

Dragonslayer Spear

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

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

“ Cross spear born from the soul of Ornstein, a Dragonslayer guarding Anor Londo cathedral.

Inflicts lightning damage; effective against dragons. Two-handed thrust relies on cross and buries spear deep within a dragon's hide,

and sends human foes flying.


Availability

Created by the Giant Blacksmith in Anor Londo from the Soul of Ornstein and any +10 Spear¹ or Thrusting Sword, for 5,000 Souls

General Information

Unlike other weapons that scale with Faith, the Dragonslayer Spear gains Lightning damage - not Magic damage - from the Faith stat. It's also the only weapon in the game with scaling Lightning damage.

An easy way to obtain the Dragonslayer Spear is to downgrade the Lightning Spear dropped by the Mimic in Sen's Fortress to a +10 Spear, and then upgrading it to the Dragonslayer Spear. However, a +5 Dragonslayer Spear will not significantly outperform a +5 Lightning Spear at lower Faith levels (~16 or below) until the user well exceeds the required levels in Strength or Dexterity. A fully-upgraded Demon's Spear also has a higher overall damage rating at low Faith levels, and deals more Lightning damage at Faith levels of 42 and below.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Dragonslayer Spear	95/0/0/65 (Thrust)	100	300	10.0	24 ² /24/0/0 C/B/-/B	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.	

- One-handed strong attack is a long range lightning bolt. It is calculated like any attack using the weapon's Physical and Lightning AR and the attack specific Motion Values (100 Physical, 110 Lightning). It has a range of approximately 28 ingame units, suffers from damage drop off at long ranges and does not benefit from the Hawk Ring. Degrades 20 Durability.
- Two-handed strong attack is a slow strike forward. Pressing R2 a second time will result in a close-range, delayed upward thrust that can knock opponents airborne or back.

Upgrades

Requires Demon Titanite

60% STR, 100% DEX, 100% FAI scaling.

Name	Damage	Stat Bonuses	Damage Reduction %	Stability	Demon Titanite	Souls
Dragonslayer Spear +0	95/0/0/65	C/B/-/B	40/10/30/30	26		
Dragonslayer Spear +1	104/0/0/71	C/B/-/B	40/10/30/30	26	1	5,000
Dragonslayer Spear +2	114/0/0/78	C/B/-/B	40/10/30/30	26	1	5,000
Dragonslayer Spear +3	123/0/0/84	C/B/-/B	40/10/30/30	26	2	5,000
Dragonslayer Spear +4	133/0/0/91	C/B/-/B	40/10/30/30	26	2	5,000
Dragonslayer Spear +5	142/0/0/97	C/B/-/B	40/10/30/30	26	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:	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.
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:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. This means the Spear weapon class, although the Spear can be used too.
2. when two handing this weapon, only 16 Strength is required.