

# Winged Spear

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

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

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*A long-hilted spear with a barbed point.*

*Long reach, and can be used with shield up.*

*Effective against hard exteriors, and hits 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

Firelink Shrine treasure

There are two forks in the Graveyard. This item is found to the right of the first fork, guarded by a Giant Skeleton.

## General Information

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Winged Spear	86/0/0/0 (Thrust)	100	140	4.5	13 <sup>1</sup> /15/0/0 E/C/-/-	40/10/30/3 0	26	50

## Move Set

<b>1 Handed</b>		
<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.	

<b>2 Handed</b>		
<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.	

### 1-Handed

RB: Quick spear stabs, good range, with little horizontal spread, although they are more than capable of hitting two side-by-side enemies, and can very easily hit two lined up enemies. Note that you can also opt to stab while keeping your shield up in a phalanx-style technique. This will drain stamina quickly but it's good to have.

RT: Holding the spear lower down the haft, you thrust it far forward. Great range, but very slow. Learn the range for this because whiffing will hurt!

### 2-Handed

RB: Simple two handed thrust. Good range and damage.

RT: Huge two-handed lunge thrust. Great range and damage.

Jumping Attack: A graceful jump and thrust. One of the longest range melee attacks you can do. Useful for things you don't want to get anywhere near, like curse-breathing frogs.

## Upgrades

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# Basic

Standard upgrade path.

Requires

- Titanite
- Large Ember (beyond +5)
- Very Large Ember (beyond +10)

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Winged Spear +0	86/0/0/0	E/C/-/-					
Winged Spear +1	94/0/0/0	E/C/-/-	1				200
Winged Spear +2	103/0/0/0	E/C/-/-	1				200
Winged Spear +3	111/0/0/0	E/C/-/-	2				200
Winged Spear +4	120/0/0/0	E/C/-/-	2				200
Winged Spear +5	129/0/0/0	E/C/-/-	3				200
Winged Spear +6	137/0/0/0	E/C/-/-		1			200
Winged Spear +7	146/0/0/0	E/C/-/-		1			200
Winged Spear +8	154/0/0/0	E/C/-/-		2			200
Winged Spear +9	163/0/0/0	E/C/-/-		2			200
Winged Spear +10	172/0/0/0	E/C/-/-		3			200
Winged Spear +11	180/0/0/0	E/B/-/-			1		200
Winged Spear +12	189/0/0/0	E/B/-/-			1		200
Winged Spear +13	197/0/0/0	E/B/-/-			2		200
Winged Spear +14	206/0/0/0	E/B/-/-			3		200
Winged Spear +15	215/0/0/0	E/B/-/-				1	200

# Crystal

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Winged Spear durability reduced to **14**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Winged Spear +10
- Titanite

15% STR, 72% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Winged Spear +0	189/0/0/0	E/B/-/-	1		200
Crystal Winged Spear +1	197/0/0/0	E/B/-/-	1		200
Crystal Winged Spear +2	206/0/0/0	E/B/-/-	1		200
Crystal Winged Spear +3	215/0/0/0	E/B/-/-	2		200
Crystal Winged Spear +4	223/0/0/0	E/B/-/-	3		200
Crystal Winged Spear +5	232/0/0/0	E/B/-/-		1	200

# Lightning

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Adds lightning damage. All stat bonuses removed.

Requires

- Winged Spear +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Winged Spear +0	154/0/0/154	-/-/-	40/10/30/30	1		200
Lightning Winged Spear +1	166/0/0/166	-/-/-	40/10/30/32.4	1		200
Lightning Winged Spear +2	178/0/0/178	-/-/-	40/10/30/34.8	1		200
Lightning Winged Spear +3	190/0/0/190	-/-/-	40/10/30/37.2	2		200
Lightning Winged Spear +4	202/0/0/202	-/-/-	40/10/30/39.6	3		200
Lightning Winged Spear +5	215/0/0/215	-/-/-	40/10/30/42		1	200

## Raw

Base damage increased. Stat bonuses reduced.

Requires

- Winged Spear +5
- Titanite
- Large Ember

11% STR, 55% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Winged Spear +0	148/0/0/0	E/C/-/-	1	200
Raw Winged Spear +1	158/0/0/0	E/C/-/-	1	200
Raw Winged Spear +2	168/0/0/0	E/C/-/-	1	200
Raw Winged Spear +3	178/0/0/0	E/C/-/-	2	200
Raw Winged Spear +4	188/0/0/0	E/C/-/-	2	200
Raw Winged Spear +5	198/0/0/0	E/C/-/-	3	200

## Magic

Adds magic damage. Moderate damage bonus from Intelligence.

