

Mastodon Halberd

In-Game Description

*Halberd of the Primal Knights
that defend Drangleic castle.*

*The brutish and mighty Primal Knights
wield this halberd like a feather-light twig,
but to the ordinary warrior it is a chore to even hold up,
owing to its great weight.*

*Terrible experiments were said to have taken place
in a hidden manor in Drangleic.
The mastermind presiding over the deeds
was thought to be Lord Aldia.*

Availability

Primal Knight drop.

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
	205/0/0 /0/0 (Slash/T hrust)	0/0	120	45	26/15/0 /0 B/-/-/-/-	40/10/3 0/30/35	10/10/1 0/10	40	70	19.0

Move Set

- Same as the Black Knight Halberd.

Notes

Upgrades

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

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Mastodon Halberd +0	205/0/0/0/0	0/0	B/-/-/-/-	-	-
Mastodon Halberd +1	225/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Shard	?
Mastodon Halberd +2	246/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Shard	710
Mastodon Halberd +3	266/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Shard	850
Mastodon Halberd +4	287/0/0/0/0	0/0	A/-/-/-/-	1x Large Titanite Shard	1,130
Mastodon Halberd +5	307/0/0/0/0	0/0	A/-/-/-/-	2x Large Titanite Shard	1,270
Mastodon Halberd +6	328/0/0/0/0	0/0	A/-/-/-/-	3x Large Titanite Shard	1,410
Mastodon Halberd +7	348/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Chunk	1,690
Mastodon Halberd +8	369/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Chunk	1,830

Mastodon Halberd +9	389/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Chunk	1,970
Mastodon Halberd +10	410/0/0/0/0	0/0	A/-/-/-/-	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 Mastodon Halberd +0	143/143/0/0/0	0/0	B/-/C/-/-		
Magic Mastodon Halberd +1	157/157/0/0/0	0/0	B/-/C/-/-		
Magic Mastodon Halberd +2	172/172/0/0/0	0/0	B/-/C/-/-		
Magic Mastodon Halberd +3	186/186/0/0/0	0/0	B/-/B/-/-		
Magic Mastodon Halberd +4	200/200/0/0/0	0/0	B/-/B/-/-		
Magic Mastodon Halberd +5	215/215/0/0/0	0/0	B/-/B/-/-		
Magic Mastodon Halberd +6	229/229/0/0/0	0/0	B/-/B/-/-		
Magic Mastodon Halberd +7	243/243/0/0/0	0/0	B/-/B/-/-		
Magic Mastodon Halberd +8	258/258/0/0/0	0/0	B/-/B/-/-		
Magic Mastodon Halberd +9	272/272/0/0/0	0/0	B/-/B/-/-		
Magic Mastodon Halberd +10	287/287/0/0/0	0/0	B/-/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 Mastodon Halberd +0	143/0/143/0/0	0/0	B/-/-/C/-/-		
Fire Mastodon Halberd +1	157/0/157/0/0	0/0	B/-/-/C/-/-		
Fire Mastodon Halberd +2	172/0/172/0/0	0/0	B/-/-/C/-/-		
Fire Mastodon Halberd +3	186/0/186/0/0	0/0	B/-/-/B/-/-		
Fire Mastodon Halberd +4	200/0/200/0/0	0/0	B/-/-/B/-/-		
Fire Mastodon Halberd +5	215/0/215/0/0	0/0	B/-/-/B/-/-		
Fire Mastodon Halberd +6	229/0/229/0/0	0/0	B/-/-/B/-/-		
Fire Mastodon Halberd +7	243/0/243/0/0	0/0	B/-/-/B/-/-		
Fire Mastodon Halberd +8	258/0/258/0/0	0/0	B/-/-/B/-/-		
Fire Mastodon Halberd +9	272/0/272/0/0	0/0	B/-/-/B/-/-		
Fire Mastodon Halberd +10	287/0/287/0/0	0/0	B/-/-/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 Mastodon Halberd +0	143/0/0/143/0	0/0	B/-/-/C/-		
Lightning Mastodon Halberd +1	157/0/0/157/0	0/0	B/-/-/C/-		
Lightning Mastodon Halberd +2	172/0/0/172/0	0/0	B/-/-/C/-		
Lightning Mastodon Halberd +3	186/0/0/186/0	0/0	B/-/-/B/-		
Lightning Mastodon Halberd +4	200/0/0/200/0	0/0	B/-/-/B/-		
Lightning Mastodon Halberd +5	215/0/0/215/0	0/0	B/-/-/B/-		
Lightning Mastodon Halberd +6	229/0/0/229/0	0/0	B/-/-/B/-		
Lightning Mastodon Halberd +7	243/0/0/243/0	0/0	B/-/-/B/-		
Lightning Mastodon Halberd +8	258/0/0/258/0	0/0	B/-/-/B/-		
Lightning Mastodon Halberd +9	272/0/0/272/0	0/0	B/-/-/B/-		
Lightning Mastodon Halberd +10	287/0/0/287/0	0/0	B/-/-/B/-		

