

Channeler's Trident

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Channeler's%20Trident.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Channeler's%20Trident>

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Trident of the Six-eyed Channelers,

sorcerers who serve Seath the Scaleless in collecting human specimens.

Thrusted in circular motions in a unique martial arts dance that stirs nearby allies into a bloodthirsty frenzy.

Availability

Drop from Channeler (1%)

General Information

The two-handed strong attack dance can be performed with a broken weapon, but the buff will not work.

Strength is the only minimum stat that must be met to use the buff (11 STR required to two-hand). A character with less than 11 strength will instead perform the "weak" animation when attempting to use the buff.

The dance must be finished for the buff to take effect (signified by an aura spreading out).

A good spot to farm Channelers for this weapon is the second bonfire in The Duke's Archives (called "The Duke's Archives" in the Warp menu) after the path to the Crystal Cave has been opened. From the bonfire, head right to the new passage and climb up the ladder. Near the rotary stairs are two of them.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Channeler's Trident	70/115/0/0 (Thrust)	100	240	6.0	16/16/24/0 E/C/B/-	40/10/30/30	26	1

Move Set

1 Handed		
R1	Quick thrust attack.	Can be done with shield raised.
R2	Strong thrust attack.	
Roll — R1	Overhead chop.	
Backstep or Run — R1	Running thrust attack.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Guard.	
L2 (left hand)	Quick thrust attack.	

2 Handed		
R1	Quick thrust attack.	Can be done with shield raised.
R2	Strong thrust attack.	
Roll — R1	Overhead chop.	
Backstep or Run — R1	Running thrust attack.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

- 1-handed strong attack is replaced by a drilling thrust that hits three times (one normal hit plus two more from the rotating head).
- 2-handed strong attack is replaced by an area of effect dance that increases allies' attack power for a duration. This move consumes 80 durability.

Upgrades

Requires Twinkling Titanite

11% STR, 55% DEX, 88% INT scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Channeler's Trident +0	70/115/0/0	E/C/B/-		
Channeler's Trident +1	77/126/0/0	E/C/B/-	1	2,000
Channeler's Trident +2	84/138/0/0	E/C/B/-	1	2,000
Channeler's Trident +3	91/149/0/0	E/C/B/-	2	2,000
Channeler's Trident +4	98/161/0/0	E/C/B/-	2	2,000
Channeler's Trident +5	105/172/0/0	E/C/B/-	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>

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