

Spitfire Spear

In-Game Description

*A spear said to have been forged in Aldia.
Contains the power of a great flame,
which is unleashed in a strong attack.*

*The mysterious Lord Aldia secluded himself
inside a manor to conduct various experiments,
Those invited to the manor disappeared,
replaced over time with malformed beasts
that roamed its halls.*

Availability

Trade Guardian Dragon Soul and 1,500 souls with Weaponsmith Ornifex.

General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	64/0/50 /0/0 (Thrust)	0/0	130	20	10/18/0 /0 E/E/-/C/- /-	40/10/4 0/30/30	10/10/1 0/10	25	65	10.0

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light	thrust (no lunge on followup)	same as 1h
Rolling	thrust	thrust
Running	lunging thrust	lunging thrust
Heavy	slow thrust, see notes	same as 1h

Notes

- Strong Attack will launch a fireball. Dual-wielding two Spitfire Spears will allow you to launch TWO fireballs simultaneously for moderate damage.

Upgrades

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

Boss upgrade path.
Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Spitfire Spear +0	64/0/50/0/0	0/0	E/E/-/C/-/-	-	-
Spitfire Spear +1	83/0/56/0/0	0/0	E/E/-/C/-/-	1x Petrified Dragon Bone	1,170
Spitfire Spear +2	102/0/62/0/0	0/0	E/E/-/C/-/-	2x Petrified Dragon Bone	1,470
Spitfire Spear +3	121/0/68/0/0	0/0	E/E/-/C/-/-	3x Petrified Dragon Bone	1,760
Spitfire Spear +4	140/0/74/0/0	0/0	E/E/-/C/-/-	4x Petrified Dragon Bone	2,340
Spitfire Spear +5	160/0/80/0/0	0/0	E/E/-/C/-/-	5x Petrified Dragon Bone	2,640

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 Spitfire Spear +0	57/30/45/0/0	0/0	E/E/C/C/-/-	37.9/26.6/37.9/27.9/27.9	7.9/7.9/7.9/7.9
Magic Spitfire Spear +1	74/33/50/0/0	0/0	E/E/C/C/-/-		
Magic Spitfire Spear +2	92/37/55/0/0	0/0	E/E/C/C/-/-		
Magic Spitfire Spear +3	109/40/61/0/0	0/0	E/E/C/C/-/-		
Magic Spitfire Spear +4	126/44/66/0/0	0/0	E/E/C/C/-/-		
Magic Spitfire Spear +5	144/48/72/0/0	0/0	E/E/C/C/-/-		

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 Spitfire Spear +0	61/0/72/0/0	0/0	E/E/-/C/-/-	39.1/9.1/46.6/29.1/29.1	9.1/9.1/9.1/9.1
Fire Spitfire Spear +1	79/0/80/0/0	0/0	E/E/-/C/-/-		
Fire Spitfire Spear +2	98/0/89/0/0	0/0	E/E/-/C/-/-		

Fire Spitfire Spear +3	116/0/97/0/0	0/0	E/E/-/C/-/-
Fire Spitfire Spear +4	135/0/106/0/0	0/0	E/E/-/C/-/-
Fire Spitfire Spear +5	153/0/115/0/0	0/0	E/E/-/C/-/-

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 Spitfire Spear +0	57/0/45/30/0	0/0	E/E/-/C/C/-	37.9/7.9/37.9/46.6/27.9	7.9/7.9/7.9/7.9
Lightning Spitfire Spear +1	74/0/50/33/0	0/0	E/E/-/C/C/-		
Lightning Spitfire Spear +2	92/0/55/37/0	0/0	E/E/-/C/C/-		
Lightning Spitfire Spear +3	109/0/61/40/0	0/0	E/E/-/C/C/-		
Lightning Spitfire Spear +4	126/0/66/44/0	0/0	E/E/-/C/C/-		
Lightning Spitfire Spear +5	144/0/72/48/0	0/0	E/E/-/C/C/-		

