

# Heide Greatlance

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## In-Game Description

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*A lance originating in Heide.*

*A special alloy makes it very durable.*

*The tip of the lance has been extended.*

*The composition of the alloy of these lances remains a mystery, but in Drangleic the attempt to imitate it resulted in the similar bradden steel.*

*Lances are normally wielded by mounted knights, and it takes considerable training to handle one on the ground.*

## Availability<sup>1</sup>

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### **Dark Souls 2:**

- Heide Knight (Shrine of Winter and on Bonfire Intensity 2 or higher only) drop - rare (Tested in SotFS PS3)

### **Scholar of the First Sin:**

- Heide Knight (The Gutter and on Bonfire Intensity 2 or higher only) drop - will be a guaranteed drop IF he does not drop an armor piece instead ; therefore, it is best to kill him with low item discovery if you wish to obtain the Greatlance instead of something else.

## General Information

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Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Need ed <sup>2</sup> Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	135/0/ 0/70/0  (Thrust )	0/0	160	30	20 <sup>3</sup> /16/0/0  C/E/-/- /C/-	40/10/ 30/30/ 30	10/10/ 10/10	15	50	10.0	No/Yes

# Move Set

Standard lance moveset of the Grand Lance.

# Notes

- The knight that drops the weapon **cannot** be respawned with the Company of Champions Covenant.  
Only using a Bonfire Ascetic on the Ruined Fork Road Bonfire (*Dark Souls 2*)/Upper Gutter Bonfire (*Scholar of the First Sin*) or actually going into a New Game cycle will respawn it.

# Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed	Raw	Enchanted	Mundane
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# Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Heide Greatlance +0	135/0/0/70/0	0/0	C/E/-/-/C/-	-	-
Heide Greatlance +1	148/0/0/71/0	0/0	C/E/-/-/C/-	1x Titanite Shard	580

Heide Greatlance +2	162/0/0/72/0	0/0	C/E/-/-/C/-	2x Titanite Shard	720
Heide Greatlance +3	175/0/0/73/0	0/0	C/E/-/-/C/-	3x Titanite Shard	870
Heide Greatlance +4	189/0/0/74/0	0/0	C/E/-/-/C/-	1x Large Titanite Shard	1,150
Heide Greatlance +5	202/0/0/75/0	0/0	C/E/-/-/C/-	2x Large Titanite Shard	1,300
Heide Greatlance +6	216/0/0/76/0	0/0	C/E/-/-/C/-	3x Large Titanite Shard	1,440
Heide Greatlance +7	229/0/0/77/0	0/0	C/E/-/-/C/-	1x Titanite Chunk	1,730
Heide Greatlance +8	243/0/0/78/0	0/0	C/E/-/-/C/-	2x Titanite Chunk	1,870
Heide Greatlance +9	256/0/0/79/0	0/0	C/E/-/-/C/-	3x Titanite Chunk	2,020
Heide Greatlance +10	270/0/0/80/0	0/0	B/E/-/-/C/-	1x Titanite Slab	2,300

# 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 Heide Greatlance +0	121/42/0/63/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +1	133/42/0/63/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +2	145/43/0/64/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +3	157/43/0/65/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9/27.9	7.9/7.9/7.9/7.9

Magic Heide Greatlance +4	170/44/0/66/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +5	182/45/0/67/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +6	194/45/0/68/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +7	206/46/0/69/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +8	218/46/0/70/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +9	230/47/0/71/0	0/0	C/E/B/-/B/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Greatlance +10	243/48/0/72/0	0/0	C/E/B/-/B/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9

# 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 Heide Greatlance +0	121/0/42/63/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +1	133/0/42/63/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +2	145/0/43/64/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +3	157/0/43/65/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +4	170/0/44/66/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +5	182/0/45/67/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +6	194/0/45/68/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9

Fire Heide Greatlance +7	206/0/46/69/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +8	218/0/46/70/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +9	230/0/47/71/0	0/0	C/E/-/B/B/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9
Fire Heide Greatlance +10	243/0/48/72/0	0/0	C/E/-/B/B/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9

