

Halberd

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Halberd.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Halberd>

“ Long-hilted weapon mixing spear and axe is difficult to handle, requiring both strength and dexterity. The Halberd has two elementary attacks: spear-like thrusting and large sweeping swings. However, one false swing and the wielder is left wide open.

Availability

Treasure from a corpse in Undead Parish. The corpse is near the gate lever in front of the church


A Crystal Halberd is dropped by a Mimic in Anor Londo. Turn left when exiting the first bonfire and through the archway. The chest on the right, behind the Sentinel, is the Mimic

General Information

Like all Halberds, if an attack doesn't connect with an enemy, the user will stumble and seem to not be able to handle the weight. If the hit connects, the stumble animation does not come into play and the user moves as normal.

Using the running attack of the halberd while running in water will result in the start of the attack getting cancelled and the active frames of the attack will be preformed immediately. This means that the running attack of the halberd has no start up lag while in water. The startup of the halberd running attack is also not displayed for other players online, leading to incorrect lineup of animation, hit and position.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
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	Halberd	110/0/0/0 (Regular/Thrust)	100	200	6.0	16 ¹ /12/0/0 D/D/-/-	40/10/30 /30	26	50
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Move Set

+ Show move-set - Hide move-set

1 Handed		
R1 — R1	Overhead chop into left-to-right horizontal swing.	
R2 — R2	Heavy left-to-right horizontal swing into right-to-left horizontal swing.	
Roll — R1	Fast left-to-right horizontal swing.	
Backstep or Run — R1	Overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 (left hand)	Guard.	
L2 (left hand)	Overhead chop.	

2 Handed		
R1 — R1	Overhead chop into left-to-right horizontal swing.	
R2	720 degree clockwise spin attack.	Hits twice.
Roll — R1	Fast left-to-right horizontal swing.	
Backstep or Run — R1	Overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

One-handed and two-handed weak attacks are replaced by a quick thrust attack

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

38% STR, 50% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Halberd +0	110/0/0/0	D/D/-/-	-	-	-	-	-
Halberd +1	121/0/0/0	D/C/-/-	1	-	-	-	200
Halberd +2	132/0/0/0	D/C/-/-	1	-	-	-	200
Halberd +3	143/0/0/0	D/C/-/-	2	-	-	-	200
Halberd +4	154/0/0/0	D/C/-/-	3	-	-	-	200
Halberd +5	165/0/0/0	D/C/-/-	3	-	-	-	200
Halberd +6	176/0/0/0	D/C/-/-	-	1	-	-	200
Halberd +7	187/0/0/0	D/C/-/-	-	1	-	-	200
Halberd +8	198/0/0/0	D/C/-/-	-	2	-	-	200
Halberd +9	209/0/0/0	D/C/-/-	-	2	-	-	200
Halberd +10	220/0/0/0	D/C/-/-	-	3	-	-	200
Halberd +11	231/0/0/0	D/C/-/-	-	-	1	-	200
Halberd +12	242/0/0/0	D/C/-/-	-	-	1	-	200
Halberd +13	253/0/0/0	D/C/-/-	-	-	2	-	200
Halberd +14	264/0/0/0	D/C/-/-	-	-	3	-	200
Halberd +15	275/0/0/0	D/C/-/-	-	-	-	1	200

Crystal

Weapon durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Halberd+10
- Titanite

38% STR, 50% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Halberd +0	242/0/0/0	D/D/-/-	1		200
Crystal Halberd +1	253/0/0/0	D/C/-/-	1		200
Crystal Halberd +2	264/0/0/0	D/C/-/-	1		200
Crystal Halberd +3	275/0/0/0	D/C/-/-	2		200
Crystal Halberd +4	286/0/0/0	D/C/-/-	3		200
Crystal Halberd +5	297/0/0/0	D/C/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Halberd+10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Halberd +0	198/0/0/198	-/-/-/-	40/10/30/30	1		200
Lightning Halberd +1	213/0/0/213	-/-/-/-	40/10/30/32.4	1		200
Lightning Halberd +2	228/0/0/228	-/-/-/-	40/10/30/34.8	1		200
Lightning Halberd +3	244/0/0/244	-/-/-/-	40/10/30/37.2	2		200
Lightning Halberd +4	259/0/0/259	-/-/-/-	40/10/30/39.6	3		200
Lightning Halberd +5	275/0/0/275	-/-/-/-	40/10/30/42		1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Halberd +5
- Titanite

29% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Halberd +0	190/0/0/0	D/D/-/-	1	200
Raw Halberd +1	203/0/0/0	D/D/-/-	1	200
Raw Halberd +2	215/0/0/0	D/D/-/-	1	200
Raw Halberd +3	228/0/0/0	D/D/-/-	2	200
Raw Halberd +4	241/0/0/0	D/D/-/-	2	200
Raw Halberd +5	254/0/0/0	D/D/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Halberd+5
- Green Titanite
- Blue Titanite

