

Black Knight Halberd

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Black%20Knight%20Halberd.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Black%20Knight%20Halberd>

“ Halberd of the black knights who wander Lordran. Used to face chaos demons.

The large motion that puts the weight of the body into the attack reflects the great size of their adversaries long ago.

Availability

Dropped by the (non-respawning) halberd-wielding Black Knight near the bonfire in Darkroot Basin, near Patches in Tomb of the Giants, and by the respawning Black Knight in the Kiln of the First Flame (20% drop rate)


General Information

Like all Black Knight weapons, this weapon deals extra damage to demon enemies such as the Taurus Demon and Capra Demon.

This weapon has higher poise damage compared to other halberds.

Like all Halberds, if an attack doesn't connect with an enemy, the user will stumble and seem to not be able to handle the weight. If the hit connects, the stumble animation does not come into play and the user moves as normal.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls

	Black Knight Halberd	245/0/0/0 (Slash)	300	14	32 ¹ /18/0/0 D/E/-/-	40/10/30/ 30	26	100
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Move Set

1 Handed		
R1 — R1	Overhead chop into left-to-right horizontal swing.	
R2 — R2	Heavy left-to-right horizontal swing into right-to-left horizontal swing.	
Roll — R1	Fast left-to-right horizontal swing.	
Backstep or Run — R1	Overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 (left hand)	Guard.	
L2 (left hand)	Overhead chop.	

2 Handed		
R1 — R1	Overhead chop into left-to-right horizontal swing.	
R2	720 degree clockwise spin attack.	Hits twice.
Roll — R1	Fast left-to-right horizontal swing.	
Backstep or Run — R1	Overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

- One-handed strong attack is replaced by a a circle-and-a-half swing.
- Two-handed strong attack is replaced by a downward swing with dashing start.
- Like most other halberds, this weapon's R1s deal thrust damage, and therefore receive counter hit bonuses.

Upgrades

Requires Twinkling Titanite

44% STR, 2% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Black Knight Halberd +0	245/0/0/0	D/E/-/-		
Black Knight Halberd +1	269/0/0/0	D/E/-/-	1	2,000
Black Knight Halberd +2	294/0/0/0	D/E/-/-	1	2,000
Black Knight Halberd +3	318/0/0/0	D/E/-/-	2	2,000
Black Knight Halberd +4	343/0/0/0	D/E/-/-	2	2,000
Black Knight Halberd +5	367/0/0/0	D/E/-/-	4	2,000

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:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<p>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.</p>

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 22 Strength is required