

# Heide Spear

## In-Game Description

*A spear originating in Heide.*

*A special alloy makes it very durable.*

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

# Availability1

## Dark Souls 2:

- Heide Knight (Lost Bastille only) drop - guaranteed.

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

- Heide Knight (Sinner's Rise only) drop - guaranteed.
- Heide Knight (Heide's Tower of Flame only) drop - very rare.

# 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
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	105/0/0/90/0  (Thrust)	0/0	130	20	12 <sup>3</sup> /25/0/0  D/C/-/- /C/-	40/10/ 30/30/ 30	10/10/ 10/10	25	60	8.0	No/Yes
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# Move Set

- + show Move Set - hide Move Set
- Same as the Stone Soldier Spear.

# Notes

- The knights in Lost Bastille and Sinner's Rise that drop the weapon **cannot** be respawned with the Company of Champions Covenant.  
Only using a Bonfire Ascetic on the Exile Holding Cells Bonfire (*Dark Souls 2*)/The Saltfort Bonfire (*Scholar of the First Sin*) or actually going into a New Game cycle will respawn them.

# 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 Spear +0	105/0/0/90/0	0/0	D/C/-/-/C/-	-	-
Heide Spear +1	115/0/0/91/0	0/0	D/C/-/-/C/-	1x Titanite Shard	710
Heide Spear +2	126/0/0/92/0	0/0	D/C/-/-/C/-	2x Titanite Shard	890
Heide Spear +3	136/0/0/93/0	0/0	D/C/-/-/C/-	3x Titanite Shard	1,070
Heide Spear +4	147/0/0/94/0	0/0	D/C/-/-/C/-	1x Large Titanite Shard	1,420

Heide Spear +5	157/0/0/95/0	0/0	D/C/-/-/C/-	2x Large Titanite Shard	1,600
Heide Spear +6	168/0/0/96/0	0/0	D/C/-/-/C/-	3x Large Titanite Shard	1,780
Heide Spear +7	178/0/0/97/0	0/0	D/C/-/-/C/-	1x Titanite Chunk	2,130
Heide Spear +8	189/0/0/98/0	0/0	D/C/-/-/C/-	2x Titanite Chunk	2,310
Heide Spear +9	199/0/0/99/0	0/0	D/C/-/-/C/-	3x Titanite Chunk	2,490
Heide Spear +10	210/0/0/100/0	0/0	D/C/-/-/C/-	1x Titanite Slab	2,840

# 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 Spear +0	94/54/0/81/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +1	103/54/0/81/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +2	113/55/0/82/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +3	122/55/0/83/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +4	132/56/0/84/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +5	141/57/0/85/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +6	151/57/0/86/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +7	160/58/0/87/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9

Magic Heide Spear +8	170/58/0/88/0	0/0	E/D/C/-/C/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +9	179/59/0/89/0	0/0	E/D/B/-/B/-	37.9/26.6/27.9/27.9	7.9/7.9/7.9/7.9
Magic Heide Spear +10	189/60/0/90/0	0/0	E/D/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 Spear +0	94/0/54/81/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +1	103/0/54/81/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +2	113/0/55/82/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +3	122/0/55/83/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +4	132/0/56/84/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +5	141/0/57/85/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +6	151/0/57/86/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +7	160/0/58/87/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +8	170/0/58/88/0	0/0	E/D/-/C/C/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +9	179/0/59/89/0	0/0	E/D/-/B/B/-	37.9/7.9/46.6/27.9	7.9/7.9/7.9/7.9
Fire Heide Spear +10	189/0/60/90/0	0/0	E/D/-/B/B/-	37.9/7.9/46.6/27.9	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 Spear +0	100/0/0/129/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +1	110/0/0/131/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +2	120/0/0/132/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +3	131/0/0/133/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +4	141/0/0/135/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +5	151/0/0/136/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +6	161/0/0/138/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +7	171/0/0/139/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +8	181/0/0/141/0	0/0	E/D/-/-/C/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +9	191/0/0/142/0	0/0	E/D/-/-/B/-	39.1/9.1/29.1/36.6/29.1	9.1/9.1/9.1/9.1
Lightning Heide Spear +10	201/0/0/144/0	0/0	E/D/-/-/B/-	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 Spear +0	94/0/0/81/54	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +1	103/0/0/81/54	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +2	113/0/0/82/55	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +3	122/0/0/83/55	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +4	132/0/0/84/56	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +5	141/0/0/85/57	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +6	151/0/0/86/57	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +7	160/0/0/87/58	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +8	170/0/0/88/58	0/0	E/D/-/-/C/C	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +9	179/0/0/89/59	0/0	E/D/-/-/B/B	37.9/7.9/27.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Heide Spear +10	189/0/0/90/60	0/0	E/D/-/-/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 Spear +0	94/0/0/81/0	96/0	E/D/-/-/C/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +1	103/0/0/81/0	98/0	E/D/-/-/C/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9