11% STR, 14% DEX, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Halberd +0	124/133/0/0	E/E/C/-	1			200
Magic Halberd +1	132/142/0/0	E/E/C/-	1			200
Magic Halberd +2	141/151/0/0	E/E/C/-	1			200
Magic Halberd +3	149/160/0/0	E/E/C/-	2			200
Magic Halberd +4	157/169/0/0	E/E/C/-	2			200
Magic Halberd +5	166/178/0/0	E/E/C/-	3			200
Magic Halberd +6	174/186/0/0	E/E/C/-		1		200
Magic Halberd +7	182/195/0/0	E/E/C/-		1		200
Magic Halberd +8	190/204/0/0	E/E/C/-		2		200
Magic Halberd +9	199/213/0/0	E/E/C/-		3		200
Magic Halberd +10	207/222/0/0	E/E/C/-			1	200

Enchanted

Enchanted damage added. Large damage bonus from intelligence.
Requires

- Magic Halberd +5
- Blue Titanite

8% STR, 10% DEX, 62% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Halberd +0	166/176/0/0	E/E/C/-	1		200
Enchanted Halberd +1	172/181/0/0	E/E/C/-	1		200
Enchanted Halberd +2	179/186/0/0	E/E/B/-	1		200
Enchanted Halberd +3	185/191/0/0	E/E/B/-	2		200
Enchanted Halberd+4	192/197/0/0	E/E/A/-	3		200
Enchanted Halberd+5	199/204/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Halberd+5
- Green Titanite
- White Titanite

15% STR, 19% DEX, 63% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Halberd +0	111/136/0/0	E/E/-/C	1	-	-	200
Divine Halberd +1	118/145/0/0	E/E/-/C	1	-	-	200
Divine Halberd +2	125/154/0/0	E/E/-/C	1	-	-	200
Divine Halberd +3	133/163/0/0	E/E/-/C	2	-	-	200
Divine Halberd +4	140/172/0/0	E/E/-/C	2	-	-	200
Divine Halberd +5	148/182/0/0	E/E/-/C	3	-	-	200
Divine Halberd +6	155/191/0/0	E/D/-/C	-	1	-	200
Divine Halberd +7	162/200/0/0	E/D/-/C	-	1	-	200
Divine Halberd +8	170/209/0/0	E/D/-/C	-	2	-	200
Divine Halberd +9	177/218/0/0	E/D/-/C	-	3	-	200
Divine Halberd +10	185/227/0/0	E/D/-/C	-	-	1	200

Occult

Occult damage added. All stat bonuses removed.

Requires

- Divine Halberd +5
- White Titanite

14% STR, 18% DEX, 74% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Halberd +0	152/166/0/0	E/E/-/B	0/0/-/110	1		200
Occult Halberd +1	161/174/0/0	E/E/-/B	0/0/-/110	1		200
Occult Halberd +2	170/182/0/0	E/E/-/B	0/0/-/110	1		200
Occult Halberd +3	179/190/0/0	E/E/-/B	0/0/-/110	2		200
Occult Halberd +4	188/199/0/0	E/D/-/B	0/0/-/110	3		200
Occult Halberd +5	197/207/0/0	E/D/-/B	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Halberd +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Halberd +0	143/0/143/0	-/-/-	40/10/30/30	1			200
Fire Halberd +1	154/0/154/0	-/-/-	40/10/30.3/30	1			200
Fire Halberd +2	165/0/165/0	-/-/-	40/10/30.6/30	1			200
Fire Halberd +3	176/0/176/0	-/-/-	40/10/30.9/30	2			200
Fire Halberd +4	187/0/187/0	-/-/-	40/10/31.2/30	2			200
Fire Halberd +5	198/0/198/0	-/-/-	40/10/31.5/30	3			200
Fire Halberd +6	211/0/211/0	-/-/-	40/10/31.8/30		1		200
Fire Halberd +7	224/0/224/0	-/-/-	40/10/32.1/30		1		200
Fire Halberd +8	237/0/237/0	-/-/-	40/10/32.4/30		2		200
Fire Halberd +9	250/0/250/0	-/-/-	40/10/32.7/30		3		200
Fire Halberd +10	264/0/264/0	-/-/-	40/10/33/30			1	200

Chaos

Chaos damage added. All stat bonuses removed.
Requires

- Fire Halberd +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Halberd +0	172/0/198/0	-/-/-	40/10/30/30	1		200
Chaos Halberd +1	182/0/209/0	-/-/-	40/10/30.6/30	1		200
Chaos Halberd +2	192/0/220/0	-/-/-	40/10/31.2/30	1		200
Chaos Halberd +3	201/0/230/0	-/-/-	40/10/31.8/30	2		200
Chaos Halberd +4	211/0/242/0	-/-/-	40/10/32.4/30	3		200
Chaos Halberd +5	220/0/253/0	-/-/-	40/10/33/30		1	200

Soul of Priscilla

Requires

- halberd+10
- Soul of Priscilla

Name	Damage	Stat Bonuses	Soul Required	Souls
Lifehunt Scythe	165/0/0/0	E/B/-/-	Soul of Priscilla	5,000

Key

Damage:	<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>
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Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.
Stats Needed:	<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.</p> <p>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <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. When two handing this weapon, only 11 Strength is required