

# Santier's Spear

Broken

## In-Game Description

*A spear that was embedded in a stone statue.*

*According to an old local legend, a great spear was used to defeat Santier, the walking statue. Perhaps this is that very spear...*

*But it will be difficult to utilize such a thing in the manner of a spear. Your only choice is to swing it around, and smite foes about the head.*

## Availability

Doors of Pharros treasure. In the initial area past the Gyrm's Respite bonfire, behind a large three-sectioned door.

Use a Pharros Lockstone on the ground one directly in front of the door to lower the bottom panel and allow access to the room. The Primal Knight guarding the metal chest will be unable to come through the door providing an easy kill.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
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Broken & Unbroken	233/0/0 /0/0  (Slash)	0/0	120	35	20/22/0 /0  -/-/-/-/-	40/10/3 0/30/35	10/10/1 0/10	40	500 (Unbroken)  0 (Broken)	16 (Unbroken)  12 (Broken)
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## Move Set

+ show Move Set - hide Move Set (Unbroken)

	One-Handed	Two-Handed
<b>Light Attack</b>	overhead slash then thrust	overhead slash then horizontal
<b>Heavy Attack</b>	slow overhead slash then horizontal	very delayed horizontal swing, then spin into overhead
<b>Rolling Attack</b>	diagonal slash	diagonal slash
<b>Running Attack</b>	delayed horizontal slash	three clockwise slashes

(Broken)

	One-Handed	Two-Handed
<b>Light Attack</b>	forward thrust	three spin slashes, then two more
<b>Heavy Attack</b>	overhead swing then horizontal	delayed horizontal overhead swing, then two full spins
<b>Rolling Attack</b>	three quick spin slashes	diagonal slash
<b>Running Attack</b>	double vertical downward slashes	three clockwise slashes

## Notes

- "Breaking" the weapon changes the move set to that of a Twinblade and Halberd hybrid.
- "Breaking" the weapon makes it have infinite durability (it stays at 0/500). It also can't be repaired by any of the blacksmiths, by using Repair Powder or by resting at a bonfire. Basically, the effect is irreversible.
- **Ways to break the Spear quickly**
  - Attack the Dyna and Tillo's nest in Things Betwixt. 2h light attacks where both swings connect are ideal. This is by far the fastest method available, requiring little travel time and no setup, and can break the spear in about 90 seconds. Be careful not to step off the edge of the cliff and die while swinging.

- Acid Horn Beetles or Corrosive Egg Parasites can wear down the durability with their acid clouds, but the wear is slow.
- Another effective method is to go to The Crestfallen's Retreat bonfire and lure all the undead into an area and kill them so the corpses are in a pile and wail away
- Alternatively, you can join the Rat King covenant, go to the first Doors of Pharros bonfire, and wail on the Undead Primal Knight inside. The enemy will not aggro, but the durability will still decrease.

# 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
Santier's Spear +0	233/0/0/0/0	0/0	-/-/-/-/-	-	-
Santier's Spear +1	256/0/0/0/0	0/0	-/-/-/-/-	1x Twinkling Titanite	1,590
Santier's Spear +2	279/0/0/0/0	0/0	-/-/-/-/-	2x Twinkling Titanite	1,990
Santier's Spear +3	303/0/0/0/0	0/0	-/-/-/-/-	3x Twinkling Titanite	2,390
Santier's Spear +4	326/0/0/0/0	0/0	-/-/-/-/-	4x Twinkling Titanite	3,180
Santier's Spear +5	350/0/0/0/0	0/0	-/-/-/-/-	5x Twinkling Titanite	3,580