Poison Heide Spear +2	113/0/0/82/0	100/0	E/D/-/-/C/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +3	122/0/0/83/0	103/0	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +4	132/0/0/84/0	105/0	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +5	141/0/0/85/0	108/0	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +6	151/0/0/86/0	110/0	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +7	160/0/0/87/0	112/0	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +8	170/0/0/88/0	115/0	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +9	179/0/0/89/0	117/0	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Heide Spear +10	189/0/0/90/0	120/0	E/D/-/-/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 Spear +0	94/0/0/81/0	0/96	E/D/-/-/C/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +1	103/0/0/81/0	0/98	E/D/-/-/C/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +2	113/0/0/82/0	0/100	E/D/-/-/C/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +3	122/0/0/83/0	0/103	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +4	132/0/0/84/0	0/105	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9

Bleed Heide Spear +5	141/0/0/85/0	0/108	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +6	151/0/0/86/0	0/110	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +7	160/0/0/87/0	0/112	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +8	170/0/0/88/0	0/115	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +9	179/0/0/89/0	0/117	E/D/-/-/B/-	37.9/7.9/27.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Heide Spear +10	189/0/0/90/0	0/120	E/D/-/-/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 Spear +0	120/0/0/103/0	0/0	E/E/-/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +1	132/0/0/104/0	0/0	E/E/-/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +2	144/0/0/105/0	0/0	E/E/-/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +3	156/0/0/106/0	0/0	E/E/-/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +4	169/0/0/108/0	0/0	E/E/-/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +5	181/0/0/109/0	0/0	E/E/-/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +6	193/0/0/110/0	0/0	E/E/-/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +7	205/0/0/111/0	0/0	E/E/-/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0

Raw Heide Spear +8	217/0/0/112/0	0/0	E/E/-/-D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +9	229/0/0/113/0	0/0	E/E/-/-D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Heide Spear +10	241/0/0/115/0	0/0	E/E/-/-D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0

# 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 Heide Spear +0	105/0/0/90/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +1	115/0/0/91/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +2	126/0/0/92/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +3	136/0/0/93/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +4	147/0/0/94/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +5	157/0/0/95/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +6	168/0/0/96/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +7	178/0/0/97/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +8	189/0/0/98/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +9	199/0/0/99/0	0/0	E/E/D/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Heide Spear +10	210/0/0/100/0	0/0	E/E/C/-/D/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0

# 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 Heide Spear +0	52/0/0/45/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +1	57/0/0/45/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +2	63/0/0/46/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +3	68/0/0/46/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +4	73/0/0/47/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +5	78/0/0/47/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +6	84/0/0/48/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +7	89/0/0/48/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +8	94/0/0/49/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +9	99/0/0/49/0	0/0	E/E/-/-/E/-	40.0/10.0/30.0/30.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Heide Spear +10	105/0/0/50/0	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

# 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>
<b>Stats Needed:</b>	<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>

<b>Stat Bonuses:</b>	<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>
<b>Damage Reduction:</b>	<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.</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>
<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>	The durability of the weapon.
<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>	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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Footnotes 1. It also has a chance to drop any piece of the Heide Knight Set on Bonfire Intensity 2 or higher so it might not drop the weapon. 2. To Power Stance this weapon, only 18 Strength and 37 Dexterity is required. 3. When two-handing this weapon, only 6 Strength is required.

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