

Dragonrider's Halberd

In-Game Description

*Halberd of the Dragonriders,
King Vendrick's royal guard.
A highly versatile weapon that can slash,
sweep, and thrust when wielded nimbly,
and is also imbued with magic.*

*Demands great skill of its wielder, and thus
served to test the worthiness of those
who aspired to join the Dragonriders.*

Availability

Trade Dragonrider Soul and 1,500 souls with Straid of Olaphis.

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 |
|-------|--|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
| | 100/90/ 0/0/0 (Slash/T hrust) | 0/0 | 120 | 35 | 18/17/0 /0 C/C/C/-/- /- | 40/30/3 0/30/35 | 10/10/1 0/10 | 40 | 70 | 12 |

Move Set

Same as the Black Knight Halberd.

Upgrades

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

Basic

Boss upgrade path.

Requires:

- Petrified Dragon Bone

| Name | Damage | Aux Effects | Stat Bonuses | Materials Cost | Souls |
|--------------------------|---------------|-------------|--------------|--------------------------|-------|
| Dragonrider's Halberd +0 | 100/90/0/0/0 | 0/0 | C/C/C/-/- | - | - |
| Dragonrider's Halberd +1 | 130/96/0/0/0 | 0/0 | C/C/C/-/- | 1x Petrified Dragon Bone | 1,260 |
| Dragonrider's Halberd +2 | 160/102/0/0/0 | 0/0 | B/C/C/-/- | 2x Petrified Dragon Bone | 1,570 |
| Dragonrider's Halberd +3 | 190/108/0/0/0 | 0/0 | B/C/C/-/- | 3x Petrified Dragon Bone | 1,880 |
| Dragonrider's Halberd +4 | 220/114/0/0/0 | 0/0 | B/C/C/-/- | 4x Petrified Dragon Bone | 2,510 |
| Dragonrider's Halberd +5 | 250/120/0/0/0 | 0/0 | B/C/C/-/- | 5x Petrified Dragon Bone | 2,820 |

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 Dragonrider's Halberd +0 | 90/135/0/0/0 | 0/0 | C/D/C/-/- | 38.9/38.3/28.9/28.9/33.9 | 8.9/8.9/8.9/8.9 |
| Magic Dragonrider's Halberd +1 | 117/144/0/0/0 | 0/0 | C/D/C/-/- | 38.9/38.3/28.9/28.9/33.9 | 8.9/8.9/8.9/8.9 |
| Magic Dragonrider's Halberd +2 | 144/153/0/0/0 | 0/0 | C/D/C/-/- | 38.9/38.3/28.9/28.9/33.9 | 8.9/8.9/8.9/8.9 |
| Magic Dragonrider's Halberd +3 | 171/162/0/0/0 | 0/0 | C/D/C/-/- | 38.9/38.3/28.9/28.9/33.9 | 8.9/8.9/8.9/8.9 |
| Magic Dragonrider's Halberd +4 | 198/171/0/0/0 | 0/0 | C/D/C/-/- | 38.9/38.3/28.9/28.9/33.9 | 8.9/8.9/8.9/8.9 |
| Magic Dragonrider's Halberd +5 | 225/180/0/0/0 | 0/0 | C/D/B/-/- | 38.9/38.3/28.9/28.9/33.9 | 8.9/8.9/8.9/8.9 |

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 Dragonrider's Halberd +0 | 90/81/54/0/0 | 0/0 | C/D/C/C/- | 37.9/27.9/46.6/27.9/32.9 | 7.9/7.9/7.9/7.9 |
| Fire Dragonrider's Halberd +1 | 117/86/57/0/0 | 0/0 | C/D/C/C/- | 37.9/27.9/46.6/27.9/32.9 | 7.9/7.9/7.9/7.9 |
| Fire Dragonrider's Halberd +2 | 144/91/61/0/0 | 0/0 | C/D/C/C/- | 37.9/27.9/46.6/27.9/32.9 | 7.9/7.9/7.9/7.9 |
| Fire Dragonrider's Halberd +3 | 171/97/64/0/0 | 0/0 | C/D/C/C/- | 37.9/27.9/46.6/27.9/32.9 | 7.9/7.9/7.9/7.9 |

| | | | | | |
|-------------------------------|----------------|-----|-------------|------------------------------|-----------------|
| Fire Dragonrider's Halberd +4 | 198/102/68/0/0 | 0/0 | C/D/C/C/-/- | 37.9/27.9/46.6/2 7.9/32.9 | 7.9/7.9/7.9/7.9 |
| Fire Dragonrider's Halberd +5 | 225/108/72/0/0 | 0/0 | B/D/B/B/-/- | 37.9/27.9/46.6/2 7.9/32.9 | 7.9/7.9/7.9/7.9 |

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 Dragonrider's Halberd +0 | 90/81/0/54/0 | 0/0 | C/D/C/-/C/- | 37.9/27.9/27.9/4 6.6/32.9 | 7.9/7.9/7.9/7.9 |
| Lightning Dragonrider's Halberd +1 | 117/86/0/57/0 | 0/0 | C/D/C/-/C/- | 37.9/27.9/27.9/4 6.6/32.9 | 7.9/7.9/7.9/7.9 |
| Lightning Dragonrider's Halberd +2 | 144/91/0/61/0 | 0/0 | C/D/C/-/C/- | 37.9/27.9/27.9/4 6.6/32.9 | 7.9/7.9/7.9/7.9 |
| Lightning Dragonrider's Halberd +3 | 171/97/0/64/0 | 0/0 | C/D/C/-/C/- | 37.9/27.9/27.9/4 6.6/32.9 | 7.9/7.9/7.9/7.9 |
| Lightning Dragonrider's Halberd +4 | 198/102/0/68/0 | 0/0 | C/D/C/-/C/- | 37.9/27.9/27.9/4 6.6/32.9 | 7.9/7.9/7.9/7.9 |
| Lightning Dragonrider's Halberd +5 | 225/108/0/72/0 | 0/0 | B/D/B/-/B/- | 37.9/27.9/27.9/4 6.6/32.9 | 7.9/7.9/7.9/7.9 |

