

Great Axes

Great Axes are heavier and stronger than standard Axes, trading speed and range for massive damage output. Their strikes can flatten enemies and often break through shields, but their slow swings and substantial Stamina cost demand precision. Using Great Axes one-handed allows slightly faster attacks than two-handing, offering subtle flexibility. While landing a hit can devastate foes, missing leaves a gaping vulnerability. Great Axes favor patient, deliberate playstyles that capitalize on punishing enemies' mistakes with overwhelming force.

- [Black Knight Greataxe](#)
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Black Knight Greataxe

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

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

“ Greataxe of the black knights who wander Lordran. Used to face chaos demons.

The large motion that puts the weight of the body into the attack reflects the great size of their adversaries long ago.

Availability


Drop by the Black Knight (Greataxe) in The Catacombs and Kiln of the First Flame (20% drop rate).

General Information

As with other Black Knight weapons, deals extra damage to demon enemies such as Taurus Demon and Capra Demon.

The Black Knight Great Axe often seems weaker in practice than its damage stats would indicate. This is because its Standard Attacks (R1/RB) have reduced damage to account for their swing speed, which is fast compared to similar weapons. The damage of its slower Power Attacks (R2/RT) are in line with its listed statistics.

It is possible to farm this weapon right after leaving the Asylum by simply Reversing Hollow, sprinting through the Catacombs and reaching Paladin Leeroy's summon sign. Once summoned, drop down on the side closest to the fog wall and slowly go back toward the Knight's side of the cavern. Clear the Skeleton Wheels with the help of Leeroy and the moment the Knight aggroses from his perch he will jump down into the cavern. Kite the Black Knight to Leeroy if he keeps going to the fogwall. This is a low time and effort investment into the current playthrough so if the Black Knight doesn't drop the Greataxe, start over and try again. (This "farming" method could also be potentially be used to obtain a Bonewheel Shield)

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Black Knight Greataxe	229/0/0/0 (Regular)	100	300	16.0	36 ¹ /18/0/0 B/E/-/-	55/10/40/40	38	100

Move Set

1 Handed		
R1 — R1	Right-to-left swing into left-to-right swing.	
R2	Jumping downward smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Overhead smash.	

2 Handed		
R1 — R1	Diagonal swing into diagonal swing.	
R2	Delayed upward swing.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Light attacks (1-handed) are replaced by a horizontal swing followed by a horizontal swing.
- Strong attack (1-handed) is replaced by a jumping downward smash.
- Light attacks (2-handed) replaced by a faster diagonal swing followed by a diagonal swing.
- Strong attack (2-handed) replaced with a delayed upward swing.

Upgrades

Requires

- Twinkling Titanite

90% STR, 4% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Black Knight Greataxe +0	229/0/0/0	B/E/-/-		
Black Knight Greataxe +1	251/0/0/0	B/E/-/-	1	2,000
Black Knight Greataxe +2	274/0/0/0	B/E/-/-	1	2,000
Black Knight Greataxe +3	297/0/0/0	B/E/-/-	2	2,000
Black Knight Greataxe +4	320/0/0/0	B/E/-/-	2	2,000
Black Knight Greataxe +5	343/0/0/0	B/E/-/-	4	2,000

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>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>

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 24 Strength is required.

Demon's Greataxe

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Demon's%20Greataxe.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Demon's%20Greataxe>

“

Carved from the bones of fellow demons.

Wielded by the lesser Taurus demons.

This axe is imbued with no special power,

but can merrily beat foes to a pulp,

providing you have the strength to wield it.

Availability

Drop by Taurus Demon enemies (5% drop rate)

Sold by Shiva of the East for 10,000 Souls (in Blighttown when in Forest Hunter Covenant)

General Information

Strongest weapon in the game in physical damage, it has 654 AR at 46 STR in normal upgrade path+15.

Its high durability and availability make it an excellent crystal weapon: with 46 STR, a crystal Demon's Greataxe +5 has over 700 AR.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Demon's Greataxe	114/0/0/0 (Normal)	100	600	22.0	46 ¹ /0/0/0 A/-/-/-	55/10/40/40	38	50

Move Set

1 Handed		
R1	Overhead smash.	
R2 — R2	Right-to-left swing into diagonal swing.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Overhead smash.	

