

Gargoyle's Halberd

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

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

“ Halberd of the gargoyle guarding the Bell of Awakening in the Undead Church.
Perfectly standard bronze halberd without any special power.

Availability

Drop from the Bell Gargoyles in Undead Parish and Gargoyles in Anor Londo (3% drop rate)

General Information

Boosts bleed and poison resistance by 25 when equipped

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	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Gargoyle's Halberd	115/0/0/0 (Regular)	100	200	6.0	16 ¹ /12/0/0 D/D/-/-	40/10/30/30	26	50

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.	

- Like most other halberds, this weapon's R1s deal thrust damage, and therefore receive counter hit bonuses.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

39% STR, 40% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Gargoyle's Halberd +1	126/0/0/0	D/D/-/-	1	-	-	-	200
Gargoyle's Halberd +2	138/0/0/0	D/D/-/-	1	-	-	-	200
Gargoyle's Halberd +3	149/0/0/0	D/D/-/-	2	-	-	-	200
Gargoyle's Halberd +4	161/0/0/0	D/D/-/-	2	-	-	-	200
Gargoyle's Halberd +5	172/0/0/0	D/D/-/-	3	-	-	-	200
Gargoyle's Halberd +6	184/0/0/0	D/D/-/-	-	1	-	-	200
Gargoyle's Halberd +7	195/0/0/0	D/D/-/-	-	1	-	-	200
Gargoyle's Halberd +8	207/0/0/0	D/D/-/-	-	2	-	-	200
Gargoyle's Halberd +9	218/0/0/0	D/D/-/-	-	2	-	-	200
Gargoyle's Halberd +10	230/0/0/0	D/D/-/-	-	3	-	-	200
Gargoyle's Halberd +11	241/0/0/0	D/D/-/-	-	-	1	-	200
Gargoyle's Halberd +12	253/0/0/0	D/D/-/-	-	-	1	-	200
Gargoyle's Halberd +13	264/0/0/0	D/D/-/-	-	-	2	-	200
Gargoyle's Halberd +14	276/0/0/0	D/D/-/-	-	-	3	-	200
Gargoyle's Halberd +15	287/0/0/0	D/D/-/-	-	-	-	1	200

Crystal

Gargoyle's Halberd durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Gargoyle's Halberd +10
- Titanite

39% STR, 40% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Gargoyle's Halberd +0	253/0/0/0	D/D/-/-	1		200
Crystal Gargoyle's Halberd +1	264/0/0/0	D/D/-/-	1		200
Crystal Gargoyle's Halberd +2	276/0/0/0	D/D/-/-	1		200
Crystal Gargoyle's Halberd +3	287/0/0/0	D/D/-/-	2		200
Crystal Gargoyle's Halberd +4	299/0/0/0	D/D/-/-	3		200
Crystal Gargoyle's Halberd +5	310/0/0/0	D/D/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Gargoyle's Halberd +10
- Titanite Chunk/Slab

Ascended by Giant Blacksmith.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Lightning Gargoyle's Halberd +0	207/0/0/207	-/-/-/-	1	-	200
Lightning Gargoyle's Halberd +1	223/0/0/223	-/-/-/-	1	-	200
Lightning Gargoyle's Halberd +2	239/0/0/239	-/-/-/-	1	-	200
Lightning Gargoyle's Halberd +3	255/0/0/255	-/-/-/-	2	-	200
Lightning Gargoyle's Halberd +4	271/0/0/271	-/-/-/-	3	-	200
Lightning Gargoyle's Halberd +5	287/0/0/287	-/-/-/-	-	1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Gargoyle's Halberd +5
- Titanite

30% STR, 30% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Gargoyle's Halberd +0	198/0/0/0	D/D/-/-	1	200
Raw Gargoyle's Halberd +1	211/0/0/0	D/D/-/-	1	200
Raw Gargoyle's Halberd +2	224/0/0/0	D/D/-/-	1	200
Raw Gargoyle's Halberd +3	237/0/0/0	D/D/-/-	2	200
Raw Gargoyle's Halberd +4	250/0/0/0	D/D/-/-	2	200
Raw Gargoyle's Halberd +5	264/0/0/0	D/D/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Gargoyle's Halberd +5
- Green Titanite
- Blue Titanite

11% STR, 11% DEX, 57% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Gargoyle's Halberd +0	129/139/0/0	E/E/C/-	1			200
Magic Gargoyle's Halberd +1	137/148/0/0	E/E/C/-	1			200
Magic Gargoyle's Halberd +2	146/158/0/0	E/E/C/-	1			200
Magic Gargoyle's Halberd +3	154/167/0/0	E/E/C/-	2			200
Magic Gargoyle's Halberd +4	163/176/0/0	E/E/C/-	2			200
Magic Gargoyle's Halberd +5	172/186/0/0	E/E/C/-	3			200
Magic Gargoyle's Halberd +6	180/195/0/0	E/E/C/-		1		200
Magic Gargoyle's Halberd +7	189/204/0/0	E/E/C/-		1		200
Magic Gargoyle's Halberd +8	197/213/0/0	E/E/C/-		2		200
Magic Gargoyle's Halberd +9	206/223/0/0	E/E/C/-		3		200
Magic Gargoyle's Halberd +10	215/232/0/0	E/E/C/-			1	200

Enchanted

Enchanted damage added. All stat bonuses removed.

