

# Golem Axe

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

<https://jadepilld.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	Frampt Souls
	Golem Axe	170/0/0/0 (Normal)	100	600	16	36 <sup>1</sup> /8/0/0 C/E/-/-	55/10/40/40	36	100

## Move Set

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

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

## 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

<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 24 Strength is required.