

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 ¹ /15/0/0 E/C/-/-	40/10/30/3 0	26	50

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.	

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

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

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

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

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

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

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 9 Strength is required.