-/-/-		
Poison Grand Lance +10	238/0/0/0/0	140/0	C/D/-/-/-		

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 Grand Lance +0	119/0/0/0/0	0/112	D/D/-/-/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Grand Lance +1	130/0/0/0/0	0/114	D/D/-/-/-		

Bleed Grand Lance +2	142/0/0/0/0	0/117	D/D/-/-/-/-
Bleed Grand Lance +3	154/0/0/0/0	0/120	C/D/-/-/-/-
Bleed Grand Lance +4	166/0/0/0/0	0/123	C/D/-/-/-/-
Bleed Grand Lance +5	178/0/0/0/0	0/126	C/D/-/-/-/-
Bleed Grand Lance +6	190/0/0/0/0	0/128	C/D/-/-/-/-
Bleed Grand Lance +7	202/0/0/0/0	0/131	C/D/-/-/-/-
Bleed Grand Lance +8	214/0/0/0/0	0/134	C/D/-/-/-/-
Bleed Grand Lance +9	226/0/0/0/0	0/137	C/D/-/-/-/-
Bleed Grand Lance +10	238/0/0/0/0	0/140	C/D/-/-/-/-

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 Grand Lance +0	195/0/0/0/0	0/0	E/E/-/-/-/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Raw Grand Lance +1	215/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Grand Lance +2	234/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Grand Lance +3	254/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Grand Lance +4	273/0/0/0/0	0/0	E/E/-/-/-/-		

Raw Grand Lance +5	293/0/0/0/0	0/0	E/E/-/-/-
Raw Grand Lance +6	312/0/0/0/0	0/0	E/E/-/-/-
Raw Grand Lance +7	332/0/0/0/0	0/0	E/E/-/-/-
Raw Grand Lance +8	351/0/0/0/0	0/0	E/E/-/-/-
Raw Grand Lance +9	371/0/0/0/0	0/0	E/E/-/-/-
Raw Grand Lance +10	391/0/0/0/0	0/0	E/E/-/-/-

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 Grand Lance +0	170/0/0/0/0	0/0	E/E/D/-/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Enchanted Grand Lance +1	187/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Grand Lance +2	204/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Grand Lance +3	221/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Grand Lance +4	238/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Grand Lance +5	255/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Grand Lance +6	272/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Grand Lance +7	289/0/0/0/0	0/0	E/E/D/-/-		

Enchanted Grand Lance +8	306/0/0/0/0	0/0	E/E/D/-/-/-
Enchanted Grand Lance +9	323/0/0/0/0	0/0	E/E/D/-/-/-
Enchanted Grand Lance +10	340/0/0/0/0	0/0	E/E/C/-/-/-

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 Grand Lance +0	85/0/0/0/0	0/0	D/E/-/-/-/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Mundane Grand Lance +1	93/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +2	102/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +3	110/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +4	119/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +5	127/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +6	136/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +7	144/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +8	153/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +9	161/0/0/0/0	0/0	D/E/-/-/-/-		
Mundane Grand Lance +10	170/0/0/0/0	0/0	D/E/-/-/-/-		

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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