

Halberd

In-Game Description

Halberds are combinations of axes and spears with unique bladed tips.

Can be used in spear-like thrust attacks, or in axe-like sweeping attacks.

The halberd challenges a warrior's skills, but can be a very effective weapon when it's two functions are applied properly.

Availability

- Forest of Fallen Giants treasure. It is on a corpse located on the fallen giant sword.
- Hollow Soldier (Halberd) drop.
- Ashen Warrior (Halberd) drop.
- Sold by Blue Sentinel Targray for 2,500 souls.

General Information

| Image | Damag e | Aux Effects | Counte r Streng th | Poise Damag e | Stats Neede d Stat Bonuse s | Damag e Reduct ion | Aux Effects Reduct ion | Stabilit y | Durabil ity | Weight |
|-------|------------|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
|-------|------------|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|

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|--|---------------------------------------|-----|-----|----|----------------------------------|--------------------|-----------------|----|----|-----|
| | 175/0/0 /0/0 (Slash/Thrust) | 0/0 | 120 | 35 | 20/14/0 /0 D/C/-/-/-/- | 40/10/3 0/30/35 | 10/10/1 0/10 | 40 | 70 | 6.0 |
|--|---------------------------------------|-----|-----|----|----------------------------------|--------------------|-----------------|----|----|-----|

Move Set

+ show Move Set - hide Move Set

| 1 Handed Right | mirror for 1 Handed Left |
|-------------------------|---|
| Light — Light | Overhead chop into thrust attack. |
| Strong — Strong | Overhead chop into heavy left-to-right horizontal swing |
| Roll — Light | Fast right-to-up swing. |
| Backstep or Run — Light | Overhead chop. |
| Forward + Light | Guard break. |
| Forward + Strong | Jumping thrust attack. |
| 2 Handed Right | mirror for 2 Handed Left |
| Light — Light | Overhead chop into right-to-left horizontal swing. |
| Strong | 2 clockwise spin attacks. |
| Roll — Light | Fast narrow left-to-right horizontal swing. |
| Backstep or Run — Light | 3 clockwise spin attacks. |
| Forward + Light | Guard break. |
| Forward + Strong | Jumping thrust attack. |
| Left Light or Strong | Guard |
| Power Stance | |
| Left Light | Overhead chop with both weapons |
| Left Strong | Overhead chop with both weapons |

Notes

Upgrades

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| FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane |
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Basic

Standard upgrade path.
Requires:

- Titanite

| Name | Damage | Aux Effects | Stat Bonuses | Materials Cost | Souls |
|-------------|-------------|-------------|--------------|-------------------------|-------|
| Halberd +0 | 175/0/0/0/0 | 0/0 | D/C/-/-/- | - | - |
| Halberd +1 | 192/0/0/0/0 | 0/0 | C/C/-/-/- | 1x Titanite Shard | 570 |
| Halberd +2 | 210/0/0/0/0 | 0/0 | C/C/-/-/- | 2x Titanite Shard | 710 |
| Halberd +3 | 227/0/0/0/0 | 0/0 | C/C/-/-/- | 3x Titanite Shard | 850 |
| Halberd +4 | 245/0/0/0/0 | 0/0 | C/C/-/-/- | 1x Large Titanite Shard | 1,130 |
| Halberd +5 | 262/0/0/0/0 | 0/0 | C/C/-/-/- | 2x Large Titanite Shard | 1,270 |
| Halberd +6 | 280/0/0/0/0 | 0/0 | C/C/-/-/- | 3x Large Titanite Shard | 1,410 |
| Halberd +7 | 297/0/0/0/0 | 0/0 | C/C/-/-/- | 1x Titanite Chunk | 1,690 |
| Halberd +8 | 315/0/0/0/0 | 0/0 | C/C/-/-/- | 2x Titanite Chunk | 1,830 |
| Halberd +9 | 332/0/0/0/0 | 0/0 | C/C/-/-/- | 3x Titanite Chunk | 1,970 |
| Halberd +10 | 350/0/0/0/0 | 0/0 | B/C/-/-/- | 1x Titanite Slab | 2,250 |

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.
Requires:

