

# Axes

Axes deliver impactful, wide-arc strikes ideal for hitting multiple targets. They emphasize raw damage and poise-breaking over reach or finesse. The relatively short length and slower swings require careful positioning, as missed attacks can leave the user open. They work best in open areas where their wide swings can shine, and the high poise damage ensures enemies struggle to retaliate once struck. Although they offer average scaling, their straightforward effectiveness suits players seeking raw, reliable power in melee combat.

- [Battle Axe](#)
- [Butcher Knife](#)
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# Battle Axe

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Battle%20Axe.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Battle%20Axe>

“ *Standard battle axe. Inflicts regular damage, making it effective in various situations.*

*Powerful attack due to its weight, but one wrong swing leaves the wielder wide open, so timing and proximity to the enemy must be judged carefully.*

## Availability

Bandit class starting weapon

Sold by Andre of Astora for 1,000 Souls

Drop by Armored Hollow (Axe) in Undead Burg (2% drop rate).

## General Information

Like all Axes, 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.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Battle Axe	95/0/0/0 (Normal)	100	250	4.0	12 <sup>1</sup> /8/0/0 C/D/-/-	55/10/40 /40	36	50

## Move Set

<b>1 Handed</b>		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2 — R2</b>	Heavy overhead chop into overhead chop.	
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Left-to-right horizontal swing.	

<b>2 Handed</b>		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2 — R2</b>	Heavy overhead chop into overhead chop.	
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1 or L2</b>	Guard.	

# Upgrades

## Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

60% STR, 30% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Battle Axe +0	95/0/0/0	C/D/-/-					
Battle Axe +1	104/0/0/0	C/D/-/-	1				200
Battle Axe +2	114/0/0/0	C/D/-/-	1				200
Battle Axe +3	123/0/0/0	C/D/-/-	2				200
Battle Axe +4	133/0/0/0	C/D/-/-	2				200
Battle Axe +5	142/0/0/0	C/D/-/-	3				200
Battle Axe +6	152/0/0/0	C/D/-/-		1			200
Battle Axe +7	161/0/0/0	C/D/-/-		1			200
Battle Axe +8	171/0/0/0	C/D/-/-		2			200
Battle Axe +9	180/0/0/0	C/D/-/-		2			200
Battle Axe +10	190/0/0/0	C/D/-/-		3			200
Battle Axe +11	199/0/0/0	C/D/-/-			1		200
Battle Axe +12	209/0/0/0	C/D/-/-			1		200
Battle Axe +13	218/0/0/0	C/D/-/-			2		200
Battle Axe +14	228/0/0/0	C/D/-/-			3		200
Battle Axe +15	237/0/0/0	C/D/-/-				1	200

## Raw

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Base damage increased. Stat bonuses reduced.

Requires:

- Battle Axe +5
- Titanite

Ascended by Andre of Astora with Large Ember.

45% STR, 23% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Battle Axe +0	163/0/0/0	D/D/-/-	1	200
Raw Battle Axe +1	174/0/0/0	D/D/-/-	1	200
Raw Battle Axe +2	185/0/0/0	D/D/-/-	1	200
Raw Battle Axe +3	196/0/0/0	D/D/-/-	2	200
Raw Battle Axe +4	207/0/0/0	D/D/-/-	2	200
Raw Battle Axe +5	218/0/0/0	D/D/-/-	3	200

## Crystal

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Battle Axe durability reduced to 25. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires:

- Battle Axe +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

60% STR, 30% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Battle Axe +0	209/0/0/0	C/D/-/-	1		200
Crystal Battle Axe +1	218/0/0/0	C/D/-/-	1		200
Crystal Battle Axe +2	228/0/0/0	C/D/-/-	1		200
Crystal Battle Axe +3	237/0/0/0	C/D/-/-	2		200
Crystal Battle Axe +4	247/0/0/0	C/D/-/-	2		200
Crystal Battle Axe +5	256/0/0/0	C/D/-/-		1	200

## Lightning

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Adds lightning damage. All stat bonuses removed.

Requires:

- Battle Axe +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Battle Axe +0	171/0/0/171	-/-/-	55/10/40/40	1		200
Lightning Battle Axe +1	184/0/0/184	-/-/-	55/10/40/43.2	1		200
Lightning Battle Axe +2	197/0/0/197	-/-/-	55/10/40/46.4	1		200
Lightning Battle Axe +3	210/0/0/210	-/-/-	55/10/40/49.6	2		200
Lightning Battle Axe +4	224/0/0/224	-/-/-	55/10/40/52.8	3		200
Lightning Battle Axe +5	237/0/0/237	-/-/-	55/10/40/56		1	200

## Magic

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Adds magic damage. Moderate damage bonus from intelligence.

Requires:

- Battle Axe +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

17% STR, 8% DEX, 65% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Battle Axe +0	106/115/0/0	E/E/C/-	1			200
Magic Battle Axe +1	113/123/0/0	E/E/C/-	1			200

Magic Battle Axe +2	120/130/0/0	E/E/C/-	1			200
Magic Battle Axe +3	127/138/0/0	E/E/C/-	2			200
Magic Battle Axe +4	134/146/0/0	E/E/C/-	2			200
Magic Battle Axe +5	142/154/0/0	E/E/C/-	3			200
Magic Battle Axe +6	149/161/0/0	E/E/C/-		1		200
Magic Battle Axe +7	156/169/0/0	E/E/C/-		1		200
Magic Battle Axe +8	163/177/0/0	E/E/C/-		2		200
Magic Battle Axe +9	170/184/0/0	E/E/C/-		2		200
Magic Battle Axe +10	177/192/0/0	E/E/C/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires:

