

# 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 <sup>1</sup> /10/0/0  C/C/-/-	40/10/30 /30	26	100

# Move Set

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

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

<b>Damage:</b>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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><b>Stats Needed:</b></p>	<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"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<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

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