

Spear

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

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

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Standard spear used commonly by soldiers.

Long reach, and can be used with shield up.

Effective against hard exteriors, and can hit for high damage at the right moment of an enemy's swing. But the hit radius is small,

and it is easily blocked by shields.

Availability

Drop from spear-wielding Undead Soldiers in Undead Burg (2% drop rate)

Drop from Phalanxes in the Painted World of Ariamis (1% drop rate)

A Lightning Spear can be found in a Mimic chest in the Sen's Fortress

Sold by Undead Merchant (Male) in Undead Burg for 600 Souls

General Information

Spears are precise long-range weapons that are used for thrusting attacks. They allow attacks while holding a shield up to guard, providing simultaneous offense and defense.

Spears do not do well against a shield. They glance off the shield and do not stagger shielded enemies as easily as other weapon attack types.

Acquiring the Lightning Spear from Sen's Fortress is a viable option when trying to do the Knight's Honor achievement/trophy. After getting the spear, downgrade it to a Spear +10, then craft the weapon needed.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Spear	80/0/0/0 (Thrust)	100	180	3.5	11 ¹ /10/0/0 D/C/-/-	40/10/30/30	26	50

Move Set

+ Show move-set - Hide 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.	

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Spear +0	80/0/0/0	D/C/-/-	-	-	-	-	-
Spear +1	88/0/0/0	D/C/-/-	1	-	-	-	200
Spear +2	96/0/0/0	D/C/-/-	1	-	-	-	200
Spear +3	104/0/0/0	D/C/-/-	2	-	-	-	200
Spear +4	112/0/0/0	D/C/-/-	2	-	-	-	200
Spear +5	120/0/0/0	D/C/-/-	3	-	-	-	200
Spear +6	128/0/0/0	D/C/-/-	-	1	-	-	200
Spear +7	136/0/0/0	D/C/-/-	-	1	-	-	200
Spear +8	144/0/0/0	D/C/-/-	-	2	-	-	200
Spear +9	152/0/0/0	D/C/-/-	-	2	-	-	200
Spear +10	160/0/0/0	D/C/-/-	-	3	-	-	200
Spear +11	168/0/0/0	D/C/-/-	-	-	1	-	200
Spear +12	176/0/0/0	D/C/-/-	-	-	1	-	200
Spear +13	184/0/0/0	D/C/-/-	-	-	2	-	200
Spear +14	192/0/0/0	D/B/-/-	-	-	3	-	200
Spear +15	200/0/0/0	D/B/-/-	-	-	-	1	200

Crystal

Weapon durability reduced to **18**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Spear+10
- Titanite

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Spear +0	176/0/0/0	D/C/-/-	1		200
Crystal Spear +1	184/0/0/0	D/C/-/-	1		200
Crystal Spear +2	192/0/0/0	D/C/-/-	1		200
Crystal Spear +3	200/0/0/0	D/C/-/-	2		200
Crystal Spear +4	208/0/0/0	D/B/-/-	3		200
Crystal Spear +5	216/0/0/0	D/B/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Spear+10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Spear +0	144/0/0/144	-/-/-/-	40/10/30/30	1	-	200
Lightning Spear +1	155/0/0/155	-/-/-/-	40/10/30/32.4	1	-	200
Lightning Spear +2	166/0/0/166	-/-/-/-	40/10/30/34.8	1	-	200
Lightning Spear +3	177/0/0/177	-/-/-/-	40/10/30/37.2	2	-	200
Lightning Spear +4	188/0/0/188	-/-/-/-	40/10/30/39.6	3	-	200
Lightning Spear +5	200/0/0/200	-/-/-/-	40/10/30/42	-	1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Spear+5
- Titanite

17% STR, 53% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Spear +0	138/0/0/0	E/C/-/-	1	200
Raw Spear +1	147/0/0/0	E/C/-/-	1	200
Raw Spear +2	156/0/0/0	E/C/-/-	1	200
Raw Spear +3	165/0/0/0	E/C/-/-	2	200
Raw Spear +4	174/0/0/0	E/C/-/-	2	200
Raw Spear +5	184/0/0/0	E/C/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Spear+5
- Green Titanite
- Blue Titanite

6% STR, 20% DEX, 66% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Spear +0	90/97/0/0	E/D/C/-	1	-	-	200
Magic Spear +1	96/104/0/0	E/D/C/-	1	-	-	200
Magic Spear +2	102/110/0/0	E/D/C/-	1	-	-	200
Magic Spear +3	108/117/0/0	E/D/C/-	2	-	-	200
Magic Spear +4	114/123/0/0	E/D/C/-	2	-	-	200
Magic Spear +5	120/130/0/0	E/D/C/-	3	-	-	200
Magic Spear +6	125/136/0/0	E/D/C/-	-	1	-	200
Magic Spear +7	132/143/0/0	E/D/C/-	-	1	-	200
Magic Spear +8	138/149/0/0	E/D/C/-	-	2	-	200
Magic Spear +9	144/156/0/0	E/D/C/-	-	3	-	200
Magic Spear +10	150/162/0/0	E/D/C/-	-	-	1	200

Enchanted

Base damage reduced from Magic upgrade path. Increased damage bonus from Intelligence.