- Magic Battle Axe +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

12% STR, 6% DEX, 63% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Battle Axe +0	142/152/0/0	E/E/C/-	1		200
Enchanted Battle Axe +1	147/156/0/0	E/E/C/-	1		200
Enchanted Battle Axe +2	153/161/0/0	E/E/C/-	1		200
Enchanted Battle Axe +3	159/165/0/0	E/E/C/-	2		200

Enchanted Battle Axe +4	164/170/0/0	E/E/C/-	3		200
Enchanted Battle Axe +5	170/176/0/0	E/E/C/-		1	200

## Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires:

- Battle Axe +10
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

23% STR, 12% DEX, 64% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Battle Axe +0	96/117/0/0	D/E/-/C	0/0/110/-	1			200
Divine Battle Axe +1	102/124/0/0	D/E/-/C	0/0/110/-	1			200
Divine Battle Axe +2	108/132/0/0	D/E/-/C	0/0/110/-	1			200
Divine Battle Axe +3	115/140/0/0	D/E/-/C	0/0/110/-	2			200
Divine Battle Axe +4	121/148/0/0	D/E/-/C	0/0/110/-	2			200
Divine Battle Axe +5	128/156/0/0	D/E/-/C	0/0/110/-	3			200
Divine Battle Axe +6	134/163/0/0	D/E/-/C	0/0/110/-		1		200

Divine Battle Axe +7	140/171/0/0	D/E/-/C	0/0/110/-		1		200
Divine Battle Axe +8	147/179/0/0	D/E/-/C	0/0/110/-		2		200
Divine Battle Axe +9	153/187/0/0	D/E/-/C	0/0/110/-		3		200
Divine Battle Axe +10	160/195/0/0	D/E/-/C	0/0/110/-			1	200

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires:

- Divine Battle Axe +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

22% STR, 11% DEX, 76% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Battle Axe +0	130/142/0/0	D/E/-/B	0/0/-/110	1		200
Occult Battle Axe +1	137/149/0/0	D/E/-/B	0/0/-/110	1		200
Occult Battle Axe +2	145/156/0/0	D/E/-/B	0/0/-/110	1		200
Occult Battle Axe +3	153/163/0/0	D/E/-/B	0/0/-/110	2		200
Occult Battle Axe +4	161/170/0/0	D/E/-/B	0/0/-/110	3		200
Occult Battle Axe +5	169/177/0/0	D/E/-/B	0/0/-/110		1	200

## Fire

Fire damage added. All stat bonuses removed.

Requires:

- Battle Axe +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Battle Axe +0	123/0/123/0	-/-/-	55/10/40/40	1			200
Fire Battle Axe +1	133/0/133/0	-/-/-	55/10/40.4/40	1			200
Fire Battle Axe +2	142/0/142/0	-/-/-	55/10/40.8/40	1			200
Fire Battle Axe +3	152/0/152/0	-/-/-	55/10/41.2/40	2			200
Fire Battle Axe +4	161/0/161/0	-/-/-	55/10/41.6/40	2			200
Fire Battle Axe +5	171/0/171/0	-/-/-	55/10/42/40	3			200
Fire Battle Axe +6	182/0/182/0	-/-/-	55/10/42.4/40		1		200
Fire Battle Axe +7	193/0/193/0	-/-/-	55/10/42.8/40		1		200
Fire Battle Axe +8	205/0/205/0	-/-/-	55/10/43.2/40		2		200
Fire Battle Axe +9	216/0/216/0	-/-/-	55/10/43.6/40		3		200
Fire Battle Axe +10	228/0/228/0	-/-/-	55/10/44/40			1	200

## Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires:

- Fire Battle Axe +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Battle Axe +0	149/0/171/0	-/-/-	55/10/40/40	1		200
Chaos Battle Axe +1	157/0/180/0	-/-/-	55/10/40.8/40	1		200
Chaos Battle Axe +2	166/0/190/0	-/-/-	55/10/41.6/40	1		200
Chaos Battle Axe +3	174/0/199/0	-/-/-	55/10/42.4/40	2		200
Chaos Battle Axe +4	182/0/209/0	-/-/-	55/10/43.2/40	3		200
Chaos Battle Axe +5	190/0/218/0	-/-/-	55/10/44/40		1	200

# Key

<b>Damage:</b>	<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"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>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.</p>
<b>Stats Needed:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z 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, 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 x 1.5 = 27)</p>

<p><b>Damage Reduction %:</b></p>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 8 Strength is required.

# Butcher Knife

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Butcher%20Knife.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Butcher%20Knife>

“ *Giant butcher knife wielded by the Undead man-eating cook lurking in the Depths.*

*More a tool for subduing and preparing live catches than an actual weapon. Those who have faced this deadly blade have a deeper sense of how helpless prey must feel.*

## Availability

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Maneater Mildred drop in Blighttown

## General Information

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Like all Axes, 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.

Restores 5 HP each time an enemy is hit.

It can sometimes restore more health (up to 40 HP) when hitting certain dying enemies just as the players absorb their Souls (tested with Undead Soldiers and Undead Assassins). This also works on bosses and NPCs (such as those of the Clan of Forest Protectors) multiple times during their dying animation to recover more health.

This item will restore health even if used to hit an enemy's shield and deal no damage (tested with Royal Sentinels).

If more than one enemy is hit in the same swing, the amount of health restored does not change. Strong attacks and 2-handed attacks also do not gain more health.

This healing effect will stack with the Ring of the Evil Eye.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Butcher Knife	90/0/0/0  (Regular)	100	250	10.0	24 <sup>1</sup> /0/0/0  B/-/-	55/10/40/4 0	36	50

## Move Set

1 Handed		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2</b>	Dashing vertical chop.	No stagger on miss.
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Left-to-right horizontal swing.	

