

# 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

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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

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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 <sup>1</sup> /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

<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.

<b>Stats Needed:</b>	<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.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<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>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<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