## 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 Santier's Spear +0	116/116/0/0/0	0/0	- / - / C / - / -	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Santier's Spear +1	128/128/0/0/0	0/0	- / - / C / - / -	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Santier's Spear +2	139/139/0/0/0	0/0	- / - / C / - / -	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Santier's Spear +3	151/151/0/0/0	0/0	- / - / C / - / -	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Santier's Spear +4	163/163/0/0/0	0/0	- / - / C / - / -	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Santier's Spear +5	175/175/0/0/0	0/0	- / - / C / - / -	37.9/26.6/27.9/27.9/32.9	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 Santier's Spear +0	116/0/116/0/0	0/0	- / - / - / C / - / -	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Santier's Spear +1	128/0/128/0/0	0/0	- / - / - / C / - / -	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Santier's Spear +2	139/0/139/0/0	0/0	- / - / - / C / - / -	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Santier's Spear +3	151/0/151/0/0	0/0	- / - / - / C / - / -	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9

Fire Santier's Spear +4	163/0/163/0/0	0/0	-/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Santier's Spear +5	175/0/175/0/0	0/0	-/-/C/-/-	37.9/7.9/46.6/27.9/32.9	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 Santier's Spear +0	116/0/0/116/0	0/0	-/-/C/-/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Santier's Spear +1	128/0/0/128/0	0/0	-/-/C/-/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Santier's Spear +2	139/0/0/139/0	0/0	-/-/C/-/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Santier's Spear +3	151/0/0/151/0	0/0	-/-/C/-/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Santier's Spear +4	163/0/0/163/0	0/0	-/-/C/-/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Santier's Spear +5	175/0/0/175/0	0/0	-/-/C/-/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9

## 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 Santier's Spear +0	116/0/0/0/116	0/0	-/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Santier's Spear +1	128/0/0/0/128	0/0	-/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Santier's Spear +2	139/0/0/0/139	0/0	-/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Santier's Spear +3	151/0/0/0/151	0/0	-/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Santier's Spear +4	163/0/0/0/163	0/0	-/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Santier's Spear +5	175/0/0/0/175	0/0	-/-/-/-/C	37.9/7.9/27.9/27.9/51.6	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 Santier's Spear +0	139/0/0/0/0	96/0	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Santier's Spear +1	153/0/0/0/0	100/0	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Santier's Spear +2	167/0/0/0/0	105/0	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Santier's Spear +3	181/0/0/0/0	110/0	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Santier's Spear +4	195/0/0/0/0	115/0	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Santier's Spear +5	210/0/0/0/0	120/0	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	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 Santier's Spear +0	139/0/0/0/0	0/96	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Santier's Spear +1	153/0/0/0/0	0/100	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Santier's Spear +2	167/0/0/0/0	0/105	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Santier's Spear +3	181/0/0/0/0	0/110	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Santier's Spear +4	195/0/0/0/0	0/115	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Santier's Spear +5	210/0/0/0/0	0/120	-/-/-/-/-	37.9/7.9/27.9/27.9/32.9	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 Santier's Spear +0	256/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Santier's Spear +1	282/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Santier's Spear +2	307/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Santier's Spear +3	333/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10

Raw Santier's Spear +4	359/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Santier's Spear +5	385/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10

## Enchanted

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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 Santier's Spear +0	233/0/0/0/0	0/0	-/-/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Santier's Spear +1	256/0/0/0/0	0/0	-/-/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Santier's Spear +2	279/0/0/0/0	0/0	-/-/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Santier's Spear +3	303/0/0/0/0	0/0	-/-/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Santier's Spear +4	326/0/0/0/0	0/0	-/-/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Santier's Spear +5	350/0/0/0/0	0/0	-/-/D/-/-/-	40/10/30/30/35	10/10/10/10

## Mundane

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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 Santier's Spear +0	34/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Santier's Spear +1	38/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Santier's Spear +2	41/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Santier's Spear +3	45/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Santier's Spear +4	48/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Santier's Spear +5	52/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10

## Key

<p><b>Damage:</b></p>	<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>
<p><b>Aux Effect:</b></p>	<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>

<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<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.  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>
<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.  This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).  See Scaling for more information.  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. 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>
<p><b>Aux Effect Reduction:</b></p>	<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>
<p><b>Stability:</b></p>	<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>
<p><b>Durability:</b></p>	<p>The durability of the weapon.</p>
<p><b>Weight:</b></p>	<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>
<p><b>Enchantable? Items/Spells:</b></p>	<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>

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