

Lucerne

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Lucerne.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Lucerne>

“ Halberd with a large, hard beak-like protrusion. Inflicts thrust damage.
Instead of thrusting like a spear, the wielder of the Lucerne aims to club the head with its hard beak.

Availability

Treasure from a corpse guarded by two skeletons in The Catacombs

General Information

Like all Halberds, if the 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.

Since all of this weapon's attacks count as thrust/piercing damage, it's much easier to score a Counter hit with this weapon. Equip Leo Ring for maximum efficiency.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Lucerne	110/0/0/0 (Thrust)	100	200	5.5	15 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.	

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).

38% STR, 50% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Lucerne +0	110/0/0/0	D/D/-/-	1	-	-	-	200
Lucerne +1	121/0/0/0	D/C/-/-	1	-	-	-	200
Lucerne +2	132/0/0/0	D/C/-/-	1	-	-	-	200
Lucerne +3	143/0/0/0	D/C/-/-	2	-	-	-	200
Lucerne +4	154/0/0/0	D/C/-/-	2	-	-	-	200
Lucerne +5	165/0/0/0	D/C/-/-	3	-	-	-	200
Lucerne +6	176/0/0/0	D/C/-/-	-	1	-	-	200
Lucerne +7	187/0/0/0	D/C/-/-	-	1	-	-	200
Lucerne +8	198/0/0/0	D/C/-/-	-	2	-	-	200
Lucerne +9	209/0/0/0	D/C/-/-	-	2	-	-	200
Lucerne +10	220/0/0/0	D/C/-/-	-	3	-	-	200
Lucerne +11	230/0/0/0	D/C/-/-	-	-	1	-	200
Lucerne +12	242/0/0/0	D/C/-/-	-	-	1	-	200
Lucerne +13	253/0/0/0	D/C/-/-	-	-	2	-	200
Lucerne +14	264/0/0/0	D/C/-/-	-	-	3	-	200
Lucerne +15	275/0/0/0	D/C/-/-	-	-	-	1	200

Crystal

Weapon durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Lucerne+10
- Titanite

38% STR, 50% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Lucerne +0	242/0/0/0	D/C/-/-	1		200
Crystal Lucerne +1	253/0/0/0	D/C/-/-	1		200
Crystal Lucerne +2	264/0/0/0	D/C/-/-	1		200
Crystal Lucerne +3	275/0/0/0	D/C/-/-	2		200
Crystal Lucerne +4	286/0/0/0	D/C/-/-	3		200
Crystal Lucerne +5	297/0/0/0	D/C/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Lucerne+10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Lucerne +0	198/0/0/198	-/-/-	40/10/30/30	1		200
Lightning Lucerne +1	213/0/0/213	-/-/-	40/10/30/32.4	1		200
Lightning Lucerne +2	228/0/0/228	-/-/-	40/10/30/34.8	1		200
Lightning Lucerne +3	244/0/0/244	-/-/-	40/10/30/37.2	2		200
Lightning Lucerne +4	259/0/0/259	-/-/-	40/10/30/39.6	3		200
Lightning Lucerne +5	275/0/0/275	-/-/-	40/10/30/42		1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Lucerne+5
- Titanite

29% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Lucerne +0	190/0/0/0	D/D/-/-	1	200
Raw Lucerne +1	203/0/0/0	D/D/-/-	1	200
Raw Lucerne +2	215/0/0/0	D/D/-/-	1	200
Raw Lucerne +3	228/0/0/0	D/D/-/-	2	200
Raw Lucerne +4	241/0/0/0	D/D/-/-	2	200
Raw Lucerne +5	254/0/0/0	D/D/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Lucerne+5
- Green Titanite
- Blue Titanite

29% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Lucerne +0	124/133/0/0	E/E/C/-	1			200
Magic Lucerne +1	132/142/0/0	E/E/C/-	1			200
Magic Lucerne +2	141/151/0/0	E/E/C/-	1			200
Magic Lucerne +3	149/160/0/0	E/E/C/-	2			200
Magic Lucerne +4	157/169/0/0	E/E/C/-	2			200
Magic Lucerne +5	166/178/0/0	E/E/C/-	3			200
Magic Lucerne +6	174/186/0/0	E/E/C/-		1		200
Magic Lucerne +7	182/195/0/0	E/E/C/-		1		200
Magic Lucerne +8	190/204/0/0	E/E/C/-		2		200
Magic Lucerne +9	199/213/0/0	E/E/C/-		3		200
Magic Lucerne +10	207/222/0/0	E/E/C/-			1	200