2 Handed		
R1	Overhead smash.	
R2	Slow vertical smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Strong attacks (1-handed) are replaced with a large radius horizontal swing followed by a diagonal swing.
- Strong attack (2-handed) is replaced replaced with a slow vertical smash.

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).

125% STR scaling. Highest STR scaling in the game.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Demon's Greataxe +0	114/0/0/0	A/-/-/-					
Demon's Greataxe +1	125/0/0/0	A/-/-/-	1				800
Demon's Greataxe +2	136/0/0/0	A/-/-/-	1				800
Demon's Greataxe +3	148/0/0/0	A/-/-/-	2				800
Demon's Greataxe +4	159/0/0/0	A/-/-/-	2				800
Demon's Greataxe +5	171/0/0/0	A/-/-/-	3				800
Demon's Greataxe +6	182/0/0/0	A/-/-/-		1			800
Demon's Greataxe +7	193/0/0/0	A/-/-/-		1			800
Demon's Greataxe +8	205/0/0/0	A/-/-/-		2			800
Demon's Greataxe +9	216/0/0/0	A/-/-/-		2			800
Demon's Greataxe +10	228/0/0/0	A/-/-/-		3			800
Demon's Greataxe +11	239/0/0/0	S/-/-/-			1		800
Demon's Greataxe +12	250/0/0/0	S/-/-/-			1		800
Demon's Greataxe +13	262/0/0/0	S/-/-/-			2		800
Demon's Greataxe +14	273/0/0/0	S/-/-/-			3		800
Demon's Greataxe +15	285/0/0/0	S/-/-/-				1	800

Raw

Base damage increased. Stat bonuses reduced.

Requires

- Demon's Greataxe +5
- Titanite

Ascended by Andre of Astora with Large Ember.

94% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Demon's Greataxe +0	196/0/0/0	A/-/-/-	1	800
Raw Demon's Greataxe +1	209/0/0/0	A/-/-/-	1	800
Raw Demon's Greataxe +2	222/0/0/0	A/-/-/-	1	800
Raw Demon's Greataxe +3	235/0/0/0	A/-/-/-	2	800
Raw Demon's Greataxe +4	248/0/0/0	A/-/-/-	2	800
Raw Demon's Greataxe +5	262/0/0/0	A/-/-/-	3	800

Crystal

Demon's Greataxe durability reduced to **60**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Demon's Greataxe +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

125% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Demon's Greataxe +0	250/0/0/0	S/-/-/-	1		800
Crystal Demon's Greataxe +1	262/0/0/0	S/-/-/-	1		800
Crystal Demon's Greataxe +2	273/0/0/0	S/-/-/-	1		800
Crystal Demon's Greataxe +3	285/0/0/0	S/-/-/-	2		800
Crystal Demon's Greataxe +4	296/0/0/0	S/-/-/-	3		800
Crystal Demon's Greataxe +5	307/0/0/0	S/-/-/-		1	800

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Demon's Greataxe +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Demon's Greataxe +0	205/0/0/205	-/-/-/-	55/10/40/40	1		800
Lightning Demon's Greataxe +1	221/0/0/221	-/-/-/-	55/10/40/43.2	1		800
Lightning Demon's Greataxe +2	237/0/0/237	-/-/-/-	55/10/40/46.4	1		800
Lightning Demon's Greataxe +3	253/0/0/253	-/-/-/-	55/10/40/49.6	2		800
Lightning Demon's Greataxe +4	269/0/0/269	-/-/-/-	55/10/40/52.8	3		800
Lightning Demon's Greataxe +5	285/0/0/285	-/-/-/-	55/10/40/56		1	800

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Demon's Greataxe +5
- Green Titanite
- Blue Titanite

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

35% STR, 90% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Demon's Greataxe +0	129/139/0/0	D/-/B/-	1			800
Magic Demon's Greataxe +1	137/148/0/0	D/-/B/-	1			800
Magic Demon's Greataxe +2	146/158/0/0	D/-/B/-	1			800
Magic Demon's Greataxe +3	154/167/0/0	D/-/B/-	2			800
Magic Demon's Greataxe +4	163/176/0/0	D/-/B/-	2			800
Magic Demon's Greataxe +5	172/186/0/0	D/-/B/-	3			800
Magic Demon's Greataxe +6	180/195/0/0	D/-/A/-		1		800
Magic Demon's Greataxe +7	189/204/0/0	D/-/A/-		1		800
Magic Demon's Greataxe +8	197/213/0/0	D/-/A/-		2		800
Magic Demon's Greataxe +9	206/223/0/0	D/-/A/-		3		800
Magic Demon's Greataxe +10	215/232/0/0	D/-/A/-			1	800

