

# Giant's Halberd

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

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

“ Large halberd made of old brass, used by the giant sentinels of Anor Londo.  
Brass contains traces of lightning,  
but as the halberd is designed for the giant sentinels, its weight is unbearable.


## Availability

Drop from the Sentinels in daylight Anor Londo (2% drop rate)

Sold by the Giant Blacksmith in Anor Londo for 5,000 Souls

## General Information

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
	Giant's Halberd	140/0/0/ 135  (Normal/ Thrust)	100	300	16	36/12/0/ 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.	

Both 1-handed and 2-handed R2's are replaced with a heavy thrust, similar to the thrusting attack of the giant Sentinels that this weapon is taken from.

- Like most other halberds, this weapon's R1s deal thrust damage, as well as its R2s, and therefore receive counter hit bonuses.

# Upgrades

Requires Twinkling Titanite

38% STR, 50% DEX scaling

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Giant's Halberd+0	140/0/0/135	D/D/-/-		
Giant's Halberd+1	154/0/0/148	D/D/-/-	1	2,000
Giant's Halberd+2	168/0/0/162	D/D/-/-	1	2,000
Giant's Halberd+3	182/0/0/175	D/D/-/-	2	2,000
Giant's Halberd+4	196/0/0/189	D/D/-/-	2	2,000
Giant's Halberd+5	210/0/0/202	D/D/-/-	4	2,000

# Key

<b>Damage:</b>	<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"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<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>

<b>Stats Needed:</b>	<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"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</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.  <math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

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