2 Handed		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2 — R2</b>	Guillotine chop into guillotine chop.	No stagger on miss.
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1 or L2</b>	Guard.	

- Strong attack (1-handed) is replaced by a run up to a vertical chop that does not cause staggering if it misses.
- Strong attack (2-handed) is replaced by a heavy guillotine chop attack that does not cause staggering if it misses.

# Upgrades

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## Basic

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Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

88% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Butcher Knife +0	90/0/0/0	B/-/-					
Butcher Knife +1	99/0/0/0	B/-/-	1				200
Butcher Knife +2	108/0/0/0	B/-/-	1				200
Butcher Knife +3	116/0/0/0	B/-/-	2				200
Butcher Knife +4	126/0/0/0	B/-/-	2				200
Butcher Knife +5	135/0/0/0	B/-/-	3				200
Butcher Knife +6	144/0/0/0	B/-/-		1			200
Butcher Knife +7	153/0/0/0	B/-/-		1			200
Butcher Knife +8	162/0/0/0	B/-/-		2			200
Butcher Knife +9	171/0/0/0	B/-/-		2			200
Butcher Knife +10	180/0/0/0	B/-/-		3			200
Butcher Knife +11	188/0/0/0	A/-/-			1		200
Butcher Knife +12	198/0/0/0	A/-/-			1		200
Butcher Knife +13	207/0/0/0	A/-/-			2		200
Butcher Knife +14	216/0/0/0	A/-/-			3		200
Butcher Knife +15	225/0/0/0	A/-/-				1	200

## Raw

Base damage increased. Stat bonuses reduced.

Requires

- Butcher Knife+5
- Titanite

Ascended by Andre of Astora with Large Ember.

66% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Butcher Knife +0	156/0/0/0	C/-/-	1	200
Raw Butcher Knife +1	166/0/0/0	C/-/-	1	200
Raw Butcher Knife +2	176/0/0/0	C/-/-	1	200
Raw Butcher Knife +3	187/0/0/0	C/-/-	2	200
Raw Butcher Knife +4	197/0/0/0	C/-/-	2	200
Raw Butcher Knife +5	208/0/0/0	C/-/-	3	200

## Crystal

Butcher Knife durability reduced to **25**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Butcher Knife+10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

88% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Butcher Knife +0	198/0/0/0	A/-/-	1		200
Crystal Butcher Knife +1	207/0/0/0	A/-/-	1		200
Crystal Butcher Knife +2	216/0/0/0	A/-/-	1		200
Crystal Butcher Knife +3	225/0/0/0	A/-/-	2		200
Crystal Butcher Knife +4	233/0/0/0	A/-/-	3		200
Crystal Butcher Knife +5	243/0/0/0	A/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Butcher Knife+10

- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Butcher Knife +0	162/0/0/162	-/-/-	55/10/40/40	1		200
Lightning Butcher Knife +1	174/0/0/174	-/-/-	55/10/40/43.2	1		200
Lightning Butcher Knife +2	187/0/0/187	-/-/-	55/10/40/46.4	1		200
Lightning Butcher Knife +3	199/0/0/199	-/-/-	55/10/40/49.6	2		200
Lightning Butcher Knife +4	212/0/0/212	-/-/-	55/10/40/52.8	3		200
Lightning Butcher Knife +5	225/0/0/225	-/-/-	55/10/40/56		1	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Butcher Knife+5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

25% STR scaling, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Butcher Knife +0	102/109/0/0	D/-/C/-	1			200
Magic Butcher Knife +1	108/116/0/0	D/-/C/-	1			200
Magic Butcher Knife +2	115/124/0/0	D/-/C/-	1			200
Magic Butcher Knife +3	122/131/0/0	D/-/C/-	2			200
Magic Butcher Knife +4	129/138/0/0	D/-/C/-	2			200
Magic Butcher Knife +5	136/146/0/0	D/-/C/-	3			200
Magic Butcher Knife +6	142/153/0/0	D/-/C/-		1		200
Magic Butcher Knife +7	149/160/0/0	D/-/C/-		1		200
Magic Butcher Knife +8	156/167/0/0	D/-/C/-		2		200
Magic Butcher Knife +9	163/175/0/0	D/-/C/-		3		200
Magic Butcher Knife +10	170/182/0/0	D/-/C/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires

- Magic Butcher Knife+5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

18% STR, 62% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Butcher Knife +0	136/144/0/0	E-/C/-	1		200
Enchanted Butcher Knife +1	141/148/0/0	E-/C/-	1		200
Enchanted Butcher Knife +2	146/152/0/0	E-/B/-	1		200
Enchanted Butcher Knife +3	152/156/0/0	E-/B/-	2		200
Enchanted Butcher Knife +4	157/161/0/0	D-/A/-	3		200
Enchanted Butcher Knife +5	163/167/0/0	D-/A/-		1	200

## Divine

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Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Butcher Knife+5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

34% STR scaling, 63% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Butcher Knife +0	91/111/0/0	D/--/C	0/0/110/-	1			200
Divine Butcher Knife +1	97/118/0/0	D/--/C	0/0/110/-	1			200
Divine Butcher Knife +2	103/125/0/0	D/--/C	0/0/110/-	1			200
Divine Butcher Knife +3	109/133/0/0	D/--/C	0/0/110/-	2			200
Divine Butcher Knife +4	115/140/0/0	D/--/C	0/0/110/-	2			200
Divine Butcher Knife +5	122/148/0/0	D/--/C	0/0/110/-	3			200
Divine Butcher Knife +6	128/155/0/0	D/--/C	0/0/110/-		1		200
Divine Butcher Knife +7	134/162/0/0	D/--/C	0/0/110/-		1		200
Divine Butcher Knife +8	140/170/0/0	D/--/C	0/0/110/-		2		200
Divine Butcher Knife +9	146/177/0/0	D/--/C	0/0/110/-		3		200
Divine Butcher Knife +10	152/185/0/0	D/--/C	0/0/110/-			1	200