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 Mastodon Halberd +0	143/0/0/0/143	0/0	B/-/-/-/C		
Dark Mastodon Halberd +1	157/0/0/0/157	0/0	B/-/-/-/C		
Dark Mastodon Halberd +2	172/0/0/0/172	0/0	B/-/-/-/C		
Dark Mastodon Halberd +3	186/0/0/0/186	0/0	B/-/-/-/B		
Dark Mastodon Halberd +4	200/0/0/0/200	0/0	B/-/-/-/B		
Dark Mastodon Halberd +5	215/0/0/0/215	0/0	B/-/-/-/B		
Dark Mastodon Halberd +6	229/0/0/0/229	0/0	B/-/-/-/B		
Dark Mastodon Halberd +7	243/0/0/0/243	0/0	B/-/-/-/B		
Dark Mastodon Halberd +8	258/0/0/0/258	0/0	B/-/-/-/B		
Dark Mastodon Halberd +9	272/0/0/0/272	0/0	B/-/-/-/B		
Dark Mastodon Halberd +10	287/0/0/0/287	0/0	B/-/-/-/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 Mastodon Halberd +0	143/0/0/0/0	112/0	B/-/-/-/-		

Poison Mastodon Halberd +1	157/0/0/0/0	114/0	B/-/-/-/-
Poison Mastodon Halberd +2	172/0/0/0/0	117/0	B/-/-/-/-
Poison Mastodon Halberd +3	186/0/0/0/0	120/0	B/-/-/-/-
Poison Mastodon Halberd +4	200/0/0/0/0	123/0	B/-/-/-/-
Poison Mastodon Halberd +5	215/0/0/0/0	126/0	B/-/-/-/-
Poison Mastodon Halberd +6	229/0/0/0/0	128/0	B/-/-/-/-
Poison Mastodon Halberd +7	243/0/0/0/0	131/0	B/-/-/-/-
Poison Mastodon Halberd +8	258/0/0/0/0	134/0	B/-/-/-/-
Poison Mastodon Halberd +9	272/0/0/0/0	137/0	B/-/-/-/-
Poison Mastodon Halberd +10	287/0/0/0/0	140/0	B/-/-/-/-

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 Mastodon Halberd +0	143/0/0/0/0	0/112	B/-/-/-/-		
Bleed Mastodon Halberd +1	157/0/0/0/0	0/114	B/-/-/-/-		
Bleed Mastodon Halberd +2	172/0/0/0/0	0/117	B/-/-/-/-		
Bleed Mastodon Halberd +3	186/0/0/0/0	0/120	B/-/-/-/-		

Bleed Mastodon Halberd +4	200/0/0/0/0	0/123	B/-/-/-/-
Bleed Mastodon Halberd +5	215/0/0/0/0	0/126	B/-/-/-/-
Bleed Mastodon Halberd +6	229/0/0/0/0	0/128	B/-/-/-/-
Bleed Mastodon Halberd +7	243/0/0/0/0	0/131	B/-/-/-/-
Bleed Mastodon Halberd +8	258/0/0/0/0	0/134	B/-/-/-/-
Bleed Mastodon Halberd +9	272/0/0/0/0	0/137	B/-/-/-/-
Bleed Mastodon Halberd +10	287/0/0/0/0	0/140	B/-/-/-/-

