

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 ² Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
-------	--------	-------------	------------------	--------------	---	------------------	-----------------------	-----------	------------	--------	------------------------------

	153/0/0/60/0 (Thrust)	0/0	160	30	18 ³ /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

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>

<p>Stats Needed:</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"> • 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,</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. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</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"> • 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).
<p>Damage Reduction:</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"> • 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. 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:	<p>The durability of the weapon.</p>
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:	<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