Requires

- Magic Gargoyle's Halberd +5
- Blue Titanite

8% STR, 8% DEX, 55% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Gargoyle's Halberd +0	172/184/0/0	E/E/C/-	1		200
Enchanted Gargoyle's Halberd +1	178/189/0/0	E/E/C/-	1		200
Enchanted Gargoyle's Halberd +2	185/195/0/0	E/E/C/-	1		200
Enchanted Gargoyle's Halberd +3	192/200/0/0	E/E/B/-	2		200
Enchanted Gargoyle's Halberd +4	199/206/0/0	E/E/B/-	3		200
Enchanted Gargoyle's Halberd +5	206/213/0/0	E/E/B/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Gargoyle's Halberd +5
- Green Titanite
- White Titanite
- Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6)

15% STR, 15% DEX, 56% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Gargoyle's Halberd +0	117/142/0/0	E/E/-/C	0/0/110/-	1			200
Divine Gargoyle's Halberd +1	124/152/0/0	E/E/-/C	0/0/110/-	1			200
Divine Gargoyle's Halberd +2	132/161/0/0	E/E/-/C	0/0/110/-	1			200
Divine Gargoyle's Halberd +3	140/171/0/0	E/E/-/C	0/0/110/-	2			200
Divine Gargoyle's Halberd +4	148/180/0/0	E/E/-/C	0/0/110/-	2			200
Divine Gargoyle's Halberd +5	156/190/0/0	E/E/-/C	0/0/110/-	3			200
Divine Gargoyle's Halberd +6	163/199/0/0	E/E/-/C	0/0/110/-		1		200
Divine Gargoyle's Halberd +7	171/209/0/0	E/E/-/C	0/0/110/-		1		200
Divine Gargoyle's Halberd +8	179/218/0/0	E/E/-/C	0/0/110/-		2		200
Divine Gargoyle's Halberd +9	187/228/0/0	E/E/-/C	0/0/110/-		3		200
Divine Gargoyle's Halberd +10	195/237/0/0	E/E/-/C	0/0/110/-			1	200

Occult

Occult damage added. All stat bonuses removed.

Requires

- Divine Gargoyle's Halberd +5
- White Titanite

14% STR, 14% DEX, 66% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Gargoyle's Halberd +0	158/172/0/0	E/E/-/C	0/0/-/110	1		200
Occult Gargoyle's Halberd +1	167/180/0/0	E/E/-/C	0/0/-/110	1		200
Occult Gargoyle's Halberd +2	176/189/0/0	E/E/-/C	0/0/-/110	1		200
Occult Gargoyle's Halberd +3	186/197/0/0	E/E/-/C	0/0/-/110	2		200
Occult Gargoyle's Halberd +4	195/206/0/0	E/E/-/C	0/0/-/110	3		200
Occult Gargoyle's Halberd +5	205/215/0/0	E/E/-/C	0/0/-/110		1	200

Fire

Adds fire damage. All stat bonuses removed.

Requires

- Gargoyle's Halberd +5
- Green Titanite
- Red Titanite
- Ascended by Vamos with Large Flame Ember (+6)

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Gargoyle's Halberd +0	149/0/149/0	-/-/-	40.0/10.0/30.0 /30.0	1			200
Fire Gargoyle's Halberd +1	161/0/161/0	-/-/-	40.0/10.0/30.3 /30.0	1			200
Fire Gargoyle's Halberd +2	172/0/172/0	-/-/-	40.0/10.0/30.6 /30.0	1			200
Fire Gargoyle's Halberd +3	184/0/184/0	-/-/-	40.0/10.0/30.9 /30.0	2			200
Fire Gargoyle's Halberd +4	195/0/195/0	-/-/-	40.0/10.0/31.2 /30.0	2			200
Fire Gargoyle's Halberd +5	207/0/207/0	-/-/-	40.0/10.0/31.5 /30.0	3			200
Fire Gargoyle's Halberd +6	220/0/220/0	-/-/-	40.0/10.0/31.8 /30.0		1		200
Fire Gargoyle's Halberd +7	234/0/234/0	-/-/-	40.0/10.0/32.1 /30.0		1		200
Fire Gargoyle's Halberd +8	248/0/248/0	-/-/-	40.0/10.0/32.4 /30.0		2		200
Fire Gargoyle's Halberd +9	262/0/262/0	-/-/-	40.0/10.0/32.7 /30.0		3		200
Fire Gargoyle's Halberd +10	276/0/276/0	-/-/-	40.0/10.0/33.0 /30.0			1	200

Chaos

Chaos damage added. All stat bonuses removed.
Requires

- Fire Gargoyle's Halberd +5
- Red Titanite

Name	Damage	Stat Bonuses	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Gargoyle's Halberd +0	180/0/208/0	-/-/-	1		200
Chaos Gargoyle's Halberd +1	190/0/220/0	-/-/-	1		200
Chaos Gargoyle's Halberd +2	200/0/232/0	-/-/-	1		200
Chaos Gargoyle's Halberd +3	209/0/243/0	-/-/-	2		200
Chaos Gargoyle's Halberd +4	220/0/255/0	-/-/-	3		200
Chaos Gargoyle's Halberd +5	230/0/266/0	-/-/-		1	200

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 x 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 11 Strength is required