Requires

- Winged Spear +5
- Green Titanite Shards

- Blue Titanite Chunks/Slab
- Large Magic Ember (beyond +5)

4% STR, 21% DEX, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Winged Spear +0	97/105/0/0	E/D/C/-	1			200
Magic Winged Spear +1	104/112/0/0	E/D/C/-	1			200
Magic Winged Spear +2	110/119/0/0	E/D/C/-	1			200
Magic Winged Spear +3	117/126/0/0	E/D/C/-	2			200
Magic Winged Spear +4	123/133/0/0	E/D/C/-	2			200
Magic Winged Spear +5	130/140/0/0	E/D/C/-	3			200
Magic Winged Spear +6	136/147/0/0	E/D/C/-		1		200
Magic Winged Spear +7	143/154/0/0	E/D/C/-		1		200
Magic Winged Spear +8	149/161/0/0	E/D/C/-		2		200
Magic Winged Spear +9	156/168/0/0	E/D/C/-		3		200
Magic Winged Spear +10	162/175/0/0	E/D/C/-			1	200

## Enchanted

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

Requires

- Magic Winged Spear +5
- Blue Titanite
- Enchanted Ember

3% STR, 15% DEX, 61% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Winged Spear +0	130/138/0/0	E/E/C/-	1		200
Enchanted Winged Spear +1	135/142/0/0	E/E/C/-	1		200
Enchanted Winged Spear +2	140/146/0/0	E/E/B/-	1		200
Enchanted Winged Spear +3	145/150/0/0	E/E/B/-	2		200
Enchanted Winged Spear +4	150/154/0/0	E/E/A/-	3		200
Enchanted Winged Spear +5	156/160/0/0	E/E/A/-		1	200

## Divine

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Adds magic damage. Moderate damage bonus from Faith.

Requires

- Winged Spear +5
- Green Titanite
- White Titanite

6% STR, 28% DEX, 62% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Winged Spear +0	87/106/0/0	E/D/-/C	0/0/110/-	1			200
Divine Winged Spear +1	92/113/0/0	E/D/-/C	0/0/110/-	1			200
Divine Winged Spear +2	98/120/0/0	E/D/-/C	0/0/110/-	1			200
Divine Winged Spear +3	104/127/0/0	E/D/-/C	0/0/110/-	2			200
Divine Winged Spear +4	110/134/0/0	E/D/-/C	0/0/110/-	2			200
Divine Winged Spear +5	116/142/0/0	E/D/-/C	0/0/110/-	3			200
Divine Winged Spear +6	121/149/0/0	E/D/-/C	0/0/110/-		1		200
Divine Winged Spear +7	127/156/0/0	E/D/-/C	0/0/110/-		1		200
Divine Winged Spear +8	133/163/0/0	E/D/-/C	0/0/110/-		2		200
Divine Winged Spear +9	139/170/0/0	E/D/-/C	0/0/110/-		3		200
Divine Winged Spear +10	145/177/0/0	E/D/-/C	0/0/110/-			1	200

## Occult

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

- Divine Winged Spear +5
- White Titanite

5% STR, 26% DEX, 73% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Winged Spear +0	118/130/0/0	E/D/-/B	0/0/-/110	1		200
Occult Winged Spear +1	125/136/0/0	E/D/-/B	0/0/-/110	1		200
Occult Winged Spear +2	132/143/0/0	E/D/-/B	0/0/-/110	1		200
Occult Winged Spear +3	139/149/0/0	E/D/-/B	0/0/-/110	2		200
Occult Winged Spear +4	146/156/0/0	E/D/-/B	0/0/-/110	3		200
Occult Winged Spear +5	153/162/0/0	E/D/-/B	0/0/-/110		1	200

## Fire

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Fire damage added. All stat bonuses removed.

Requires

- Winged Spear +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Winged Spear +0	111/0/111/0	-/-/-	40/10/30/30	1			200
Fire Winged Spear +1	120/0/120/0	-/-/-	40/10/30.3/30	1			200
Fire Winged Spear +2	129/0/129/0	-/-/-	40/10/30.6/30	1			200
Fire Winged Spear +3	137/0/137/0	-/-/-	40/10/30.9/30	2			200
Fire Winged Spear +4	146/0/146/0	-/-/-	40/10/31.2/30	2			200
Fire Winged Spear +5	154/0/154/0	-/-/-	40/10/31.5/30	3			200
Fire Winged Spear +6	165/0/165/0	-/-/-	40/10/31.8/30		1		200
Fire Winged Spear +7	175/0/175/0	-/-/-	40/10/32.1/30		1		200
Fire Winged Spear +8	185/0/185/0	-/-/-	40/10/32.4/30		2		200
Fire Winged Spear +9	196/0/196/0	-/-/-	40/10/32.7/30		3		200
Fire Winged Spear +10	206/0/206/0	-/-/-	40/10/33/30			1	200

## Chaos

Base damage reduced from Fire upgrade path. Damage bonus from humanity.

Requires

- Fire Winged Spear +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Winged Spear +0	135/0/156/0	-/-/-	40/10/30/30	1		200
Chaos Winged Spear +1	142/0/165/0	-/-/-	40/10/30.6/30	1		200
Chaos Winged Spear +2	150/0/174/0	-/-/-	40/10/31.2/30	1		200
Chaos Winged Spear +3	157/0/182/0	-/-/-	40/10/31.8/30	2		200
Chaos Winged Spear +4	165/0/191/0	-/-/-	40/10/32.4/30	3		200
Chaos Winged Spear +5	172/0/200/0	-/-/-	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.

<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 9 Strength is required.

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