Enchanted

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

Requires

- Magic Demon's Greataxe +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

24% STR, 88% INT scaling. Unknown additonal amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Demon's Greataxe +0	172/182/0/0	D/-/A/-	1		800
Enchanted Demon's Greataxe +1	178/187/0/0	D/-/A/-	1		800
Enchanted Demon's Greataxe +2	185/192/0/0	D/-/A/-	1		800
Enchanted Demon's Greataxe +3	192/198/0/0	D/-/A/-	2		800
Enchanted Demon's Greataxe +4	199/203/0/0	D/-/S/-	3		800
Enchanted Demon's Greataxe +5	206/211/0/0	D/-/S/-		1	800

Divine

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

- Demon's Greataxe +5
- Green Titanite
- White Titanite

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

48% STR, 89% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Demon's Greataxe +0	115/141/0/0	C/-/-B	0/0/110/-	1			800
Divine Demon's Greataxe +1	123/150/0/0	C/-/-B	0/0/110/-	1			800
Divine Demon's Greataxe +2	130/159/0/0	C/-/-B	0/0/110/-	1			800
Divine Demon's Greataxe +3	138/169/0/0	C/-/-B	0/0/110/-	2			800
Divine Demon's Greataxe +4	146/178/0/0	C/-/-B	0/0/110/-	2			800
Divine Demon's Greataxe +5	154/188/0/0	C/-/-B	0/0/110/-	3			800
Divine Demon's Greataxe +6	161/197/0/0	C/-/-A	0/0/110/-		1		800
Divine Demon's Greataxe +7	169/206/0/0	C/-/-A	0/0/110/-		1		800
Divine Demon's Greataxe +8	177/216/0/0	C/-/-A	0/0/110/-		2		800
Divine Demon's Greataxe +9	184/225/0/0	C/-/-A	0/0/110/-		3		800
Divine Demon's Greataxe +10	192/235/0/0	C/-/-A	0/0/110/-			1	800

Occult

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

Requires

- Demon's Greataxe +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

45% STR, 105% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Demon's Greataxe +0	156/172/0/0	C/-/-A	0/0/-/110	1		800
Occult Demon's Greataxe +1	165/180/0/0	C/-/-A	0/0/-/110	1		800
Occult Demon's Greataxe +2	174/189/0/0	C/-/-A	0/0/-/110	1		800
Occult Demon's Greataxe +3	184/197/0/0	C/-/-A	0/0/-/110	2		800
Occult Demon's Greataxe +4	193/206/0/0	C/-/-A	0/0/-/110	3		800
Occult Demon's Greataxe +5	202/215/0/0	C/-/-A	0/0/-/110		1	800

Fire

Fire damage added. All stat bonuses removed.

Requires

- Demon's Greataxe +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 Demon's Greataxe +0	148/0/148/0	-/-/-	55/10/40/40	1			800
Fire Demon's Greataxe +1	159/0/159/0	-/-/-	55/10/40.4/40	1			800
Fire Demon's Greataxe +2	171/0/171/0	-/-/-	55/10/40.8/40	1			800
Fire Demon's Greataxe +3	182/0/182/0	-/-/-	55/10/41.2/40	2			800
Fire Demon's Greataxe +4	193/0/193/0	-/-/-	55/10/41.6/40	2			800
Fire Demon's Greataxe +5	205/0/205/0	-/-/-	55/10/42/40	3			800
Fire Demon's Greataxe +6	218/0/218/0	-/-/-	55/10/42.4/40		1		800
Fire Demon's Greataxe +7	232/0/232/0	-/-/-	55/10/42.8/40		1		800
Fire Demon's Greataxe +8	246/0/246/0	-/-/-	55/10/43.2/40		2		800
Fire Demon's Greataxe +9	259/0/259/0	-/-/-	55/10/43.6/40		3		800
Fire Demon's Greataxe +10	273/0/273/0	-/-/-	55/10/44/40			1	800

Chaos

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

Requires

- Fire Demon's Greataxe +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Demon's Greataxe +0	180/0/205/0	-/-/-	55/10/40/40	1		800
Chaos Demon's Greataxe +1	190/0/216/0	-/-/-	55/10/40.8/40	1		800
Chaos Demon's Greataxe +2	200/0/228/0	-/-/-	55/10/41.6/40	1		800
Chaos Demon's Greataxe +3	209/0/239/0	-/-/-	55/10/42.4/40	2		800
Chaos Demon's Greataxe +4	220/0/250/0	-/-/-	55/10/43.2/40	3		800
Chaos Demon's Greataxe +5	230/0/262/0	-/-/-	55/10/44/40		1	800

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>
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:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<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 31 Strength is required.

