

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 | Damage | Aux Effects | Counter Strength | Poise Damage | Stats Needed Stat Bonuses | Damage Reduction | Aux Effects Reduction | Stability | Durability | Weight |
|-------|--------------------------|-------------|------------------|--------------|------------------------------|------------------|-----------------------|-----------|------------|--------|
| | 213/0/100/0/0 (Slash) | 0/0 | 120 | 35 | 17/26/0/9 D/B/- /C/-/- | 40/10/30/35 | 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

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/- | | |

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

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/-/- | | |

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|-------------------------------|---------------|-------|-------------|
| 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/-/- | | |

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|---------------------------------|--------------|-----|-------------|
| 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

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

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| <p>Stats Needed:</p> | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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. 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. (14 x 2 = 28)</p> |
| <p>Stat Bonuses:</p> | <p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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). |
| <p>Damage Reduction:</p> | <p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage |

| | |
|-----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Aux Effect Reduction: | <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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect |
| Stability: | <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> |
| Durability: | <p>The durability of the weapon.</p> |
| Weight: | <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> |
| Enchantable? Items/Spells: | <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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