

# Heide Lance

## In-Game Description

*A lance originating in Heide.*

*A special alloy makes it very durable.*

*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.*

# Availability1

## Dark Souls 2:

- Heide Knight (Shrine of Winter only) drop - guaranteed.

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

- Heide Knight (The Gutter only) drop - guaranteed.

# General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed <sup>2</sup> Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
-------	--------	-------------	------------------	--------------	---	------------------	-----------------------	-----------	------------	--------	------------------------------

	153/0/0/60/0  (Thrust )	0/0	160	30	18 <sup>3</sup> /12/0/0  C/E/-/- /C/-	40/10/ 30/30/ 30	10/10/ 10/10	15	60	8.0	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

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

# Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Heide Lance +0	153/0/0/60/0	0/0	C/E/-/-/C/-	-	-
Heide Lance +1	168/0/0/68/0	0/0	C/E/-/-/C/-	1x Twinkling Titanite	1,260
Heide Lance +2	183/0/0/76/0	0/0	C/E/-/-/C/-	2x Twinkling Titanite	1,570
Heide Lance +3	199/0/0/84/0	0/0	C/E/-/-/C/-	3x Twinkling Titanite	1,880
Heide Lance +4	214/0/0/92/0	0/0	C/E/-/-/C/-	4x Twinkling Titanite	2,510

Heide Lance +5	230/0/0/100/0	0/0	C/E/-/-C/-	5x Twinkling Titanite	2,820
----------------	---------------	-----	------------	-----------------------	-------

# 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 Lance +0	137/36/0/54/0	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 Lance +1	151/40/0/61/0	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 Lance +2	165/45/0/68/0	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 Lance +3	179/50/0/75/0	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 Lance +4	193/55/0/82/0	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 Lance +5	207/60/0/90/0	0/0	C/E/C/-/C/-	37.9/26.6/27.9/27.9/27.9	7.9/7.9/7.9/7.9

## 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 Lance +0	137/0/36/54/0	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 Lance +1	151/0/40/61/0	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 Lance +2	165/0/45/68/0	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 Lance +3	179/0/50/75/0	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 Lance +4	193/0/55/82/0	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 Lance +5	207/0/60/90/0	0/0	C/E/-/C/C/-	37.9/7.9/46.6/27.9/27.9	7.9/7.9/7.9/7.9

## 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 Lance +0	146/0/0/86/0	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 Lance +1	161/0/0/97/0	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 Lance +2	176/0/0/109/0	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 Lance +3	191/0/0/120/0	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 Lance +4	206/0/0/132/0	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 Lance +5	220/0/0/144/0	0/0	C/E/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1

## 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 Lance +0	137/0/0/36/54	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 Lance +1	151/0/0/40/61	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 Lance +2	165/0/0/45/68	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 Lance +3	179/0/0/50/75	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 Lance +4	193/0/0/55/82	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 Lance +5	207/0/0/60/90	0/0	C/E/-/-/C/C	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 Lance +0	137/0/0/54/0	96/0	C/E/-/-/C/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Lance +1	151/0/0/61/0	100/0	C/E/-/-/C/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Lance +2	165/0/0/68/0	105/0	C/E/-/-/C/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Lance +3	179/0/0/75/0	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 Lance +4	193/0/0/82/0	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 Lance +5	207/0/0/90/0	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
Bleed Heide Lance +0	137/0/0/54/0	0/96	C/E/-/-/C/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Lance +1	151/0/0/61/0	0/100	C/E/-/-/C/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Lance +2	165/0/0/68/0	0/105	C/E/-/-/C/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Lance +3	179/0/0/75/0	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 Lance +4	193/0/0/82/0	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 Lance +5	207/0/0/90/0	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 Lance +0	175/0/0/69/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10
Raw Heide Lance +1	193/0/0/78/0	0/0	E/E/-/-/D/-	40/10/30/30/30	10/10/10/10

Raw Heide Lance +2	211/0/0/87/0	0/0	E/E/-/-D/-	40/10/30/30/30	10/10/10/10
Raw Heide Lance +3	229/0/0/96/0	0/0	E/E/-/-D/-	40/10/30/30/30	10/10/10/10
Raw Heide Lance +4	246/0/0/105/0	0/0	E/E/-/-D/-	40/10/30/30/30	10/10/10/10
Raw Heide Lance +5	264/0/0/115/0	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 Lance +0	153/0/0/60/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Lance +1	168/0/0/68/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Lance +2	183/0/0/76/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Lance +3	199/0/0/84/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Lance +4	214/0/0/92/0	0/0	E/E/D/-/E/-	40/10/30/30/30	10/10/10/10
Enchanted Heide Lance +5	230/0/0/100/0	0/0	E/E/D/-/E/-	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 Lance +0	76/0/0/30/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Lance +1	84/0/0/34/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Lance +2	91/0/0/38/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Lance +3	99/0/0/42/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Lance +4	107/0/0/46/0	0/0	D/E/-/-/E/-	40/10/30/30/30	10/10/10/10
Mundane Heide Lance +5	115/0/0/50/0	0/0	D/E/-/-/E/-	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 Greatlance on Bonfire Intensity 2 or higher so it might not drop the weapon. 2. To Power Stance this weapon, only 27 Strength and 18 Dexterity is required. 3. When two-handing this weapon, only 9 Strength is required.

Revision #1

Created 17 December 2024 08:16:18 by jade

Updated 17 December 2024 08:16:18 by jade