- Faintstone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|------|--------|--------------|--------------|------------------|-----------------------|
|------|--------|--------------|--------------|------------------|-----------------------|

| | | | | | |
|-------------------|---------------|-----|-------------|--------------------------|-----------------|
| Magic Halberd +0 | 122/122/0/0/0 | 0/0 | D/D/C/-/-/- | 37.9/26.6/27.9/27.9/32.9 | 7.9/7.9/7.9/7.9 |
| Magic Halberd +1 | 134/134/0/0/0 | 0/0 | D/D/C/-/-/- | | |
| Magic Halberd +2 | 147/147/0/0/0 | 0/0 | D/D/C/-/-/- | | |
| Magic Halberd +3 | 159/159/0/0/0 | 0/0 | D/D/B/-/-/- | | |
| Magic Halberd +4 | 171/171/0/0/0 | 0/0 | D/D/B/-/-/- | | |
| Magic Halberd +5 | 183/183/0/0/0 | 0/0 | D/D/B/-/-/- | | |
| Magic Halberd +6 | 196/196/0/0/0 | 0/0 | D/D/B/-/-/- | | |
| Magic Halberd +7 | 208/208/0/0/0 | 0/0 | C/D/B/-/-/- | | |
| Magic Halberd +8 | 220/220/0/0/0 | 0/0 | C/D/B/-/-/- | | |
| Magic Halberd +9 | 232/232/0/0/0 | 0/0 | C/D/B/-/-/- | | |
| Magic Halberd +10 | 245/245/0/0/0 | 0/0 | C/D/B/-/-/- | | |

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|-----------------|---------------|--------------|--------------|-------------------------|-----------------------|
| Fire Halberd +0 | 122/0/122/0/0 | 0/0 | D/D/-/B/-/- | 37.9/7.9/46.6/27.9/32.9 | 7.9/7.9/7.9/7.9 |
| Fire Halberd +1 | 134/0/134/0/0 | 0/0 | D/D/-/C/-/- | | |
| Fire Halberd +2 | 147/0/147/0/0 | 0/0 | D/D/-/C/-/- | | |
| Fire Halberd +3 | 159/0/159/0/0 | 0/0 | D/D/-/B/-/- | | |
| Fire Halberd +4 | 171/0/171/0/0 | 0/0 | D/D/-/B/-/- | | |

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|------------------|---------------|-----|-------------|
| Fire Halberd +5 | 183/0/183/0/0 | 0/0 | D/D/-/B/-/- |
| Fire Halberd +6 | 196/0/196/0/0 | 0/0 | D/D/-/B/-/- |
| Fire Halberd +7 | 208/0/208/0/0 | 0/0 | C/D/-/B/-/- |
| Fire Halberd +8 | 220/0/220/0/0 | 0/0 | C/D/-/B/-/- |
| Fire Halberd +9 | 232/0/232/0/0 | 0/0 | C/D/-/B/-/- |
| Fire Halberd +10 | 245/0/245/0/0 | 0/0 | C/D/-/B/-/- |

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
 Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.
 Requires:

- Boltstone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|-----------------------|---------------|--------------|--------------|-------------------------|-----------------------|
| Lightning Halberd +0 | 122/0/0/122/0 | 0/0 | D/D/-/-/C/- | 37.9/7.9/27.9/46.6/32.9 | 7.9/7.9/7.9/7.9 |
| Lightning Halberd +1 | 134/0/0/134/0 | 0/0 | D/D/-/-/C/- | | |
| Lightning Halberd +2 | 147/0/0/147/0 | 0/0 | D/D/-/-/C/- | | |
| Lightning Halberd +3 | 159/0/0/159/0 | 0/0 | D/D/-/-/B/- | | |
| Lightning Halberd +4 | 171/0/0/171/0 | 0/0 | D/D/-/-/B/- | | |
| Lightning Halberd +5 | 183/0/0/183/0 | 0/0 | D/D/-/-/B/- | | |
| Lightning Halberd +6 | 196/0/0/196/0 | 0/0 | D/D/-/-/B/- | | |
| Lightning Halberd +7 | 208/0/0/208/0 | 0/0 | C/D/-/-/B/- | | |
| Lightning Halberd +8 | 220/0/0/220/0 | 0/0 | C/D/-/-/B/- | | |
| Lightning Halberd +9 | 232/0/0/232/0 | 0/0 | C/D/-/-/B/- | | |
| Lightning Halberd +10 | 245/0/0/245/0 | 0/0 | C/D/-/-/B/- | | |

Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.
Requires:

- Darknight Stone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|------------------|---------------|--------------|--------------|-------------------------|-----------------------|
| Dark Halberd +0 | 122/0/0/0/122 | 0/0 | D/D/-/-/-/C | 37.9/7.9/27.9/27.9/51.6 | 7.9/7.9/7.9/7.9 |
| Dark Halberd +1 | 134/0/0/0/134 | 0/0 | D/D/-/-/-/C | | |
| Dark Halberd +2 | 147/0/0/0/147 | 0/0 | D/D/-/-/-/C | | |
| Dark Halberd +3 | 159/0/0/0/159 | 0/0 | D/D/-/-/-/B | | |
| Dark Halberd +4 | 171/0/0/0/171 | 0/0 | D/D/-/-/-/B | | |
| Dark Halberd +5 | 183/0/0/0/183 | 0/0 | D/D/-/-/-/B | | |
| Dark Halberd +6 | 196/0/0/0/196 | 0/0 | D/D/-/-/-/B | | |
| Dark Halberd +7 | 208/0/0/0/208 | 0/0 | C/D/-/-/-/B | | |
| Dark Halberd +8 | 220/0/0/0/220 | 0/0 | C/D/-/-/-/B | | |
| Dark Halberd +9 | 232/0/0/0/232 | 0/0 | C/D/-/-/-/B | | |
| Dark Halberd +10 | 245/0/0/0/245 | 0/0 | C/D/-/-/-/B | | |

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base poison damage, poison damage reduction.
Requires:

- Poison Stone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|-------------------|-------------|--------------|--------------|-------------------------|-----------------------|
| Poison Halberd +0 | 122/0/0/0/0 | 112/0 | D/D/-/-/-/- | 37.9/7.9/27.9/27.9/32.9 | 26.6/7.9/7.9/7.9 |

| | | | |
|--------------------|-------------|-------|-------------|
| Poison Halberd +1 | 134/0/0/0/0 | 114/0 | D/D/-/-/-/- |
| Poison Halberd +2 | 147/0/0/0/0 | 117/0 | D/D/-/-/-/- |
| Poison Halberd +3 | 159/0/0/0/0 | 120/0 | D/D/-/-/-/- |
| Poison Halberd +4 | 171/0/0/0/0 | 123/0 | D/D/-/-/-/- |
| Poison Halberd +5 | 183/0/0/0/0 | 126/0 | D/D/-/-/-/- |
| Poison Halberd +6 | 196/0/0/0/0 | 128/0 | D/D/-/-/-/- |
| Poison Halberd +7 | 208/0/0/0/0 | 131/0 | C/D/-/-/-/- |
| Poison Halberd +8 | 220/0/0/0/0 | 134/0 | C/D/-/-/-/- |
| Poison Halberd +9 | 232/0/0/0/0 | 137/0 | C/D/-/-/-/- |
| Poison Halberd +10 | 245/0/0/0/0 | 140/0 | C/D/-/-/-/- |

Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|------------------|-------------|--------------|--------------|-------------------------|-----------------------|
| Bleed Halberd +0 | 122/0/0/0/0 | 0/112 | D/D/-/-/-/- | 37.9/7.9/27.9/27.9/32.9 | 7.9/26.6/7.9/7.9 |
| Bleed Halberd +1 | 134/0/0/0/0 | 0/114 | D/D/-/-/-/- | | |
| Bleed Halberd +2 | 147/0/0/0/0 | 0/117 | D/D/-/-/-/- | | |
| Bleed Halberd +3 | 159/0/0/0/0 | 0/120 | D/D/-/-/-/- | | |
| Bleed Halberd +4 | 171/0/0/0/0 | 0/123 | D/D/-/-/-/- | | |
| Bleed Halberd +5 | 183/0/0/0/0 | 0/126 | D/D/-/-/-/- | | |
| Bleed Halberd +6 | 196/0/0/0/0 | 0/128 | D/D/-/-/-/- | | |

| | | | |
|-------------------|-------------|-------|-------------|
| Bleed Halberd +7 | 208/0/0/0/0 | 0/131 | C/D/-/-/-/- |
| Bleed Halberd +8 | 220/0/0/0/0 | 0/134 | C/D/-/-/-/- |
| Bleed Halberd +9 | 232/0/0/0/0 | 0/137 | C/D/-/-/-/- |
| Bleed Halberd +10 | 245/0/0/0/0 | 0/140 | C/D/-/-/-/- |

