

# 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.

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