

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>

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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.