

# 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/status-viewer/wepgen.html?item=Dragon%20King%20Greataxe>

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*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 <sup>1</sup> /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

<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>
<b>Damage Reduction %:</b>	<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>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<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.