## 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 Heide Greatlance +0	129/0/0/100/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +1	142/0/0/102/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +2	155/0/0/103/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +3	168/0/0/105/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +4	181/0/0/106/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +5	194/0/0/107/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +6	207/0/0/109/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +7	220/0/0/110/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +8	233/0/0/112/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Greatlance +9	246/0/0/113/0	0/0	C/E/-/-/B/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1

Lightning Heide Greatlance +10	259/0/0/115/0	0/0	C/E/-/-/B/-	39.1/9.1/29.1/36. 6/29.1	9.1/9.1/9.1/9.1
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# 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 Heide Greatlance +0	121/0/0/63/42	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +1	133/0/0/63/42	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +2	145/0/0/64/43	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +3	157/0/0/65/43	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +4	170/0/0/66/44	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +5	182/0/0/67/45	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +6	194/0/0/68/45	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +7	206/0/0/69/46	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +8	218/0/0/70/46	0/0	C/E/-/-/C/C	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +9	230/0/0/71/47	0/0	C/E/-/-/B/B	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9
Dark Heide Greatlance +10	243/0/0/72/48	0/0	C/E/-/-/B/B	37.9/7.9/27.9/27. 9/46.6	7.9/7.9/7.9/7.9

# 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 Heide Greatlance +0	121/0/0/63/0	96/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +1	133/0/0/63/0	98/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +2	154/0/0/64/0	100/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +3	157/0/0/65/0	103/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +4	170/0/0/66/0	105/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +5	182/0/0/67/0	108/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +6	194/0/0/68/0	110/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +7	206/0/0/69/0	112/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +8	218/0/0/70/0	115/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +9	230/0/0/71/0	117/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Greatlance +10	243/0/0/72/0	120/0	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9

## 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
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Bleed Heide Greatlance +0	121/0/0/63/0	0/96	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +1	133/0/0/63/0	0/98	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +2	145/0/0/64/0	0/100	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +3	157/0/0/65/0	0/103	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +4	170/0/0/66/0	0/105	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +5	182/0/0/67/0	0/108	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +6	194/0/0/68/0	0/110	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +7	206/0/0/69/0	0/112	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +8	218/0/0/70/0	0/115	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +9	230/0/0/71/0	0/117	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Greatlance +10	243/0/0/72/0	0/120	C/E/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9

## 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 Heide Greatlance +0	155/0/0/80/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +1	170/0/0/81/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +2	186/0/0/82/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10



Raw Heide Greatlance +3	201/0/0/83/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +4	217/0/0/85/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +5	232/0/0/86/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +6	248/0/0/87/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +7	263/0/0/88/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +8	279/0/0/89/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +9	294/0/0/90/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Greatlance +10	310/0/0/92/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10

# 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 Heide Greatlance +0	135/0/0/70/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +1	148/0/0/71/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +2	162/0/0/72/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +3	175/0/0/73/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +4	189/0/0/74/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +5	202/0/0/75/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10

Enchanted Heide Greatlance +6	216/0/0/76/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +7	229/0/0/77/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +8	243/0/0/78/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +9	256/0/0/79/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Greatlance +10	270/0/0/80/0	0/0	E/E/C/-/D/-	40/10/30/30/30	10/10/10/10

# 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 Heide Greatlance +0	67/0/0/35/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +1	74/0/0/35/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +2	81/0/0/36/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +3	87/0/0/36/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +4	94/0/0/37/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +5	101/0/0/37/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +6	108/0/0/38/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +7	114/0/0/38/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +8	121/0/0/39/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10

Mundane Heide Greatlance +9	128/0/0/39/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Greatlance +10	135/0/0/40/0	0/0	D/E/-/-/D/-	40/10/30/30/30	10/10/10/10

# 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>

<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>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>
<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>

<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. 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>	<p>The durability of the weapon.</p>
<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>	<p>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.</p>

Footnotes 1. It also has a chance to drop any piece of the Heide Knight Set or the Heide Lance so it might not drop the weapon. 2. To Power Stance this weapon, only 30 Strength and 24 Dexterity is required. 3. When two-handing this weapon, only 10 Strength is required.

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