Dragon King Greataxe

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

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

“ This axe, one of the rare dragon weapons,
is formed by the tail of the Gaping Dragon,
a distant, deformed descendant of the everlasting dragons.
The axe is imbued with a mystical power,
to be released when held with both hands.

Availability

Automatically added to your inventory upon cutting Gaping Dragon's tail

General Information

Can be enchanted.

Increases your Magic and Fire Defense by 20.

Upgrading it will also increase the strong attack area of effect damage.

The area of effect attack is one of the strongest in the game and will consume most or all of someone's Stamina if blocked.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
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	Dragon King Greataxe	380/0/0/0 (Regular)	100	400	24.0	50 ¹ /8/0/0 -/-/-	55/10/40/40	38	5,000
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Move Set

1 Handed		
R1	Overhead smash.	
R2	Right-to-left horizontal smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Overhead smash.	

2 Handed		
R1	Overhead smash.	
R2	Smash AoE.	Consumes 50 durability.
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Strong attack (2-handed) is replaced by a very large area of effect Magic attack around the wielder. This attack gains bonus damage from the weapon's enchantment. Consumes 50 durability points per use.

Upgrades

Requires

- Dragon Scale

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Dragon King Greataxe +0	380/0/0/0	-/-/-		
Dragon King Greataxe +1	418/0/0/0	-/-/-	1	10,000
Dragon King Greataxe +2	456/0/0/0	-/-/-	1	10,000
Dragon King Greataxe +3	493/0/0/0	-/-/-	2	10,000
Dragon King Greataxe +4	532/0/0/0	-/-/-	2	10,000
Dragon King Greataxe +5	570/0/0/0	-/-/-	4	10,000

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>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<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>

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:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<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 34 Strength is required.

Greataxe

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

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

“
This greataxe is a veritable mass of iron.

Its weight sends foes flying, but makes it difficult to handle without inhuman strength.

Any miss makes one very vulnerable, as each swing requires the full force of the body.

Availability

Sold by the Crestfallen Merchant for 8,000 Souls

Treasure from a corpse in the Depths, under some crates behind five Small Undead Rats

Drop from Heavy Knights (2% drop rate, 0.67% drop rate in Undead Parish)

General Information

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Greataxe	140/0/0/0 (Regular)	230	14.0	32 ¹ /8/0/0 C/E/-/-	55/10/40/40	38	50

Move Set

1 Handed	
----------	--

R1	Overhead smash.	
R2	Right-to-left horizontal smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Overhead smash.	

2 Handed		
R1	Overhead smash.	
R2	Right-to-left horizontal smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	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).

68% STR, 11% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Greataxe +0	140/0/0/0	C/E/-/-					
Greataxe +1	154/0/0/0	C/E/-/-	1				800
Greataxe +2	168/0/0/0	C/E/-/-	1				800
Greataxe +3	182/0/0/0	C/E/-/-	2				800
Greataxe +4	196/0/0/0	C/E/-/-	2				800
Greataxe +5	210/0/0/0	C/E/-/-	3				800
Greataxe +6	224/0/0/0	C/E/-/-		1			800
Greataxe +7	238/0/0/0	C/E/-/-		1			800
Greataxe +8	252/0/0/0	C/E/-/-		2			800
Greataxe +9	266/0/0/0	C/E/-/-		2			800
Greataxe +10	280/0/0/0	C/E/-/-		3			800
Greataxe +11	294/0/0/0	C/E/-/-			1		800
Greataxe +12	308/0/0/0	C/E/-/-			1		800
Greataxe +13	322/0/0/0	C/E/-/-			2		800
Greataxe +14	336/0/0/0	B/E/-/-			3		800
Greataxe +15	350/0/0/0	B/E/-/-				1	800

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Greataxe +5
- Titanite

Ascended by Andre of Astora with Large Ember.

