

Moonlight Butterfly Horn

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Moonlight%20Butterfly%20Horn.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Moonlight%20Butterfly%20Horn>

“ *Weapon born from the mystical creature of the Darkroot Garden, the Moonlight Butterfly.*

The horns of the butterfly, a being created by Seath, are imbued with a pure magic power.

Availability

Created by the Giant Blacksmith in Anor Londo from the Soul of the Moonlight Butterfly and any +10 Spear¹ or Thrusting Sword for 5,000 Souls

General Information

Although this weapon is a spear and lists Thrust as its damage type, its damage is 100% Magic damage, and therefore cannot be used to Counter.

This spear is very long and relatively fast and light for its size. Intelligence builds will find this an effective weapon for melee, even in PvP.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Moonlight Butterfly Horn	0/120/0/0 (Thrust)	100	160	4	12 ² /0/14/0 -/-/B/-	40/10/30 /30	26	1,000

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.	

Upgrades

Requires Demon Titanite

100% INT scaling.

Name	Damage	Stat Bonuses	Demon Titanite
Moonlight Butterfly Horn +0	0/120/0/0	-/-/B/-	
Moonlight Butterfly Horn +1	0/132/0/0	-/-/B/-	1
Moonlight Butterfly Horn +2	0/144/0/0	-/-/B/-	1
Moonlight Butterfly Horn +3	0/156/0/0	-/-/B/-	2
Moonlight Butterfly Horn +4	0/168/0/0	-/-/B/-	2

Moonlight Butterfly Horn +5	0/180/0/0	-/-/B/-	4
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Key

<p>Damage:</p>	<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>
<p>Critical:</p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p>Durability:</p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p>Weight:</p>	<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>
<p>Stats Needed:</p>	<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. (18 x 1.5 = 27)</p>

Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: <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:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. This means the Spear weapon class, (although Spear can be used as well).
2. When two handing this weapon, only 8 Strength is required

Revision #1

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