

Demon's Spear

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Demon's%20Spear.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Demon's%20Spear>

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Carved from the bones of fellow demons.

Wielded by the slim lesser Batwing demons.

The weapon of these chaos demons wandering Anor Londo are different from those of other chaos demons, and are imbued with lightning.

Availability

Sold by Shiva of the East in Blighttown for 15,000 Souls

Drop from Bat Wing Demon in Anor Londo (2% drop rate)

General Information

Has the longest reach of any melee weapon in the game.

Great alternative to the similarly long Silver Knight Spear when the enemy is not lightning-resistant.

Use the strong attack with care as it has a long build-up and cannot be cancelled.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Demon's Spear	100/0/0/ 120 (Thrust)	100	400	4.0	12 ¹ /10/0/0 C/C/-/-	40/10/30 /30	26	100

Move Set

1 Handed		
R1	Quick thrust attack.	Can be done with shield raised.
R2	Strong thrust attack.	
Roll — R1	Overhead chop.	
Backstep or Run — R1	Running thrust attack.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Guard.	
L2 (left hand)	Quick thrust attack.	

2 Handed		
R1	Quick thrust attack.	Can be done with shield raised.
R2	Strong thrust attack.	
Roll — R1	Overhead chop.	
Backstep or Run — R1	Running thrust attack.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

Strong attacks are replaced by a delayed dashing thrust that can knock down opponents. The character crouches while building up the thrust to imitate the Bat Wing Demons' stance.

Upgrades

Requires Demon Titanite

60% STR, 60% DEX scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Demon's Spear+0	100/0/0/120	C/C/-/-		
Demon's Spear+1	110/0/0/132	C/C/-/-	1	5,000

Demon's Spear+2	120/0/0/144	C/C/-/-	1	5,000
Demon's Spear+3	130/0/0/156	C/C/-/-	2	5,000
Demon's Spear+4	140/0/0/168	C/C/-/-	2	5,000
Demon's Spear+5	150/0/0/180	C/C/-/-	4	5,000

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Normal• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z 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, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is the Physical Damage Reduction• X is the Magical Damage Reduction• Y is the Fire Damage Reduction• Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. when two handing this weapon, only 8 Strength is required