

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>

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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

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 22 Strength is required.