52% STR, 8% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Greataxe +0	241/0/0/0	C/E/-/-	1	800
Raw Greataxe +1	257/0/0/0	C/E/-/-	1	800
Raw Greataxe +2	273/0/0/0	C/E/-/-	1	800
Raw Greataxe +3	289/0/0/0	C/E/-/-	2	800
Raw Greataxe +4	305/0/0/0	C/E/-/-	2	800
Raw Greataxe +5	322/0/0/0	C/E/-/-	3	800

Crystal

Greataxe durability reduced to **23**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Greataxe +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

68% STR, 11% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Greataxe +0	308/0/0/0	C/E/-/-	1		800
Crystal Greataxe +1	322/0/0/0	C/E/-/-	1		800
Crystal Greataxe +2	336/0/0/0	C/E/-/-	1		800
Crystal Greataxe +3	350/0/0/0	C/E/-/-	2		800
Crystal Greataxe +4	364/0/0/0	B/E/-/-	3		800
Crystal Greataxe +5	378/0/0/0	B/E/-/-		1	800

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Great Axe +10
- Titanite Chunk

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Great Axe +0	252/0/0/252	-/-/-	55/10/40/40	1		800
Lightning Great Axe +1	271/0/0/271	-/-/-	55/10/40/43.2	1		800
Lightning Great Axe +2	291/0/0/291	-/-/-	55/10/40/46.4	1		800
Lightning Great Axe +3	310/0/0/310	-/-/-	55/10/40/49.6	2		800
Lightning Great Axe +4	330/0/0/330	-/-/-	55/10/40/52.8	3		800
Lightning Great Axe +5	350/0/0/350	-/-/-	55/10/40/56		1	800

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Greataxe +5
- Green Titanite
- Blue Titanite

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

19% STR, 3% DEX, 57% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Greataxe +0	157/171/0/0	E/E/C/-	1			800
Magic Greataxe +1	168/182/0/0	E/E/C/-	1			800
Magic Greataxe +2	178/193/0/0	E/E/C/-	1			800
Magic Greataxe +3	189/205/0/0	E/E/C/-	2			800
Magic Greataxe +4	199/216/0/0	E/E/C/-	2			800
Magic Greataxe +5	210/228/0/0	E/E/C/-	3			800
Magic Greataxe +6	220/239/0/0	D/E/C/-		1		800
Magic Greataxe +7	231/250/0/0	D/E/C/-		1		800
Magic Greataxe +8	241/262/0/0	D/E/C/-		2		800
Magic Greataxe +9	252/273/0/0	D/E/C/-		3		800
Magic Greataxe +10	262/285/0/0	D/E/C/-			1	800

Enchanted

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

- Magic Greataxe+5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

14% STR, 2% DEX, 55% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Enchanted Greataxe +0	210/224/0/0	E/E/C/-	1		800
Enchanted Greataxe +1	218/230/0/0	E/E/C/-	1		800
Enchanted Greataxe +2	226/237/0/0	E/E/C/-	2		800
Enchanted Greataxe +3	235/244/0/0	E/E/B/-	2		800
Enchanted Greataxe +4	243/250/0/0	E/E/B/-	3		800
Enchanted Greataxe +5	252/259/0/0	E/E/B/-		1	800

Divine

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

Requires

- Great Axe + 5
- Green Titanite Shard

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

27% STR, 4% DEX, 56% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Greataxe +0	142/174/0/0	D/E/-/C	0/0/110/-	1			800
Divine Greataxe +1	152/185/0/0	D/E/-/C	0/0/110/-	1			800
Divine Greataxe +2	161/197/0/0	D/E/-/C	0/0/110/-	1			800
Divine Greataxe +3	171/208/0/0	D/E/-/C	0/0/110/-	2			800
Divine Greataxe +4	180/220/0/0	D/E/-/C	0/0/110/-	2			800
Divine Greataxe +5	190/232/0/0	D/E/-/C	0/0/110/-	3			800
Divine Greataxe +6	199/243/0/0	D/E/-/C	0/0/110/-		1		800
Divine Greataxe +7	209/255/0/0	D/E/-/C	0/0/110/-		1		800
Divine Greataxe +8	218/266/0/0	D/E/-/C	0/0/110/-		2		800
Divine Greataxe +9	228/278/0/0	D/E/-/C	0/0/110/-		3		800
Divine Greataxe +10	237/290/0/0	D/E/-/C	0/0/110/-			1	800