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

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|---------------------------------|---------------|-------|-----------|--------------------------|------------------|
| Poison Dragonrider's Halberd +3 | 171/97/0/0/0 | 110/0 | C/D/B/-/- | 37.9/27.9/27.9/27.9/32.9 | 26.6/7.9/7.9/7.9 |
| Poison Dragonrider's Halberd +4 | 198/102/0/0/0 | 115/0 | C/D/B/-/- | 37.9/27.9/27.9/27.9/32.9 | 26.6/7.9/7.9/7.9 |
| Poison Dragonrider's Halberd +5 | 225/108/0/0/0 | 120/0 | B/D/B/-/- | 37.9/27.9/27.9/27.9/32.9 | 26.6/7.9/7.9/7.9 |

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 Dragonrider's Halberd +0 | 90/81/0/0/0 | 0/96 | D/D/C/-/- | 37.9/27.9/27.9/27.9/32.9 | 7.9/26.6/7.9/7.9 |
| Bleed Dragonrider's Halberd +1 | 117/86/0/0/0 | 0/100 | C/D/B/-/- | 37.9/27.9/27.9/27.9/32.9 | 7.9/26.6/7.9/7.9 |
| Bleed Dragonrider's Halberd +2 | 144/91/0/0/0 | 0/105 | C/D/B/-/- | 37.9/27.9/27.9/27.9/32.9 | 7.9/26.6/7.9/7.9 |
| Bleed Dragonrider's Halberd +3 | 171/97/0/0/0 | 0/110 | C/D/B/-/- | 37.9/27.9/27.9/27.9/32.9 | 7.9/26.6/7.9/7.9 |
| Bleed Dragonrider's Halberd +4 | 198/102/0/0/0 | 0/115 | C/D/B/-/- | 37.9/27.9/27.9/27.9/32.9 | 7.9/26.6/7.9/7.9 |
| Bleed Dragonrider's Halberd +5 | 225/108/0/0/0 | 0/120 | B/D/B/-/- | 37.9/27.9/27.9/27.9/32.9 | 7.9/26.6/7.9/7.9 |

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 Dragonrider's Halberd +0 | 115/103/0/0/0 | 0/0 | E/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Raw Dragonrider's Halberd +1 | 149/110/0/0/0 | 0/0 | E/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Raw Dragonrider's Halberd +2 | 184/117/0/0/0 | 0/0 | E/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Raw Dragonrider's Halberd +3 | 218/124/0/0/0 | 0/0 | E/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Raw Dragonrider's Halberd +4 | 253/131/0/0/0 | 0/0 | E/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Raw Dragonrider's Halberd +5 | 287/138/0/0/0 | 0/0 | E/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |

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 |
|------------------------------------|--------------|-------------|--------------|------------------|-----------------------|
| Enchanted Dragonrider's Halberd +0 | 100/90/0/0/0 | 0/0 | E/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Enchanted Dragonrider's Halberd +1 | 130/96/0/0/0 | 0/0 | E/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |

| | | | | | |
|------------------------------------|---------------|-----|-----------|----------------|-------------|
| Enchanted Dragonrider's Halberd +2 | 160/102/0/0/0 | 0/0 | D/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Enchanted Dragonrider's Halberd +3 | 190/108/0/0/0 | 0/0 | D/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Enchanted Dragonrider's Halberd +4 | 220/114/0/0/0 | 0/0 | D/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Enchanted Dragonrider's Halberd +5 | 250/120/0/0/0 | 0/0 | D/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |

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 Dragonrider's Halberd +0 | 50/45/0/0/0 | 0/0 | D/E/E/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Mundane Dragonrider's Halberd +1 | 65/48/0/0/0 | 0/0 | D/E/E/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Mundane Dragonrider's Halberd +2 | 80/51/0/0/0 | 0/0 | D/E/E/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Mundane Dragonrider's Halberd +3 | 95/54/0/0/0 | 0/0 | D/E/E/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Mundane Dragonrider's Halberd +4 | 110/57/0/0/0 | 0/0 | C/E/E/-/- | 40/30/30/30/35 | 10/10/10/10 |
| Mundane Dragonrider's Halberd +5 | 125/60/0/0/0 | 0/0 | C/E/D/-/- | 40/30/30/30/35 | 10/10/10/10 |

Key

| | |
|--------------------------|---|
| Damage: | <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> |
| Aux Effect: | <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 |
| Counter Strength: | <p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p> |
| Poise Damage: | <p>The ability of the weapon to break the poise of an enemy.</p> |
| Stats Needed: | <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> |

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|-------------------------------------|---|
| <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.</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"> • 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.</p> <p>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 |
| <p>Aux Effect Reduction:</p> | <p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>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 |
| <p>Stability:</p> | <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> |
| <p>Durability:</p> | <p>The durability of the weapon.</p> |
| <p>Weight:</p> | <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:

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.

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