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Butcher Knife+5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

32% STR, 74% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Butcher Knife +0	124/136/0/0	D/-/-/B	0/0/-/110	1		200
Occult Butcher Knife +1	131/142/0/0	D/-/-/B	0/0/-/110	1		200
Occult Butcher Knife +2	138/149/0/0	D/-/-/B	0/0/-/110	1		200
Occult Butcher Knife +3	146/156/0/0	D/-/-/B	0/0/-/110	2		200
Occult Butcher Knife +4	153/163/0/0	D/-/-/B	0/0/-/110	3		200
Occult Butcher Knife +5	161/170/0/0	D/-/-/B	0/0/-/110		1	200

## Fire

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Fire damage added. All stat bonuses removed.

Requires

- Butcher Knife+5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Butcher Knife +0	116/0/116/0	-/-/-	55/10/40/40	1			200
Fire Butcher Knife +1	126/0/126/0	-/-/-	55/10/40.4/40	1			200
Fire Butcher Knife +2	135/0/135/0	-/-/-	55/10/40.8/40	1			200
Fire Butcher Knife +3	144/0/144/0	-/-/-	55/10/41.2/40	2			200
Fire Butcher Knife +4	153/0/153/0	-/-/-	55/10/41.6/40	2			200
Fire Butcher Knife +5	162/0/162/0	-/-/-	55/10/44/40	3			200
Fire Butcher Knife +6	172/0/172/0	-/-/-	55/10/42.4/40		1		200
Fire Butcher Knife +7	183/0/183/0	-/-/-	55/10/42.8/40		1		200
Fire Butcher Knife +8	194/0/194/0	-/-/-	55/10/43.2/40		2		200
Fire Butcher Knife +9	205/0/205/0	-/-/-	55/10/43.6/40		3		200
Fire Butcher Knife +10	216/0/216/0	-/-/-	55/10/44/40			1	200

## Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires

- Fire Butcher Knife+5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Butcher Knife +0	140/0/162/0	-/-/-	55/10/40/40	1		200
Chaos Butcher Knife +1	148/0/171/0	-/-/-	55/10/40.8/40	1		200
Chaos Butcher Knife +2	156/0/180/0	-/-/-	55/10/41.60/40	1		200
Chaos Butcher Knife +3	163/0/188/0	-/-/-	55/10/42.4/40	2		200
Chaos Butcher Knife +4	171/0/198/0	-/-/-	55/10/43.2/40	3		200
Chaos Butcher Knife +5	179/0/207/0	-/-/-	55/10/44/40		1	200

# Key

<b>Damage:</b>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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.

<p><b>Stats Needed:</b></p>	<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"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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, 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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 16 Strength is required.

# Crescent Axe

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Crescent%20Axe.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Crescent%20Axe>

“ *Well-used old bronze battle axe with a long hilt and a crescent-shaped blade.*

*One of the blessed weapons of the Way of White. The Crescent Axe is bequeathed to cleric warriors who have proven their faith.*

## Availability

Dropped by Patches

Sold by Patches in Firelink Shrine for 10,000 Souls

## General Information

Like all Axes, 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.

Like all weapons that have a Holy modifier, Skeleton enemies in The Catacombs will not reassemble when killed with it even if the Necromancers are still alive.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Aux Effects	Stability	Framp Souls
	Crescent Axe	115/115/ 0/0  (Regular)	100	180	7.0	18 <sup>1</sup> /12/0/16  D/D/-/B	55/10/40/ 40	0/0/120/-	36	100

# Move Set

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<b>1 Handed</b>		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2 — R2</b>	Heavy overhead chop into overhead chop.	
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1 (left hand)</b>	Guard.	
<b>L2 (left hand)</b>	Left-to-right horizontal swing.	

<b>2 Handed</b>		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2 — R2</b>	Heavy overhead chop into overhead chop.	
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1 or L2</b>	Guard.	

# Upgrades

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Requires Twinkling Titanite  
24% STR, 21% DEX, 82% FAI scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Crescent Axe +0	115/115/0/0	D/D/-/B		
Crescent Axe +1	126/126/0/0	D/D/-/B	1	2,000
Crescent Axe +2	138/138/0/0	D/D/-/B	1	2,000
Crescent Axe +3	149/149/0/0	D/D/-/B	2	2,000
Crescent Axe +4	161/161/0/0	D/D/-/B	2	2,000
Crescent Axe +5	172/172/0/0	D/D/-/B	4	2,000

# Key

<p><b>Damage:</b></p>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<p><b>Critical:</b></p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p><b>Durability:</b></p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p><b>Weight:</b></p>	<p>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.</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. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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, 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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 12 Strength is required.

# Gargoyle Tail Axe

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Gargoyle%20Tail%20Axe.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Gargoyle%20Tail%20Axe>

“ Sliced tail of the gargoyle guarding the Bell of Awakening in the Undead Church or patrolling in Anor Londo. Can be used as a bronze battle axe.

*Bends dramatically during large attacks, owing to its nature as a tail.*

## Availability

Dropped from cutting off the tail of the first Bell Gargoyle in the Undead Parish

Dropped from cutting off the tail of the first Gargoyle enemy in Anor Londo (Does not drop off the second Gargoyle)

## General Information

Like all Axes, 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.