Occult

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

Requires

- Divine Greataxe +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

24% STR, 4% DEX, 56% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Greataxe +0	192/210/0/0	D/E/-/C	0/0/-/110	1		800
Occult Greataxe +1	203/220/0/0	D/E/-/C	0/0/-/110	1		800
Occult Greataxe +2	215/231/0/0	D/E/-/C	0/0/-/110	1		800
Occult Greataxe +3	226/241/0/0	D/E/-/C	0/0/-/110	2		800
Occult Greataxe +4	238/252/0/0	D/E/-/C	0/0/-/110	3		800
Occult Greataxe +5	249/262/0/0	D/E/-/C	0/0/-/110		1	800

Fire

Fire damage added. All stat bonuses removed

Requires

- Greataxe +5
- Green Titanite (for Fire Greataxe to +5)
- Red Titanite (for +6 to +10)

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 Greataxe +0	182/0/182/0	-/-/-	55/10/40/40	1			800
Fire Greataxe +1	196/0/196/0	-/-/-	55/10/40.4/40	1			800
Fire Greataxe +2	210/0/210/0	-/-/-	55/10/40.8/40	1			800
Fire Greataxe +3	224/0/224/0	-/-/-	55/10/41.2/40	2			800
Fire Greataxe +4	238/0/238/0	-/-/-	55/10/41.6/40	2			800
Fire Greataxe +5	252/0/252/0	-/-/-	55/10/42/40	3			800
Fire Greataxe +6	268/0/268/0	-/-/-	55/10/42.4/40		1		800
Fire Greataxe +7	285/0/285/0	-/-/-	55/10/42.8/40		1		800
Fire Greataxe +8	302/0/302/0	-/-/-	55/10/43.2/40		2		800
Fire Greataxe +9	319/0/319/0	-/-/-	55/10/43.6/40		3		800
Fire Greataxe +10	336/0/336/0	-/-/-	55/10/44/40			1	800

Chaos

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

- Fire Greataxe +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Greataxe +0	219/0/252/0	-/-/-	55/10/40/40	1		800
Chaos Greataxe +1	231/0/266/0	-/-/-	55/10/40.8/40	1		800
Chaos Greataxe +2	244/0/280/0	-/-/-	55/10/41.6/40	1		800
Chaos Greataxe +3	256/0/294/0	-/-/-	55/10/42.4/40	2		800
Chaos Greataxe +4	268/0/308/0	-/-/-	55/10/43.2/40	3		800
Chaos Greataxe +5	280/0/322/0	-/-/-	55/10/44/40		1	800

Key

<p>Damage:</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"> 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>
<p>Critical:</p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p>Durability:</p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p>Weight:</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>

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:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<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 22 Strength is required.

Stone Greataxe

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

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

“ Greataxe borne by the stone knights who guard the forest Sanctuary.
This greataxe, requiring inhuman strength to wield and more fitted to manual labor than battle, is nevertheless completely lethal.

Availability

Drop from Stone Guardian in the Royal Wood (2% drop rate)

General Information

Can be enchanted.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Stone Greataxe	190/0/0/0 (Regular)	100	700	24.0	48 ¹ /10/0/0 B/E/-/-	55/10/40 /40	38	100

Move Set

1 Handed	
R1	Overhead smash.

R2	Right-to-left swing.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Overhead smash.	

2 Handed		
R1	Overhead smash.	
R2 — R2	Smash followed by AoE.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running horizontal smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Strong attack (1-handed) is replaced by a right-to-left swing.
- Strong attack (2-handed) is replaced by a smash followed by a ground explosion attack, similar to the attack used by the Stone Guardians.

Upgrades

Requires

- Twinkling Titanite

96% STR, 10% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Stone Greataxe	190/0/0/0	B/E/-/-		
Stone Greataxe +1	209/0/0/0	B/E/-/-	1	2,000
Stone Greataxe +2	228/0/0/0	B/E/-/-	1	2,000
Stone Greataxe +3	246/0/0/0	B/E/-/-	2	2,000
Stone Greataxe +4	266/0/0/0	B/E/-/-	2	2,000
Stone Greataxe +5	285/0/0/0	B/E/-/-	4	2,000

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>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<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>

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:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<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 32 Strength is required.