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 Mastodon Halberd +0	235/0/0/0/0	0/0	E/-/-/-/-		
Raw Mastodon Halberd +1	259/0/0/0/0	0/0	E/-/-/-/-		
Raw Mastodon Halberd +2	282/0/0/0/0	0/0	D/-/-/-/-		
Raw Mastodon Halberd +3	306/0/0/0/0	0/0	D/-/-/-/-		
Raw Mastodon Halberd +4	330/0/0/0/0	0/0	D/-/-/-/-		
Raw Mastodon Halberd +5	353/0/0/0/0	0/0	D/-/-/-/-		
Raw Mastodon Halberd +6	377/0/0/0/0	0/0	D/-/-/-/-		

Raw Mastodon Halberd +7	400/0/0/0/0	0/0	D/-/-/-/-
Raw Mastodon Halberd +8	424/0/0/0/0	0/0	D/-/-/-/-
Raw Mastodon Halberd +9	447/0/0/0/0	0/0	D/-/-/-/-
Raw Mastodon Halberd +10	471/0/0/0/0	0/0	D/-/-/-/-

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 Mastodon Halberd +0	205/0/0/0/0	0/0	D/-/D/-/-/-		
Enchanted Mastodon Halberd +1	225/0/0/0/0	0/0	D/-/D/-/-/-		
Enchanted Mastodon Halberd +2	246/0/0/0/0	0/0	D/-/D/-/-/-		
Enchanted Mastodon Halberd +3	266/0/0/0/0	0/0	D/-/D/-/-/-		
Enchanted Mastodon Halberd +4	287/0/0/0/0	0/0	D/-/D/-/-/-		
Enchanted Mastodon Halberd +5	307/0/0/0/0	0/0	D/-/D/-/-/-		
Enchanted Mastodon Halberd +6	328/0/0/0/0	0/0	D/-/D/-/-/-		
Enchanted Mastodon Halberd +7	348/0/0/0/0	0/0	D/-/D/-/-/-		

Enchanted Mastodon Halberd +8	369/0/0/0/0	0/0	D/-/D/-/-/-
Enchanted Mastodon Halberd +9	389/0/0/0/0	0/0	D/-/D/-/-/-
Enchanted Mastodon Halberd +10	410/0/0/0/0	0/0	D/-/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 Mastodon Halberd +0	102/0/0/0/0	0/0	C/-/-/-/-/-		
Mundane Mastodon Halberd +1	112/0/0/0/0	0/0	C/-/-/-/-/-		
Mundane Mastodon Halberd +2	123/0/0/0/0	0/0	C/-/-/-/-/-		
Mundane Mastodon Halberd +3	133/0/0/0/0	0/0	C/-/-/-/-/-		
Mundane Mastodon Halberd +4	143/0/0/0/0	0/0	C/-/-/-/-/-		
Mundane Mastodon Halberd +5	153/0/0/0/0	0/0	C/-/-/-/-/-		
Mundane Mastodon Halberd +6	164/0/0/0/0	0/0	C/-/-/-/-/-		

Mundane Mastodon Halberd +7	174/0/0/0/0	0/0	C/-/-/-/-
Mundane Mastodon Halberd +8	184/0/0/0/0	0/0	C/-/-/-/-
Mundane Mastodon Halberd +9	194/0/0/0/0	0/0	C/-/-/-/-
Mundane Mastodon Halberd +10	205/0/0/0/0	0/0	C/-/-/-/-

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:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>

<p>Stats Needed:</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"> • 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,</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. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</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"> • 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).
<p>Damage Reduction:</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"> • 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. 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:	<p>The durability of the weapon.</p>
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>

Revision #1
Created 17 December 2024 08:14:40 by jade
Updated 17 December 2024 08:14:41 by jade