

# Helix Halberd


## In-Game Description

*A halberd with a helix-shaped handle, headed with a double blade, A complex design, some would say excessively so, that hides a spear within its handle.*

*Although it's precise origins are unclear, its construction appears to utilize techniques from the lost land of Olaphis.*

## Availability

Shrine of Amana treasure. Shortly past the Crumbled Ruins bonfire. Hug the left wall as you progress and you will find a Pharros Contraption underwater near two pillars by the left wall. It opens a secret room with a chest containing this Halberd.

## 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
	186/0/0 /0/0  (Slash/T hrust)	0/0	120	35	16/20/0 /0  -/D/-/-/ /-	40/10/3 0/30/35	10/10/1 0/10	40	70	9.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	overhead swing followed by horizontal sweep	overhead swing then horizontal
Heavy Attack	thrust	forward thrust
Rolling Attack	wide diagonal sweep from the right	quick diagonal slash
Running Attack	wide horizontal sweep from the right	a spinning attack that hits three times

## Notes

- Using the weapon's strong attacks will extend a hidden spear from the contraption in the middle and consume more durability than usual. This can lead to excessive damage dealt by strong attacks.
- This weapon's strong attacks inflict unusually high poise damage, comparable to great hammers.

## Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed	Raw	Enchanted	Mundane
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### Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Helix Halberd +0	186/0/0/0/0	0/0	-/D/-/-/-	-	-
Helix Halberd +1	204/0/0/0/0	0/0	-/C/-/-/-	1x Twinkling Titanite	1,230
Helix Halberd +2	223/0/0/0/0	0/0	-/B/-/-/-	2x Twinkling Titanite	1,540
Helix Halberd +3	242/0/0/0/0	0/0	-/B/-/-/-	3x Twinkling Titanite	1,840
Helix Halberd +4	261/0/0/0/0	0/0	-/A/-/-/-	4x Twinkling Titanite	2,450

Helix Halberd +5	280/0/0/0/0	0/0	-/A/-/-/-	5x Twinkling Titanite	2,760
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# 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 Helix Halberd +0	111/111/0/0/0	0/0	-/D/C/-/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Helix Halberd +1	122/122/0/0/0	0/0	-/D/C/-/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Helix Halberd +2	134/134/0/0/0	0/0	-/C/C/-/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Helix Halberd +3	145/145/0/0/0	0/0	-/C/C/-/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Helix Halberd +4	156/156/0/0/0	0/0	-/B/C/-/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Helix Halberd +5	168/168/0/0/0	0/0	-/B/B/-/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9

## 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
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Fire Helix Halberd +0	111/0/111/0/0	0/0	-/D/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Helix Halberd +1	122/0/122/0/0	0/0	-/D/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Helix Halberd +2	134/0/134/0/0	0/0	-/C/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Helix Halberd +3	145/0/145/0/0	0/0	-/C/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Helix Halberd +4	156/0/156/0/0	0/0	-/B/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Helix Halberd +5	168/0/168/0/0	0/0	-/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9

## 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 Helix Halberd +0	111/0/0/111/0	0/0	-/D/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Helix Halberd +1	122/0/0/122/0	0/0	-/D/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Helix Halberd +2	134/0/0/134/0	0/0	-/C/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Helix Halberd +3	145/0/0/145/0	0/0	-/C/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Helix Halberd +4	156/0/0/156/0	0/0	-/B/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Helix Halberd +5	168/0/0/168/0	0/0	-/B/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9

## Dark

Reduces: Physical 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 Helix Halberd +0	111/0/0/0/111	0/0	-/D/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Helix Halberd +1	122/0/0/0/122	0/0	-/D/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Helix Halberd +2	134/0/0/0/134	0/0	-/C/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Helix Halberd +3	145/0/0/0/145	0/0	-/C/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Helix Halberd +4	156/0/0/0/156	0/0	-/B/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Helix Halberd +5	168/0/0/0/168	0/0	-/B/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9

## 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 Helix Halberd +0	111/0/0/0/0	96/0	-/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Helix Halberd +1	122/0/0/0/0	100/0	-/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Helix Halberd +2	134/0/0/0/0	105/0	-/C/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Helix Halberd +3	145/0/0/0/0	110/0	-/C/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Helix Halberd +4	156/0/0/0/0	115/0	-/B/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9

Poison Helix Halberd +5	168/0/0/0/0	120/0	-/B/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
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## 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 Helix Halberd +0	111/0/0/0/0	0/96	-/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Helix Halberd +1	122/0/0/0/0	0/100	-/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Helix Halberd +2	134/0/0/0/0	0/105	-/C/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Helix Halberd +3	145/0/0/0/0	0/110	-/C/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Helix Halberd +4	156/0/0/0/0	0/115	-/B/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Helix Halberd +5	168/0/0/0/0	0/120	-/B/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9

## 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 Helix Halberd +0	213/0/0/0/0	0/0	-/E/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Helix Halberd +1	235/0/0/0/0	0/0	-/E/-/-/-/-	40/10/30/30/35	10/10/10/10

Raw Helix Halberd +2	257/0/0/0/0	0/0	-/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Helix Halberd +3	278/0/0/0/0	0/0	-/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Helix Halberd +4	300/0/0/0/0	0/0	-/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Helix Halberd +5	322/0/0/0/0	0/0	-/E/-/-/-	40/10/30/30/35	10/10/10/10

## 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 Helix Halberd +0	186/0/0/0/0	0/0	-/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Helix Halberd +1	204/0/0/0/0	0/0	-/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Helix Halberd +2	223/0/0/0/0	0/0	-/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Helix Halberd +3	242/0/0/0/0	0/0	-/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Helix Halberd +4	261/0/0/0/0	0/0	-/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Helix Halberd +5	280/0/0/0/0	0/0	-/D/C/-/-/-	40/10/30/30/35	10/10/10/10

## 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 Helix Halberd +0	93/0/0/0/0	0/0	-/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Helix Halberd +1	102/0/0/0/0	0/0	-/D/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Helix Halberd +2	111/0/0/0/0	0/0	-/D/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Helix Halberd +3	121/0/0/0/0	0/0	-/D/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Helix Halberd +4	130/0/0/0/0	0/0	-/D/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Helix Halberd +5	140/0/0/0/0	0/0	-/C/-/-/-	40/10/30/30/35	10/10/10/10

# Key

<p><b>Damage:</b></p>	<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"> <li>A is Physical Damage</li> <li>B is Magical Damage</li> <li>C is Fire Damage</li> <li>D is Lightning Damage</li> <li>E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>Striking</li> <li>Slashing</li> <li>Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<p><b>Aux Effect:</b></p>	<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"> <li>A is Poison Effect</li> <li>B is Bleed Effect</li> </ul>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>



<p><b>Stats Needed:</b></p>	<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"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D 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,</p> <p>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. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></p>	<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"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• 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).</li> </ul>
<p><b>Damage Reduction:</b></p>	<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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li><li>• C is Petrification Effect</li><li>• D is Curse Effect</li></ul>
<b>Stability:</b>	<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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<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>
<b>Enchantable? Items/Spells:</b>	<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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