

Spears

Icon	Name	Damage	Poise Damage	Counter Strength	Durability	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Channeler's Trident	120/0/0/0/0 (Thrust)	20	130	40	4.0	11/15/0/0/0 E/B/-/-/-/-	Possible reward when trading with Dyna and Tillo in Things Betwixt.	Titanite	2h Strong Attack is a buff.
	Dragonlayer Spear	72/0/0/60/0 (Thrust/Strike)	20	130	60	10	16/25/0/14 E/B/-/-/C/-	Traded by Weaponsmith Ornifex for Old Dragonlayer Soul.	Petrified Dragon Bone	Strong Attack launches Lightning.
	Gargoyle Bident	104/0/0/0/0 (Thrust)	20	140	60	12	22/15/0/0/0 A/-/-/-/-/-	Traded by Straid of Olaphis for Belfry Gargoyle Soul.	Petrified Dragon Bone	-
	Heide Spear	105/0/0/90/0 (Thrust)	20	130	60	8	12/25/0/0/0 D/C/-/-/C/-	Heide Knight drop (the Lost Bastille).	Titanite	-
	Partizan	115/0/0/0/0 (Thrust/Strike)	20	130	60	4.5	12/20/0/0/0 E/S/-/-/-/-	Sold by Weaponsmith Ornifex. Brume Tower treasure (+6 upgraded).	Titanite	-
	Pate's Spear	180/0/0/0/0 (Thrust)	20	130	50	6	11/27/0/0/0 E/B/-/-/-/-	Mild Mannered Pate drop/gift.	Twinkling Titanite	-
	Pike	95/0/0/0/0 (Thrust)	20	130	50	8	12/16/0/0/0 C/B/-/-/-/-	Earthen Peak treasure.	Titanite	-
	Pilgrim's Spontoon	0/120/0/0/120 (Thrust)	15	130	40	3.5	11/12/30/30 -/-/C/-/-/C	Brume Tower treasure.	Titanite	A spear that can cast sorceries and hexes. DLC item.

	Silverblack Spear	75/0/0/0/60 (Thrust)	20	130	50	6	9/16/8/8 C/C/-/-/-/C	Grave Warden drop.	Titanite	-
	Spear	105/0/0/0/0 (Thrust)	20	130	50	3.5	9/12/0/0 D/B/-/-/-/-	Sold by Blacksmith Lenigrast. Goblin drop.	Titanite	-
	Spitfire Spear	64/0/50/0/0 (Thrust)	20	130	40	10	10/18/0/0 E/E/-/C/-/-	Traded by Weaponsmith Ornifex for Guardian Dragon Soul.	Petrified Dragon Bone	Strong Attack launches fireball.
	Stone Soldier Spear	95/0/0/0/0 (Thrust)	20	130	50	7	16/20/0/0 C/A/-/-/-/-	Stone Soldier drop.	Titanite	-
	Winged Spear	120/0/0/0/0 (Thrust)	20	130	50	4.5	11/18/0/0 E/B/-/-/-/-	Sold by Steady Hand McDuff. Vorgol the Sinner drop. Hollow Soldier drop. Mimic drop (Iron Keep, Lightning infused). Found on a corpse in Frozen Eleum Loyce (+7).	Titanite	-
	Yorgh's Spear	214/0/0/0/0 (Thrust/Slash)	20	140	90	19	30/25/0/0 C/B/-/-/-/-	Traded by Weaponsmith Ornifex for Soul of Sinh, the Slumbering Dragon.	Petrified Dragon Bone	Increases status resistances, decreases elemental resistances. DLC item.

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

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>

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