

# Roaring Halberd


## In-Game Description

*Halberd forged from the soul of a Skeleton Lord.  
Imbued with the power of dark.*

*The unsettling skull carved into this halberd  
recalls the final moments of the Skeleton Lord  
from whom it was created.*

## Availability

Trade Skeleton Lord's Soul and 1,500 souls with Straid of Olaphis.

## 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
	124/0/0 /0/100  (Slash/T hrust)	0/0	120	35	16/12/1 2/12  -/B/-/-/ /C	40/10/3 0/30/45	10/10/1 0/10	40	40	16.0

## Move Set

Same as Halberd.

## Notes

# Upgrades

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

## Basic

Boss upgrade path.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Roaring Halberd +0	124/0/0/0/100	0/0	-/B/-/-/-/C	-	-
Roaring Halberd +1	161/0/0/0/122	0/0	-/B/-/-/-/C	1x Petrified Dragon Bone	1,260
Roaring Halberd +2	198/0/0/0/144	0/0	-/B/-/-/-/C	2x Petrified Dragon Bone	1,570
Roaring Halberd +3	235/0/0/0/166	0/0	-/B/-/-/-/C	3x Petrified Dragon Bone	1,880
Roaring Halberd +4	272/0/0/0/188	0/0	-/B/-/-/-/C	4x Petrified Dragon Bone	2,510
Roaring Halberd +5	310/0/0/0/210	0/0	-/A/-/-/-/C	5x Petrified Dragon Bone	2,820

## 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
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Magic Roaring Halberd +0	102/55/0/0/82	0/0	-/C/C/-/-/C	37.9/26.6/27.9/27.9/42.9	7.9/7.9/7.9/7.9
Magic Roaring Halberd +1	132/67/0/0/100	0/0	-/C/C/-/-/C		
Magic Roaring Halberd +2	163/79/0/0/118	0/0	-/C/C/-/-/C		
Magic Roaring Halberd +3	194/91/0/0/136	0/0	-/C/C/-/-/C		
Magic Roaring Halberd +4	225/103/0/0/155	0/0	-/C/C/-/-/C		
Magic Roaring Halberd +5	255/116/0/0/173	0/0	-/C/C/-/-/C		

## 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 Roaring Halberd +0	102/0/55/0/82	0/0	-/C/-/C/-/C	37.9/7.9/46.6/27.9/42.9	7.9/7.9/7.9/7.9
Fire Roaring Halberd +1	132/0/67/0/100	0/0	-/C/-/C/-/C		
Fire Roaring Halberd +2	163/0/79/0/118	0/0	-/C/-/C/-/C		
Fire Roaring Halberd +3	194/0/91/0/136	0/0	-/C/-/C/-/C		
Fire Roaring Halberd +4	225/0/103/0/155	0/0	-/C/-/C/-/C		
Fire Roaring Halberd +5	255/0/116/0/173	0/0	-/C/-/C/-/C		

## 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 Roaring Halberd +0	102/0/0/55/82	0/0	-/C/-/-/C/C	37.9/7.9/27.9/46.6/42.9	7.9/7.9/7.9/7.9
Lightning Roaring Halberd +1	132/0/0/67/100	0/0	-/C/-/-/C/C		
Lightning Roaring Halberd +2	163/0/0/79/118	0/0	-/C/-/-/C/C		
Lightning Roaring Halberd +3	194/0/0/91/136	0/0	-/C/-/-/C/C		
Lightning Roaring Halberd +4	225/0/0/103/155	0/0	-/C/-/-/C/C		
Lightning Roaring Halberd +5	255/0/0/116/173	0/0	-/C/-/-/C/C		

## 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 Roaring Halberd +0	109/0/0/0/131	0/0	-/C/-/-/-/C	39.1/9.1/29.1/29.1/51.6	9.1/9.1/9.1/9.1
Dark Roaring Halberd +1	141/0/0/0/161	0/0	-/C/-/-/-/C		
Dark Roaring Halberd +2	174/0/0/0/190	0/0	-/C/-/-/-/C		
Dark Roaring Halberd +3	207/0/0/0/219	0/0	-/C/-/-/-/C		
Dark Roaring Halberd +4	240/0/0/0/248	0/0	-/C/-/-/-/C		