Increases Bleed and Poison resistance.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Gargoyle Tail Axe	93/0/0/0  (Regular)	100	150	5.0	14 <sup>1</sup> /14/0/0  D/C/-/-	55/10/40/4 0	36	50

# Move Set

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+ Show move-set - Hide move-set

1 Handed		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2</b>	Heavy right-to-left swing.	No stagger on miss.
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Left-to-right horizontal swing.	

2 Handed		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2</b>	Heavy uppercut swing.	No stagger on miss.
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1 or L2</b>	Guard.	

- Strong attack (1-handed) is replaced by a heavy right-to-left horizontal slash, where the tail bends dramatically, and does not cause staggering if it misses.
- Strong attack (2-handed) is replaced by a heavy uppercut slash, where the tail bends dramatically, and does not cause staggering if it misses.

## Upgrades

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### Basic

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Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Gargoyle Tail Axe +0	93/0/0/0	D/C/-/-					
Gargoyle Tail Axe +1	102/0/0/0	D/C/-/-	1				200
Gargoyle Tail Axe +2	111/0/0/0	D/C/-/-	1				200
Gargoyle Tail Axe +3	120/0/0/0	D/C/-/-	2				200
Gargoyle Tail Axe +4	130/0/0/0	D/C/-/-	2				200
Gargoyle Tail Axe +5	139/0/0/0	D/C/-/-	3				200
Gargoyle Tail Axe +6	148/0/0/0	D/C/-/-		1			200
Gargoyle Tail Axe +7	158/0/0/0	D/C/-/-		1			200
Gargoyle Tail Axe +8	167/0/0/0	D/C/-/-		2			200
Gargoyle Tail Axe +9	176/0/0/0	D/C/-/-		2			200
Gargoyle Tail Axe +10	186/0/0/0	D/C/-/-		3			200
Gargoyle Tail Axe +11	195/0/0/0	D/C/-/-			1		200
Gargoyle Tail Axe +12	204/0/0/0	D/C/-/-			1		200
Gargoyle Tail Axe +13	213/0/0/0	D/C/-/-			2		200
Gargoyle Tail Axe +14	223/0/0/0	D/B/-/-			3		200
Gargoyle Tail Axe +15	232/0/0/0	D/B/-/-				1	200

## Raw

Base damage increased. Stat bonuses reduced.

Requires

- Gargoyle Tail Axe+5

- Titanite

Ascended by Andre of Astora with Large Ember.

17% STR, 53% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Gargoyle Tail Axe +0	160/0/0/0	E/C/-/-	1	200
Raw Gargoyle Tail Axe +1	171/0/0/0	E/C/-/-	1	200
Raw Gargoyle Tail Axe +2	181/0/0/0	E/C/-/-	1	200
Raw Gargoyle Tail Axe +3	192/0/0/0	E/C/-/-	2	200
Raw Gargoyle Tail Axe +4	203/0/0/0	E/C/-/-	2	200
Raw Gargoyle Tail Axe +5	214/0/0/0	E/C/-/-	3	200

## Crystal

Gargoyle Tail Axe durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Gargoyle Tail Axe+10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Gargoyle Tail Axe +0	204/0/0/0	D/C/-/-	1		200
Crystal Gargoyle Tail Axe +1	213/0/0/0	D/C/-/-	1		200
Crystal Gargoyle Tail Axe +2	223/0/0/0	D/C/-/-	1		200
Crystal Gargoyle Tail Axe +3	232/0/0/0	D/C/-/-	2		200
Crystal Gargoyle Tail Axe +4	241/0/0/0	D/B/-/-	3		200
Crystal Gargoyle Tail Axe +5	251/0/0/0	D/B/-/-		1	200

## Lightning

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Adds lightning damage. All stat bonuses removed.

Requires

- Gargoyle Tail Axe+10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Gargoyle Tail Axe +0	167/0/0/167	-/-/-	55/10/40/40	1		200
Lightning Gargoyle Tail Axe +1	180/0/0/180	-/-/-	55/10/40/43.2	1		200
Lightning Gargoyle Tail Axe +2	193/0/0/193	-/-/-	55/10/40/46.4	1		200
Lightning Gargoyle Tail Axe +3	206/0/0/206	-/-/-	55/10/40/49.6	2		200
Lightning Gargoyle Tail Axe +4	219/0/0/219	-/-/-	55/10/40/52.8	3		200
Lightning Gargoyle Tail Axe +5	232/0/0/232	-/-/-	55/10/40/56		1	200

## Magic

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Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Gargoyle Tail Axe+5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

6% STR, 20% DEX, 66% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Gargoyle Tail Axe +0	105/114/0/0	E/D/C/-	1			200
Magic Gargoyle Tail Axe +1	112/121/0/0	E/D/C/-	1			200
Magic Gargoyle Tail Axe +2	119/129/0/0	E/D/C/-	1			200
Magic Gargoyle Tail Axe +3	126/136/0/0	E/D/C/-	2			200
Magic Gargoyle Tail Axe +4	133/144/0/0	E/D/C/-	2			200
Magic Gargoyle Tail Axe +5	140/152/0/0	E/D/C/-	3			200
Magic Gargoyle Tail Axe +6	147/159/0/0	E/D/C/-		1		200
Magic Gargoyle Tail Axe +7	154/167/0/0	E/D/C/-		1		200
Magic Gargoyle Tail Axe +8	161/174/0/0	E/D/C/-		2		200
Magic Gargoyle Tail Axe +9	168/182/0/0	E/D/C/-		3		200
Magic Gargoyle Tail Axe +10	175/190/0/0	E/D/C/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires

- Magic Gargoyle Tail Axe+5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

4% STR, 14% DEX, 65% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Gargoyle Tail Axe +0	140/148/0/0	E/E/C/-	1		200
Enchanted Gargoyle Tail Axe +1	145/152/0/0	E/E/B/-	1		200
Enchanted Gargoyle Tail Axe +2	151/156/0/0	E/E/B/-	1		200
Enchanted Gargoyle Tail Axe +3	156/161/0/0	E/E/B/-	2		200
Enchanted Gargoyle Tail Axe +4	162/165/0/0	E/E/A/-	3		200
Enchanted Gargoyle Tail Axe +5	168/171/0/0	E/E/A/-		1	200

## Divine

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Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Gargoyle Tail Axe+5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

8% STR, 27% DEX, 66% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Gargoyle Tail Axe +0	94/115/0/0	E/D/-/C	0/0/110/-	1			200
Divine Gargoyle Tail Axe +1	100/123/0/0	E/D/-/C	0/0/110/-	1			200
Divine Gargoyle Tail Axe +2	107/130/0/0	E/D/-/C	0/0/110/-	1			200
Divine Gargoyle Tail Axe +3	113/138/0/0	E/D/-/C	0/0/110/-	2			200
Divine Gargoyle Tail Axe +4	119/146/0/0	E/D/-/C	0/0/110/-	2			200
Divine Gargoyle Tail Axe +5	126/154/0/0	E/D/-/C	0/0/110/-	3			200
Divine Gargoyle Tail Axe +6	132/161/0/0	E/D/-/C	0/0/110/-		1		200
Divine Gargoyle Tail Axe +7	138/169/0/0	E/D/-/C	0/0/110/-		1		200
Divine Gargoyle Tail Axe +8	144/177/0/0	E/D/-/C	0/0/110/-		2		200
Divine Gargoyle Tail Axe +9	151/184/0/0	E/D/-/C	0/0/110/-		3		200
Divine Gargoyle Tail Axe +10	157/192/0/0	E/D/-/C	0/0/110/-			1	200

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Gargoyle Tail Axe+5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

8% STR, 25% DEX, 77% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Gargoyle Tail Axe +0	128/140/0/0	E/D/-/B	0/0/-/110	1		200
Occult Gargoyle Tail Axe +1	135/147/0/0	E/D/-/B	0/0/-/110	1		200
Occult Gargoyle Tail Axe +2	143/154/0/0	E/D/-/B	0/0/-/110	1		200
Occult Gargoyle Tail Axe +3	151/161/0/0	E/D/-/B	0/0/-/110	2		200
Occult Gargoyle Tail Axe +4	158/168/0/0	E/D/-/B	0/0/-/110	3		200
Occult Gargoyle Tail Axe +5	166/175/0/0	E/D/-/B	0/0/-/110		1	200

## Fire

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Fire damage added. All stat bonuses removed.

Requires

- Gargoyle Tail Axe+5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Gargoyle Tail Axe +0	120/0/120/0	-/-/-	55/10/40/40	1			200
Fire Gargoyle Tail Axe +1	130/0/130/0	-/-/-	55/10/40.4/40	1			200
Fire Gargoyle Tail Axe +2	139/0/139/0	-/-/-	55/10/40.8/40	1			200
Fire Gargoyle Tail Axe +3	148/0/148/0	-/-/-	55/10/41.2/40	2			200
Fire Gargoyle Tail Axe +4	158/0/158/0	-/-/-	55/10/41.6/40	2			200
Fire Gargoyle Tail Axe +5	167/0/167/0	-/-/-	55/10/42/40	3			200
Fire Gargoyle Tail Axe +6	178/0/178/0	-/-/-	55/10/42.4/40		1		200
Fire Gargoyle Tail Axe +7	189/0/189/0	-/-/-	55/10/42.8/40		1		200
Fire Gargoyle Tail Axe +8	200/0/200/0	-/-/-	55/10/43.2/40		2		200
Fire Gargoyle Tail Axe +9	212/0/212/0	-/-/-	55/10/43.6/40		3		200
Fire Gargoyle Tail Axe +10	223/0/223/0	-/-/-	55/10/44/40			1	200

## Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires

- Fire Gargoyle Tail Axe+5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Gargoyle Tail Axe +0	145/0/167/0	-/-/-	55/10/40/40	1		200
Chaos Gargoyle Tail Axe +1	153/0/176/0	-/-/-	55/10/40.8/40	1		200
Chaos Gargoyle Tail Axe +2	162/0/186/0	-/-/-	55/10/41.6/40	1		200
Chaos Gargoyle Tail Axe +3	170/0/195/0	-/-/-	55/10/42.4/40	2		200
Chaos Gargoyle Tail Axe +4	178/0/204/0	-/-/-	55/10/43.2/40	3		200
Chaos Gargoyle Tail Axe +5	186/0/213/0	-/-/-	55/10/44/40		1	200

# Key

<b>Damage:</b>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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.

<p><b>Stats Needed:</b></p>	<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"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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, 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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 10 Strength is required.

# Golem Axe

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Golem%20Axe.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Golem%20Axe>

“ An axe born from the soul of the Iron Golem, guardian of Sen's Fortress who repelled countless heroes who sought Anor Londo.

Its powerful one-handed attack imitates the golem's blade of wind, but the heavy iron blade makes it quite unwieldy.

## Availability

Created by the Giant Blacksmith in Anor Londo from Core of an Iron Golem and any +10 Axe for 5,000 Souls

## General Information

Like all Axes, 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.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Golem Axe	170/0/0/0 (Normal)	100	600	16	36 <sup>1</sup> /8/0/0 C/E/-/-	55/10/40/4 0	36	100

## Move Set

<b>1 Handed</b>		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2</b>	Left-to-right swing and wind projectile.	No stagger on miss. Consumes 30 durability.
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Left-to-right horizontal swing.	