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires

- Magic Lucerne+5
- Blue Titanite

8% STR, 10% DEX, 62% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Lucerne +0	166/176/0/0	E/E/C/-	1		200
Enchanted Lucerne +1	172/181/0/0	E/E/C/-	1		200
Enchanted Lucerne +2	179/186/0/0	E/E/B/-	1		200
Enchanted Lucerne +3	185/191/0/0	E/E/B/-	2		200
Enchanted Lucerne +4	192/197/0/0	E/E/A/-	3		200
Enchanted Lucerne +5	199/204/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Lucerne+5
- Green Titanite
- White Titanite

15% STR, 19% DEX, 63% 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 Lucerne +0	111/136/0/0	E/E/-/C	0/0/110/-	1			200
Divine Lucerne +1	118/145/0/0	E/E/-/C	0/0/110/-	1			200
Divine Lucerne +2	125/154/0/0	E/E/-/C	0/0/110/-	1			200
Divine Lucerne +3	133/163/0/0	E/E/-/C	0/0/110/-	2			200
Divine Lucerne +4	140/172/0/0	E/E/-/C	0/0/110/-	2			200
Divine Lucerne +5	148/182/0/0	E/E/-/C	0/0/110/-	3			200
Divine Lucerne +6	155/191/0/0	E/D/-/C	0/0/110/-		1		200
Divine Lucerne +7	162/200/0/0	E/D/-/C	0/0/110/-		1		200
Divine Lucerne +8	170/209/0/0	E/D/-/C	0/0/110/-		2		200
Divine Lucerne +9	177/218/0/0	E/D/-/C	0/0/110/-		3		200
Divine Lucerne+10	185/227/0/0	E/D/-/C	0/0/110/-			1	200

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.
Requires

- Divine Lucerne+5
- White Titanite

14% STR, 18% DEX, 74% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Lucerne +0	152/166/0/0	E/E/-/B	0/0/-/110	1		200
Occult Lucerne +1	161/174/0/0	E/E/-/B	0/0/-/110	1		200
Occult Lucerne +2	170/182/0/0	E/E/-/B	0/0/-/110	1		200
Occult Lucerne +3	179/190/0/0	E/E/-/B	0/0/-/110	2		200
Occult Lucerne +4	188/199/0/0	E/D/-/B	0/0/-/110	3		200
Occult Lucerne+5	197/207/0/0	E/D/-/B	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Lucerne+5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Lucerne +0	143/0/143/0	-/-/-	40/10/30/30	1			200
Fire Lucerne +1	154/0/154/0	-/-/-	40/10/30.3/30	1			200
Fire Lucerne +2	165/0/165/0	-/-/-	40/10/30.6/30	1			200
Fire Lucerne +3	176/0/176/0	-/-/-	40/10/30.9/30	2			200
Fire Lucerne +4	187/0/187/0	-/-/-	40/10/31.2/30	2			200
Fire Lucerne +5	198/0/198/0	-/-/-	40/10/31.5/30	3			200
Fire Lucerne +6	211/0/211/0	-/-/-	40/10/31.8/30		1		200
Fire Lucerne +7	224/0/224/0	-/-/-	40/10/32.1/30		1		200
Fire Lucerne +8	237/0/237/0	-/-/-	40/10/32.4/30		2		200
Fire Lucerne +9	250/0/250/0	-/-/-	40/10/32.7/30		3		200
Fire Lucerne +10	264/0/264/0	-/-/-	40/10/33/30			1	200

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.
Requires

- Fire Lucerne+5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Lucerne +0	172/0/198/0	-/-/-	40/10/30/30	1		200
Chaos Lucerne +1	182/0/209/0	-/-/-	40/10/30.6/30	1		200
Chaos Lucerne +2	192/0/220/0	-/-/-	40/10/31.2/30	1		200
Chaos Lucerne +3	201/0/230/0	-/-/-	40/10/31.8/30	2		200
Chaos Lucerne +4	211/0/242/0	-/-/-	40/10/32.4/30	3		200
Chaos Lucerne +5	220/0/253/0	-/-/-	40/10/33/30		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>$(18 \times 1.5 = 27)$</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 10 Strength is required