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
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Dark Spitfire Spear +0	57/0/45/0/30	0/0	E/E/-/C/-/C	37.9/7.9/37.9/27.9/46.6	7.9/7.9/7.9/7.9
Dark Spitfire Spear +1	74/0/50/0/33	0/0	E/E/-/C/-/C		
Dark Spitfire Spear +2	92/0/55/0/37	0/0	E/E/-/C/-/C		
Dark Spitfire Spear +3	109/0/61/0/40	0/0	E/E/-/C/-/C		
Dark Spitfire Spear +4	126/0/66/0/44	0/0	E/E/-/C/-/C		
Dark Spitfire Spear +5	144/0/72/0/48	0/0	E/E/-/C/-/C		

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 Spitfire Spear +0	57/0/45/0/0	96/0	E/E/-/C/-/-	37.9/7.9/37.9/27.9/27.9	26.6/7.9/7.9/7.9
Poison Spitfire Spear +1	74/0/50/0/0	100/0	E/E/-/C/-/-		
Poison Spitfire Spear +2	92/0/55/0/0	105/0	E/E/-/C/-/-		
Poison Spitfire Spear +3	109/0/61/0/0	110/0	E/E/-/C/-/-		
Poison Spitfire Spear +4	126/0/66/0/0	115/0	E/E/-/C/-/-		
Poison Spitfire Spear +5	144/0/72/0/0	120/0	E/E/-/C/-/-		

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 Spitfire Spear +0	57/0/45/0/0	0/96	E/E/-/C/-/-	37.9/7.9/37.9/27.9/27.9	7.9/26.6/7.9/7.9
Bleed Spitfire Spear +1	74/0/50/0/0	0/100	E/E/-/C/-/-		
Bleed Spitfire Spear +2	92/0/55/0/0	0/105	E/E/-/C/-/-		
Bleed Spitfire Spear +3	109/0/61/0/0	0/110	E/E/-/C/-/-		
Bleed Spitfire Spear +4	126/0/66/0/0	0/115	E/E/-/C/-/-		
Bleed Spitfire Spear +5	144/0/72/0/0	0/120	E/E/-/C/-/-		

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 Spitfire Spear +0	73/0/57/0/0	0/0	E/E/-/D/-/-	40.0/10.0/40.0/30.0/30.0	10.0/10.0/10.0/10.0
Raw Spitfire Spear +1	95/0/64/0/0	0/0	E/E/-/D/-/-		
Raw Spitfire Spear +2	117/0/71/0/0	0/0	E/E/-/D/-/-		
Raw Spitfire Spear +3	139/0/78/0/0	0/0	E/E/-/D/-/-		
Raw Spitfire Spear +4	161/0/85/0/0	0/0	E/E/-/D/-/-		

Raw Spitfire Spear +5	184/0/92/0/0	0/0	E/E/-/D/-/-
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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 Spitfire Spear +0	64/0/50/0/0	0/0	E/E/D/E/-/-	40.0/10.0/40.0/30.0/30.0	10.0/10.0/10.0/10.0
Enchanted Spitfire Spear +1	83/0/56/0/0	0/0	E/E/D/E/-/-		
Enchanted Spitfire Spear +2	102/0/62/0/0	0/0	E/E/D/E/-/-		
Enchanted Spitfire Spear +3	121/0/68/0/0	0/0	E/E/D/E/-/-		
Enchanted Spitfire Spear +4	140/0/74/0/0	0/0	E/E/D/E/-/-		
Enchanted Spitfire Spear +5	160/0/80/0/0	0/0	E/E/D/E/-/-		

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 Spitfire Spear +0	32/0/25/0/0	0/0	E/E/-/E/-/-	40.0/10.0/40.0/30.0/30.0	10.0/10.0/10.0/10.0
Mundane Spitfire Spear +1	41/0/28/0/0	0/0	E/E/-/E/-/-		

Mundane Spitfire Spear +2	51/0/31/0/0	0/0	E/E/-/E/-/-
Mundane Spitfire Spear +3	60/0/34/0/0	0/0	E/E/-/E/-/-
Mundane Spitfire Spear +4	70/0/37/0/0	0/0	E/E/-/E/-/-
Mundane Spitfire Spear +5	80/0/40/0/0	0/0	E/E/-/E/-/-

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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