

# Black Knight Halberd


## In-Game Description

*Halberd wielded by knights who served a lord of light in a long-forgotten age.*

*Even after their flesh was charred by flame, they remained as strong as ever, and stood watch, challenging visitors to their land.*

## Availability

- Shaded Woods treasure. From the Shaded Ruins bonfire go forward until you see a petrified Lion Clan Warrior below you on your left. Jump through the archway towards it, after landing do a 180 degree turn and do another jump back into the ruins. You should now be in a small room with a metal chest that contains the weapon.
- Rabid Kobold drop - uncommon.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	213/0/100/0/0  (Slash)	0/0	120	35	17/26/0/9  D/B/- /C/-/-	40/10/30/30/35	10/10/10/10	40	70	14.0

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	overhead swing followed by thrust	overhead swings
Heavy Attack	slow overhead smack followed by wide horizontal sweep	a spinning attack that hits twice
Rolling Attack	wide diagonal sweep from the right	quick diagonal slash
Running Attack	wide horizontal sweep from the right	a spinning attack that hits three times

## Notes

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
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## Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Black Knight Halberd +0	213/0/100/0/0	0/0	D/B/-/C/-/-	-	-
Black Knight Halberd +1	234/0/109/0/0	0/0	D/B/-/C/-/-	1x Twinkling Titanite	1,230
Black Knight Halberd +2	255/0/118/0/0	0/0	D/B/-/C/-/-	2x Twinkling Titanite	1,540
Black Knight Halberd +3	277/0/127/0/0	0/0	D/B/-/C/-/-	3x Twinkling Titanite	1,840
Black Knight Halberd +4	298/0/136/0/0	0/0	D/B/-/C/-/-	4x Twinkling Titanite	2,450
Black Knight Halberd +5	320/0/145/0/0	0/0	D/B/-/C/-/-	5x Twinkling Titanite	2,760

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Black Knight Halberd +0	191/54/90/0/0	0/0	E/C/C/C/-/-		
Magic Black Knight Halberd +1	210/58/98/0/0	0/0	E/C/C/C/-/-		
Magic Black Knight Halberd +2	230/63/106/0/0	0/0	E/C/C/C/-/-		
Magic Black Knight Halberd +3	249/68/114/0/0	0/0	E/C/C/C/-/-		
Magic Black Knight Halberd +4	268/73/122/0/0	0/0	E/C/C/C/-/-		
Magic Black Knight Halberd +5	288/78/130/0/0	0/0	E/C/C/C/-/-		

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Black Knight Halberd +0	204/0/144/0/0	0/0	E/C/-/C/-/-		
Fire Black Knight Halberd +1	225/0/156/0/0	0/0	E/C/-/C/-/-		
Fire Black Knight Halberd +2	245/0/169/0/0	0/0	E/C/-/C/-/-		
Fire Black Knight Halberd +3	266/0/182/0/0	0/0	E/C/-/C/-/-		
Fire Black Knight Halberd +4	286/0/195/0/0	0/0	E/C/-/C/-/-		
Fire Black Knight Halberd +5	307/0/208/0/0	0/0	E/C/-/C/-/-		

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Black Knight Halberd +0	191/0/90/54/0	0/0	E/C/-/C/C/-		
Lightning Black Knight Halberd +1	210/0/98/58/0	0/0	E/C/-/C/C/-		
Lightning Black Knight Halberd +2	230/0/106/63/0	0/0	E/C/-/C/C/-		
Lightning Black Knight Halberd +3	249/0/114/68/0	0/0	E/C/-/C/C/-		
Lightning Black Knight Halberd +4	268/0/122/73/0	0/0	E/C/-/C/C/-		

Lightning Black Knight Halberd +5	288/0/130/78/0	0/0	E/C/-/C/C/-
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# Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Black Knight Halberd +0	204/0/90/0/54	0/0	E/C/-/C/-/C		
Dark Black Knight Halberd +1	210/0/98/0/58	0/0	E/C/-/C/-/C		
Dark Black Knight Halberd +2	230/0/106/0/63	0/0	E/C/-/C/-/C		
Dark Black Knight Halberd +3	249/0/114/0/68	0/0	E/C/-/C/-/C		
Dark Black Knight Halberd +4	268/0/122/0/73	0/0	E/C/-/C/-/C		
Dark Black Knight Halberd +5	288/0/130/0/78	0/0	E/C/-/C/-/C		

# Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base poison damage, poison damage reduction.  
Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Black Knight Halberd +0	191/0/90/0/0	96/0	E/C/-/C/-/-		
Poison Black Knight Halberd +1	210/0/98/0/0	100/0	E/C/-/C/-/-		
Poison Black Knight Halberd +2	230/0/106/0/0	105/0	E/C/-/C/-/-		
Poison Black Knight Halberd +3	249/0/114/0/0	110/0	E/C/-/B/-/-		
Poison Black Knight Halberd +4	268/0/122/0/0	115/0	E/C/-/B/-/-		
Poison Black Knight Halberd +5	288/0/130/0/0	120/0	E/C/-/B/-/-		

# Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
 Adds/Increases: Base bleed damage, bleed damage reduction.  
 Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Black Knight Halberd +0	191/0/90/0/0	0/96	E/C/-/C/-/-		
Bleed Black Knight Halberd +1	210/0/98/0/0	0/100	E/C/-/C/-/-		
Bleed Black Knight Halberd +2	230/0/106/0/0	0/105	E/C/-/C/-/-		
Bleed Black Knight Halberd +3	249/0/114/0/0	0/110	E/C/-/B/-/-		

Bleed Black Knight Halberd +4	268/0/122/0/0	0/115	E/C/-/B/-/-
Bleed Black Knight Halberd +5	288/0/130/0/0	0/120	E/C/-/B/-/-

## Raw

Reduces: Stat bonuses.  
Adds/Increases: Base damage.  
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Black Knight Halberd +0	244/0/115/0/0	0/0	E/E/-/D/-/-		
Raw Black Knight Halberd +1	269/0/125/0/0	0/0	E/E/-/D/-/-		
Raw Black Knight Halberd +2	294/0/135/0/0	0/0	E/E/-/D/-/-		
Raw Black Knight Halberd +3	318/0/146/0/0	0/0	E/E/-/D/-/-		
Raw Black Knight Halberd +4	343/0/156/0/0	0/0	E/E/-/D/-/-		
Raw Black Knight Halberd +5	368/0/166/0/0	0/0	E/E/-/D/-/-		

## Enchanted

Reduces: Stat bonuses.  
Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).  
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Enchanted Black Knight Halberd +0	213/0/100/0/0	0/0	E/E/D/E/-/-		
Enchanted Black Knight Halberd +1	234/0/109/0/0	0/0	E/E/D/E/-/-		
Enchanted Black Knight Halberd +2	255/0/118/0/0	0/0	E/E/D/E/-/-		
Enchanted Black Knight Halberd +3	277/0/127/0/0	0/0	E/E/D/E/-/-		
Enchanted Black Knight Halberd +4	298/0/136/0/0	0/0	E/E/D/E/-/-		
Enchanted Black Knight Halberd +5	320/0/145/0/0	0/0	E/D/D/E/-/-		

# Mundane

Reduces: Base damage, stat bonuses.  
 Adds/Increases: Damage scaling from lowest stat.  
 Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Black Knight Halberd +0	106/0/50/0/0	0/0	E/D/-/E/-/-		
Mundane Black Knight Halberd +1	117/0/53/0/0	0/0	E/D/-/E/-/-		
Mundane Black Knight Halberd +2	127/0/59/0/0	0/0	E/D/-/E/-/-		
Mundane Black Knight Halberd +3	138/0/63/0/0	0/0	E/D/-/E/-/-		



Mundane Black Knight Halberd +4	149/0/68/0/0	0/0	E/D/-/E/-/-
Mundane Black Knight Halberd +5	160/0/72/0/0	0/0	E/D/-/E/-/-

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D 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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li><li>• C is Petrification Effect</li><li>• D is Curse Effect</li></ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

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