Raw

Reduces: Stat bonuses.
 Adds/Increases: Base damage.
 Requires:

- Raw Stone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|-----------------|-------------|--------------|--------------|--------------------------|--------------------------|
| Raw Halberd +0 | 201/0/0/0/0 | 0/0 | E/E/-/-/-/- | 40.0/10.0/30.0/30.0/35.0 | 10.0/10.0/10.0/10.0/10.0 |
| Raw Halberd +1 | 221/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +2 | 241/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +3 | 261/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +4 | 281/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +5 | 301/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +6 | 322/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +7 | 342/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +8 | 362/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +9 | 382/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |
| Raw Halberd +10 | 402/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |

Enchanted

Reduces: Stat bonuses.
 Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).
 Requires:

- Magic Stone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|-----------------------|-------------|--------------|--------------|--------------------------|-----------------------|
| Enchanted Halberd +0 | 175/0/0/0/0 | 0/0 | E/E/D/-/-/- | 40.0/10.0/30.0/30.0/35.0 | 10.0/10.0/10.0/10.0 |
| Enchanted Halberd +1 | 192/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +2 | 210/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +3 | 227/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +4 | 245/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +5 | 262/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +6 | 280/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +7 | 297/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +8 | 315/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +9 | 332/0/0/0/0 | 0/0 | E/E/D/-/-/- | | |
| Enchanted Halberd +10 | 350/0/0/0/0 | 0/0 | E/E/C/-/-/- | | |

Mundane

Reduces: Base damage, stat bonuses.
 Adds/Increases: Damage scaling from lowest stat.
 Requires:

- Old Mundane Stone
- 2,000 souls

| Name | Damage | Aux. Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|--------------------|------------|--------------|--------------|--------------------------|-----------------------|
| Mundane Halberd +0 | 87/0/0/0/0 | 0/0 | E/E/-/-/-/- | 40.0/10.0/30.0/30.0/35.0 | 10.0/10.0/10.0/10.0 |
| Mundane Halberd +1 | 96/0/0/0/0 | 0/0 | E/E/-/-/-/- | | |

| | | | |
|------------------------|-------------|-----|-----------|
| Mundane Halberd +2 | 105/0/0/0/0 | 0/0 | E/E/-/-/- |
| Mundane Halberd +3 | 113/0/0/0/0 | 0/0 | E/E/-/-/- |
| Mundane Halberd +4 | 122/0/0/0/0 | 0/0 | D/E/-/-/- |
| Mundane Halberd +5 | 131/0/0/0/0 | 0/0 | D/E/-/-/- |
| Mundane Halberd +6 | 140/0/0/0/0 | 0/0 | D/E/-/-/- |
| Mundane Halberd +7 | 148/0/0/0/0 | 0/0 | D/E/-/-/- |
| Mundane Halberd +8 | 157/0/0/0/0 | 0/0 | D/E/-/-/- |
| Mundane Halberd +9 | 166/0/0/0/0 | 0/0 | D/E/-/-/- |
| Mundane Halberd +10 | 175/0/0/0/0 | 0/0 | D/E/-/-/- |

Key

| | |
|--------------------|---|
| Damage: | <p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p> |
| Aux Effect: | <p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none">• A is Poison Effect• B is Bleed Effect |

| | |
|--------------------------|---|
| Counter Strength: | Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage. |
| Poise Damage: | The ability of the weapon to break the poise of an enemy. |
| Stats Needed: | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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 your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($14 \times 2 = 28$)</p> |
| Stat Bonuses: | <p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat). |

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|-----------------------------------|--|
| Damage Reduction: | <p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage |
| Aux Effect Reduction: | <p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect |
| Stability: | <p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p> |
| Durability: | The durability of the weapon. |
| Weight: | <p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p> |
| Enchantable? Items/Spells: | <p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p> |

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