Dark Roaring Halberd +5	272/0/0/0/277	0/0	-/C/-/-/-/B
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# 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 Roaring Halberd +0	111/0/0/0/90	96/0	-/C/-/-/-/C	37.9/7.9/27.9/27.9/42.9	26.6/7.9/7.9/7.9
Poison Roaring Halberd +1	145/0/0/0/109	100/0	-/C/-/-/-/C		
Poison Roaring Halberd +2	178/0/0/0/129	105/0	-/C/-/-/-/C		
Poison Roaring Halberd +3	212/0/0/0/149	110/0	-/C/-/-/-/B		
Poison Roaring Halberd +4	245/0/0/0/169	115/0	-/C/-/-/-/B		
Poison Roaring Halberd +5	279/0/0/0/189	120/0	-/C/-/-/-/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 Roaring Halberd +0	111/0/0/0/90	0/96	-/C/-/-/-/C	37.9/7.9/27.9/27.9/42.9	7.9/26.6/7.9/7.9
Bleed Roaring Halberd +1	145/0/0/0/109	0/100	-/C/-/-/-/C		

Bleed Roaring Halberd +2	178/0/0/0/129	0/105	-/C/-/-/-/C
Bleed Roaring Halberd +3	212/0/0/0/149	0/110	-/C/-/-/-/B
Bleed Roaring Halberd +4	245/0/0/0/169	0/115	-/C/-/-/-/B
Bleed Roaring Halberd +5	279/0/0/0/189	0/120	-/C/-/-/-/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 Roaring Halberd +0	142/0/0/0/115	0/0	-/E/-/-/-/D	40.0/10.0/30.0/30.0/45.0	10.0/10.0/10.0/10.0
Raw Roaring Halberd +1	185/0/0/0/140	0/0	-/E/-/-/-/D		
Raw Roaring Halberd +2	227/0/0/0/165	0/0	-/E/-/-/-/D		
Raw Roaring Halberd +3	270/0/0/0/190	0/0	-/E/-/-/-/D		
Raw Roaring Halberd +4	312/0/0/0/216	0/0	-/E/-/-/-/D		
Raw Roaring Halberd +5	356/0/0/0/241	0/0	-/E/-/-/-/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 Roaring Halberd +0	124/0/0/0/100	0/0	-/E/D/-/-/E	40.0/10.0/30.0/30.0/45.0	10.0/10.0/10.0/10.0
Enchanted Roaring Halberd +1	161/0/0/0/122	0/0	-/E/D/-/-/E		
Enchanted Roaring Halberd +2	198/0/0/0/144	0/0	-/E/D/-/-/E		
Enchanted Roaring Halberd +3	235/0/0/0/166	0/0	-/E/D/-/-/E		
Enchanted Roaring Halberd +4	272/0/0/0/188	0/0	-/E/D/-/-/E		
Enchanted Roaring Halberd +5	310/0/0/0/210	0/0	-/D/D/-/-/E		

## 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 Roaring Halberd +0	62/0/0/0/50	0/0	-/D/-/-/-/E	40.0/10.0/30.0/30.0/45.0	40.0/10.0/30.0/30.0/45.0
Mundane Roaring Halberd +1	80/0/0/0/61	0/0	-/D/-/-/-/E		
Mundane Roaring Halberd +2	99/0/0/0/72	0/0	-/D/-/-/-/E		
Mundane Roaring Halberd +3	117/0/0/0/83	0/0	-/D/-/-/-/E		
Mundane Roaring Halberd +4	136/0/0/0/94	0/0	-/D/-/-/-/E		

Mundane Roaring Halberd +5	155/0/0/0/105	0/0	-/D/-/-/-/E
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# Key

<b>Damage:</b>	<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>
<b>Aux Effect:</b>	<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>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<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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