

# 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/-/-	37.9/27.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Dragonrider's Halberd +5	225/108/72/0/0	0/0	B/D/B/B/-/-	37.9/27.9/46.6/27.9/32.9	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/-	37.9/27.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Dragonrider's Halberd +1	117/86/0/57/0	0/0	C/D/C/-/C/-	37.9/27.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Dragonrider's Halberd +2	144/91/0/61/0	0/0	C/D/C/-/C/-	37.9/27.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Dragonrider's Halberd +3	171/97/0/64/0	0/0	C/D/C/-/C/-	37.9/27.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Dragonrider's Halberd +4	198/102/0/68/0	0/0	C/D/C/-/C/-	37.9/27.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Dragonrider's Halberd +5	225/108/0/72/0	0/0	B/D/B/-/B/-	37.9/27.9/27.9/46.6/32.9	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

- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Dragonrider's Halberd +0	90/81/0/0/54	0/0	C/D/C/-/-/C	37.9/27.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Dragonrider's Halberd +1	117/86/0/0/57	0/0	C/D/C/-/-/C	37.9/27.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Dragonrider's Halberd +2	144/91/0/0/61	0/0	C/D/C/-/-/C	37.9/27.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Dragonrider's Halberd +3	171/97/0/0/64	0/0	C/D/C/-/-/C	37.9/27.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Dragonrider's Halberd +4	198/102/0/0/68	0/0	C/D/C/-/-/C	37.9/27.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Dragonrider's Halberd +5	225/108/0/0/72	0/0	B/D/B/-/-/B	37.9/27.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9

## 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 Dragonrider's Halberd +0	90/81/0/0/0	96/0	D/D/C/-/-/-	37.9/27.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Dragonrider's Halberd +1	117/86/0/0/0	100/0	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 +2	144/91/0/0/0	105/0	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 +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

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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

<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>
<b>Stats Needed:</b>	<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"><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, 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. (<math>14 \times 2 = 28</math>)</p>

<b>Stat Bonuses:</b>	<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>
<b>Damage Reduction:</b>	<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.</p> <p>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>	The durability of the weapon.
<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>	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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