<b>2 Handed</b>		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2</b>	Heavy overhead chop.	No stagger on miss.
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1 or L2</b>	Guard.	

- Strong attack (1-handed) is replaced by a wind projectile attack that inflicts damage identical to a 1-handed weak attack, causes knockdown on hit, and does not cause staggering if it misses. This attack consumes 30 durability.
- Strong attack (2-handed) is replaced by a single heavy overhead chop to the floor and does not cause staggering if it misses.

## Upgrades

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### Requires

- Demon Titanite

74% STR scaling, 16% DEX scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Golem Axe +0	170/0/0/0	C/E/-/-		
Golem Axe +1	187/0/0/0	C/E/-/-	1	5,000
Golem Axe +2	204/0/0/0	C/E/-/-	1	5,000
Golem Axe +3	221/0/0/0	C/E/-/-	2	5,000
Golem Axe +4	237/0/0/0	C/E/-/-	2	5,000
Golem Axe +5	255/0/0/0	C/E/-/-	4	5,000

# Key

<p><b>Damage:</b></p>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<p><b>Critical:</b></p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p><b>Durability:</b></p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p><b>Weight:</b></p>	<p>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.</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. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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, 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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. when two handing this weapon, only 24 Strength is required.

# Hand Axe

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Hand%20Axe.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Hand%20Axe>

“ Small hand axe. Appears identical to a lumberjack's tool, but has an ideal weight and strength, and is easy to handle.

One wrong swing leaves the wielder wide open, so timing and proximity to the enemy must be judged carefully.

## Availability

Starting weapon of the Pyromancer class

Sold by the Undead Merchant (Male) for 450 Souls

## General Information

Like all Axes, 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.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Hand Axe	80/0/0/0 (Normal)	100	250	2	8 <sup>1</sup> /8/0/0 C/D/-/-	55/10/40/40	36	50

## Move Set

<b>1 Handed</b>		
<b>R1 — R1</b>	Right-to-left swing into left-to-right swing.	No stagger on miss.
<b>R2</b>	Right-to-left horizontal swing.	
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Left-to-right horizontal swing.	

<b>2 Handed</b>		
<b>R1 — R1</b>	Right-to-left swing into left-to-right swing.	No stagger on miss.
<b>R2</b>	Right-to-left horizontal swing.	
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1 or L2</b>	Guard.	

- Light attacks (1-handed & 2-handed) are replaced by fast, alternating horizontal slashes that do not cause staggering if they miss.
- Strong attacks (1-handed & 2-handed) are replaced by the normal weak attack of axes.

# Upgrades

## Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

60% STR, 30% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Hand Axe +0	80/0/0/0	C/D/-/-					
Hand Axe +1	88/0/0/0	C/D/-/-	1				200
Hand Axe +2	96/0/0/0	C/D/-/-	1				200
Hand Axe +3	104/0/0/0	C/D/-/-	2				200
Hand Axe +4	112/0/0/0	C/D/-/-	2				200
Hand Axe +5	120/0/0/0	C/D/-/-	3				200
Hand Axe +6	128/0/0/0	C/D/-/-		1			200
Hand Axe +7	136/0/0/0	C/D/-/-		1			200
Hand Axe +8	144/0/0/0	C/D/-/-		2			200
Hand Axe +9	152/0/0/0	C/D/-/-		2			200
Hand Axe +10	160/0/0/0	C/D/-/-		3			200
Hand Axe +11	168/0/0/0	C/D/-/-			1		200
Hand Axe +12	176/0/0/0	C/D/-/-			1		200
Hand Axe +13	184/0/0/0	C/D/-/-			2		200
Hand Axe +14	192/0/0/0	C/D/-/-			3		200
Hand Axe +15	200/0/0/0	C/D/-/-				1	200

## Raw

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Base damage increased. Stat bonuses reduced.

Requires

- Hand Axe +5
- Titanite

Ascended by Andre of Astora with Large Ember.

45% STR, 23% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Hand Axe +0	138/0/0/0	D/D/-/-	1	200
Raw Hand Axe +1	147/0/0/0	D/D/-/-	1	200
Raw Hand Axe +2	156/0/0/0	D/D/-/-	1	200
Raw Hand Axe +3	165/0/0/0	D/D/-/-	2	200
Raw Hand Axe +4	174/0/0/0	D/D/-/-	2	200
Raw Hand Axe +5	184/0/0/0	D/D/-/-	3	200

## Crystal

Hand Axe durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

- Hand Axe +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

60% STR, 30% DEX scaling.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Crystal Hand Axe +0	176/0/0/0	C/D/-/-	55/10/40/40	1		200
Crystal Hand Axe +1	184/0/0/0	C/D/-/-	55/10/40/40	1		200
Crystal Hand Axe +2	192/0/0/0	C/D/-/-	55/10/40/40	1		200
Crystal Hand Axe +3	200/0/0/0	C/D/-/-	55/10/40/40	2		200
Crystal Hand Axe +4	208/0/0/0	C/D/-/-	55/10/40/40	3		200
Crystal Hand Axe +5	216/0/0/0	C/D/-/-	55/10/40/40		1	200

## Lightning

- Hand Axe +10
- Titanite Chunk.