Requires

- Magic Spear +5
- Blue Titanite

4% STR, 14% DEX, 65% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Spear +0	120/128/0/0	E/E/C/-	1		200
Enchanted Spear +1	124/131/0/0	E/E/B/-	1		200
Enchanted Spear +2	129/135/0/0	E/E/B/-	1		200
Enchanted Spear +3	134/139/0/0	E/E/B/-	2		200
Enchanted Spear +4	139/143/0/0	E/E/A/-	3		200
Enchanted Spear +5	144/148/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Spear+5
- Green Titanite
- White Titanite

8% STR, 27% DEX, 66% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Spear +0	81/99/0/0	E/D/-/C	0/0/110/-	1			200
Divine Spear +1	86/105/0/0	E/D/-/C	0/0/110/-	1			200
Divine Spear +2	91/112/0/0	E/D/-/C	0/0/110/-	1			200
Divine Spear +3	97/118/0/0	E/D/-/C	0/0/110/-	2			200
Divine Spear +4	102/125/0/0	E/D/-/C	0/0/110/-	2			200
Divine Spear +5	108/132/0/0	E/D/-/C	0/0/110/-	3			200
Divine Spear +6	113/138/0/0	E/D/-/C	0/0/110/-		1		200
Divine Spear +7	118/145/0/0	E/D/-/C	0/0/110/-		1		200
Divine Spear +8	124/151/0/0	E/D/-/C	0/0/110/-		2		200
Divine Spear +9	129/158/0/0	E/D/-/C	0/0/110/-		3		200
Divine Spear +10	135/165/0/0	E/D/-/C	0/0/110/-			1	200

Occult

Base damage reduced from Divine upgrade path. Increased damage bonus from Faith.
Requires

- Divine Spear +5
- White Titanite

8% STR, 25% DEX, 77% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Spear +0	110/120/0/0	E/D/-/B	0/0/-/110	1		200
Occult Spear +1	116/125/0/0	E/D/-/B	0/0/-/110	1		200
Occult Spear +2	123/132/0/0	E/D/-/B	0/0/-/110	1		200
Occult Spear +3	129/138/0/0	E/D/-/B	0/0/-/110	2		200
Occult Spear +4	136/144/0/0	E/D/-/B	0/0/-/110	3		200
Occult Spear +5	143/150/0/0	E/D/-/B	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Spear+5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Spear +0	104/0/104/0	-/-/-/	40/10/30/30	1	-	-	200
Fire Spear +1	112/0/112/0	-/-/-/	40/10/30.3/30	1	-	-	200
Fire Spear +2	120/0/120/0	-/-/-/	40/10/30.6/30	1	-	-	200
Fire Spear +3	128/0/128/0	-/-/-/	40/10/30.9/30	2	-	-	200
Fire Spear +4	136/0/136/0	-/-/-/	40/10/31.2/30	2	-	-	200
Fire Spear +5	144/0/144/0	-/-/-/	40/10/31.5/30	3	-	-	200
Fire Spear +6	153/0/153/0	-/-/-/	40/10/31.8/30	-	1	-	200
Fire Spear +7	163/0/163/0	-/-/-/	40/10/32.1/30	-	1	-	200
Fire Spear +8	172/0/172/0	-/-/-/	40/10/32.4/30	-	2	-	200
Fire Spear +9	182/0/182/0	-/-/-/	40/10/32.7/30	-	3	-	200
Fire Spear +10	192/0/192/0	-/-/-/	40/10/33/30	-	-	1	200

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.
Requires

- Fire Spear+5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Spear +0	126/0/144/0	-/-/-	40/10/30/30	1		200
Chaos Spear +1	133/0/152/0	-/-/-	40/10/30.6/30	1		200
Chaos Spear +2	140/0/160/0	-/-/-	40/10/31.2/30	1		200
Chaos Spear +3	147/0/168/0	-/-/-	40/10/31.8/30	2		200
Chaos Spear +4	154/0/176/0	-/-/-	40/10/32.4/30	3		200
Chaos Spear +5	161/0/184/0	-/-/-	40/10/33/30		1	200

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:	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:	<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