# Silver Knight Spear

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

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

> " *The silver knights of Anor Londo guard the city using this beautifully slender weapon.*
>
> *The spear can be wielded by both hands in a focused thrust that uses one"s body weight,*
>
> *or swung in a large sweeping motion.*

## Availability

Drop from spear-wielding Silver Knights in Anor Londo (2% drop rate)

## General Information

Although it does no magic damage and does not require Faith to wield, it possesses a "Holy" status modifier—making it a useful weapon for physical builds in the Catacombs and for permanently killing the Skeletons while fighting Gravelord Nito.

The spear's length is unusually long compared to others due to the fact that you hold this one by the hilt end rather than the middle of the spear.

| Image | Name | Damage | Critical | Durability | Weight | Stats Needed Stat Bonuses | Damage Reduction % | Aux Effects | Stability | Frampt Souls |
|---|---|---|---|---|---|---|---|---|---|---|
|  | Silver Knight Spear | 163/0/0/0 (Regular/ Thrust) | 100 | 300 | 6.0 | 16[1] /22/0/0 E/C/-/- | 40/10/30/ 30 | 0/0/110/- | 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 replaced by a delayed, widely-sweeping horizontal swing (as used by the spear-wielding Silver Knights). Second strong attack winds up and slams entire length of spear to the ground directly in front of wielder.
- Two handed strong attack replaced by a distinct delayed strong thrust.

# Upgrade

Requires Twinkling Titanite

4% STR, 60% DEX scaling.

| Name | Damage | Stat Bonuses | Twinkling Titanite | Souls |
|------|--------|--------------|--------------------|-------|
| Silver Knight Spear +0 | 163/0/0/0 | E/C/-/- | | |
| Silver Knight Spear +1 | 179/0/0/0 | E/C/-/- | 1 | 2,000 |
| Silver Knight Spear +2 | 195/0/0/0 | E/C/-/- | 1 | 2,000 |
| Silver Knight Spear +3 | 211/0/0/0 | E/C/-/- | 2 | 2,000 |
| Silver Knight Spear +4 | 228/0/0/0 | E/C/-/- | 2 | 2,000 |
| Silver Knight Spear +5 | 244/0/0/0 | E/C/-/- | 4 | 2,000 |

# Key

| Damage: | The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: <br> • W is Physical Damage <br> • X is Magical Damage <br> • Y is Fire Damage <br> • Z is Lightning Damage <br><br> Each weapon has one or more physical damage types: <br> • Normal <br> • Striking <br> • Slashing <br> • Thrusting <br><br> Certain enemies are weak or strong against different types of damage types. |
|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Critical: | One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes. |
| Durability: | The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%. |
| 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:** | 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:<ul><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>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.<br>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.<br>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.<br>(18 x 1.5 = 27) |
| **Damage Reduction %:** | The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:<ul><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> |
| **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. when two handing this weapon, only 11 Strength is required

---

Revision #1
Created 21 December 2024 07:10:59 by jade
Updated 21 December 2024 07:10:59 by jade