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Hand Axe +0	144/0/0/144	-/-/-	55/10/40/40	1		200
Lightning Hand Axe +1	155/0/0/155	-/-/-	55/10/40/43.2	1		200
Lightning Hand Axe +2	166/0/0/166	-/-/-	55/10/40/46.4	1		200
Lightning Hand Axe +3	177/0/0/177	-/-/-	55/10/40/49.6	2		200
Lightning Hand Axe +4	188/0/0/188	-/-/-	55/10/40/52.8	3		200
Lightning Hand Axe +5	200/0/0/200	-/-/-	55/10/40/56		1	200

## Magic

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Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Hand Axe +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

17% STR, 8% DEX, 65% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Hand Axe +0	90/97/0/0	E/E/C/-	1			200
Magic Hand Axe +1	96/104/0/0	E/E/C/-	1			200
Magic Hand Axe +2	102/110/0/0	E/E/C/-	1			200
Magic Hand Axe +3	108/117/0/0	E/E/C/-	2			200
Magic Hand Axe +4	114/123/0/0	E/E/C/-	2			200
Magic Hand Axe +5	120/130/0/0	E/E/C/-	3			200
Magic Hand Axe +6	125/136/0/0	E/E/C/-		1		200
Magic Hand Axe +7	132/143/0/0	E/E/C/-		1		200
Magic Hand Axe +8	138/149/0/0	E/E/C/-		2		200
Magic Hand Axe +9	144/156/0/0	E/E/C/-		3		200
Magic Hand Axe +10	150/162/0/0	E/E/C/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Hand Axe +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

12% STR, 6% DEX, 63% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Hand Axe +0	120/128/0/0	E/E/C/-	1		200
Enchanted Hand Axe +1	124/131/0/0	E/E/C/-	1		200
Enchanted Hand Axe +2	129/135/0/0	E/E/B/-	1		200
Enchanted Hand Axe +3	134/139/0/0	E/E/B/-	2		200
Enchanted Hand Axe +4	139/143/0/0	E/E/A/-	3		200
Enchanted Hand Axe +5	144/148/0/0	E/E/A/-		1	200

## Divine

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Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Hand Axe +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

23% STR, 12% DEX, 64% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Hand Axe +0	81/99/0/0	D/E/-/C	0/0/110/-	1			200
Divine Hand Axe +1	86/105/0/0	D/E/-/C	0/0/110/-	1			200
Divine Hand Axe +2	91/112/0/0	D/E/-/C	0/0/110/-	1			200
Divine Hand Axe +3	97/118/0/0	D/E/-/C	0/0/110/-	2			200
Divine Hand Axe +4	102/125/0/0	D/E/-/C	0/0/110/-	2			200
Divine Hand Axe +5	108/132/0/0	D/E/-/C	0/0/110/-	3			200
Divine Hand Axe +6	113/138/0/0	D/E/-/C	0/0/110/-		1		200
Divine Hand Axe +7	118/145/0/0	D/E/-/C	0/0/110/-		1		200
Divine Hand Axe +8	124/151/0/0	D/E/-/C	0/0/110/-		2		200
Divine Hand Axe +9	129/158/0/0	D/E/-/C	0/0/110/-		3		200
Divine Hand Axe +10	135/165/0/0	D/E/-/C	0/0/110/-			1	200

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Hand Axe +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

22% STR, 11% DEX, 76% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Hand Axe +0	110/120/0/0	D/E/-/B	0/0/-/110	1		200
Occult Hand Axe +1	116/125/0/0	D/E/-/B	0/0/-/110	1		200
Occult Hand Axe +2	123/132/0/0	D/E/-/B	0/0/-/110	1		200
Occult Hand Axe +3	129/138/0/0	D/E/-/B	0/0/-/110	2		200
Occult Hand Axe +4	136/144/0/0	D/E/-/B	0/0/-/110	3		200
Occult Hand Axe +5	143/150/0/0	D/E/-/B	0/0/-/110		1	200

## Fire

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Fire damage added. All stat bonuses removed.

Requires

- Hand Axe +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Hand Axe +0	104/0/104/0	-/-/-	55/10/40/40/36	1			200
Fire Hand Axe +1	112/0/112/0	-/-/-	55/10/40.4/40/36	1			200
Fire Hand Axe +2	120/0/120/0	-/-/-	55/10/40.8/40/36	1			200
Fire Hand Axe +3	128/0/128/0	-/-/-	55/10/41.2/40/36	2			200
Fire Hand Axe +4	136/0/136/0	-/-/-	55/10/41.6/40/36	2			200
Fire Hand Axe +5	144/0/144/0	-/-/-	55/10/42/40/36	3			200
Fire Hand Axe +6	153/0/153/0	-/-/-	55/10/42.4/40/36		1		200
Fire Hand Axe +7	163/0/163/0	-/-/-	55/10/42.8/40/36		1		200
Fire Hand Axe +8	172/0/172/0	-/-/-	55/10/43.2/40/36		2		200
Fire Hand Axe +9	182/0/182/0	-/-/-	55/10/43.6/40/36		3		200
Fire Hand Axe +10	192/0/192/0	-/-/-	55/10/44/40/36			1	200

## Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires

- Fire Hand Axe +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Hand Axe +0	126/0/144/0	-/-/-	55/10/40/40/36	1		200
Chaos Hand Axe +1	133/0/152/0	-/-/-	55/10/40.8/40/36	1		200
Chaos Hand Axe +2	140/0/160/0	-/-/-	55/10/44.6/40/36	1		200
Chaos Hand Axe +3	147/0/168/0	-/-/-	55/10/42.4/40/36	2		200
Chaos Hand Axe +4	154/0/176/0	-/-/-	55/10/43.2/40/36	3		200
Chaos Hand Axe +5	161/0/184/0	-/-/-	55/10/44/40/36		1	200

# Key

<b>Damage:</b>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>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.</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. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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, 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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 6 Strength is required.