

# Pickaxe

<https://jadepilld.github.io/souls-model-viewer/ds1/weapons.html?model=Pickaxe.glb>

<https://jadepilld.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Pickaxe>

“ Traditionally a mining tool, but the hard cone on the pommel is effective in battle.

A downward swing of the Pickaxe can crush stone; a human head would be an afterthought.

## Availability

Drop by Infested Barbarians (with boulders) in Blighttown (5% drop rate).

## General Information

This weapon, and the Warpick, deal reduced poise damage similar to Straight Swords and Halberds.

Higher strength scaling, no dexterity scaling but slightly shorter range than the Warpick.

Like all Hammers, 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
	Pickaxe	89/0/0/0 (Thrust)	100	250	5.0	14 <sup>1</sup> /0/0/0 B/-/-/-	45/10/30/30	30	50

## Move Set

1 Handed		
R1	Right-to-left horizontal swing.	
R2	Slow downward swing.	
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	Slow downward swing.	
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 & 2-handed) is replaced by a slow downward swing.

# 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).

88% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Pickaxe +0	89/0/0/0	B/-/-					
Pickaxe +1	97/0/0/0	B/-/-	1				200
Pickaxe +2	106/0/0/0	B/-/-	1				200
Pickaxe +3	115/0/0/0	B/-/-	2				200
Pickaxe +4	124/0/0/0	B/-/-	2				200
Pickaxe +5	133/0/0/0	B/-/-	3				200
Pickaxe +6	142/0/0/0	B/-/-		1			200
Pickaxe +7	151/0/0/0	B/-/-		1			200
Pickaxe +8	160/0/0/0	B/-/-		2			200
Pickaxe +9	169/0/0/0	B/-/-		2			200
Pickaxe +10	178/0/0/0	B/-/-		3			200
Pickaxe +11	186/0/0/0	A/-/-			1		200
Pickaxe +12	195/0/0/0	A/-/-			1		200
Pickaxe +13	204/0/0/0	A/-/-			2		200
Pickaxe +14	213/0/0/0	A/-/-			3		200
Pickaxe +15	222/0/0/0	A/-/-				1	200

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Pickaxe +5
- Titanite

Ascended by Andre of Astora with Large Ember.

66% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Pickaxe +0	153/0/0/0	C/-/-	1	200
Raw Pickaxe +1	163/0/0/0	C/-/-	1	200
Raw Pickaxe +2	173/0/0/0	C/-/-	1	200
Raw Pickaxe +3	183/0/0/0	C/-/-	2	200
Raw Pickaxe +4	193/0/0/0	C/-/-	2	200
Raw Pickaxe +5	204/0/0/0	C/-/-	3	200

# Crystal

Pickaxe durability reduced to **25**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Pickaxe +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

88% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Pickaxe +0	195/0/0/0	A/-/-/-	1		200
Crystal Pickaxe +1	204/0/0/0	A/-/-/-	1		200
Crystal Pickaxe +2	213/0/0/0	A/-/-/-	1		200
Crystal Pickaxe +3	222/0/0/0	A/-/-/-	2		200
Crystal Pickaxe +4	231/0/0/0	A/-/-/-	3		200
Crystal Pickaxe +5	240/0/0/0	A/-/-/-		1	200

# Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Pickaxe +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Pickaxe +0	160/0/0/160	-/-/-	45/10/30/30	1		200
Lightning Pickaxe +1	172/0/0/172	-/-/-	45/10/30/32.4	1		200
Lightning Pickaxe +2	185/0/0/185	-/-/-	45/10/30/34.8	1		200
Lightning Pickaxe +3	197/0/0/197	-/-/-	45/10/30/37.2	2		200
Lightning Pickaxe +4	210/0/0/210	-/-/-	45/10/30/39.6	3		200
Lightning Pickaxe +5	222/0/0/222	-/-/-	45/10/30/42		1	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Pickaxe +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

25% STR, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Pickaxe +0	100/108/0/0	D/-/C/-	1			200
Magic Pickaxe +1	107/115/0/0	D/-/C/-	1			200
Magic Pickaxe +2	113/122/0/0	D/-/C/-	1			200
Magic Pickaxe +3	120/129/0/0	D/-/C/-	2			200
Magic Pickaxe +4	127/136/0/0	D/-/C/-	2			200
Magic Pickaxe +5	134/144/0/0	D/-/C/-	3			200
Magic Pickaxe +6	140/151/0/0	D/-/C/-		1		200
Magic Pickaxe +7	147/158/0/0	D/-/C/-		1		200
Magic Pickaxe +8	154/165/0/0	D/-/C/-		2		200
Magic Pickaxe +9	160/172/0/0	D/-/C/-		3		200
Magic Pickaxe +10	167/180/0/0	D/-/C/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Pickaxe +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

18% STR, 62% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Pickaxe +0	134/142/0/0	E/-/C/-	1		200
Enchanted Pickaxe +1	139/146/0/0	E/-/C/-	1		200
Enchanted Pickaxe +2	144/150/0/0	E/-/B/-	1		200
Enchanted Pickaxe +3	150/154/0/0	E/-/B/-	2		200
Enchanted Pickaxe +4	155/159/0/0	D/-/A/-	3		200
Enchanted Pickaxe +5	160/164/0/0	D/-/A/-		1	200

# Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Pickaxe +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

34% STR, 63% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Pickaxe +0	90/109/0/0	D/-/-/C	0/0/110/-	1			200
Divine Pickaxe +1	96/116/0/0	D/-/-/C	0/0/110/-	1			200
Divine Pickaxe +2	102/124/0/0	D/-/-/C	0/0/110/-	1			200
Divine Pickaxe +3	108/131/0/0	D/-/-/C	0/0/110/-	2			200
Divine Pickaxe +4	114/138/0/0	D/-/-/C	0/0/110/-	2			200
Divine Pickaxe +5	120/146/0/0	D/-/-/C	0/0/110/-	3			200
Divine Pickaxe +6	125/153/0/0	D/-/-/C	0/0/110/-		1		200
Divine Pickaxe +7	132/160/0/0	D/-/-/C	0/0/110/-		1		200
Divine Pickaxe +8	138/167/0/0	D/-/-/C	0/0/110/-		2		200
Divine Pickaxe +9	144/175/0/0	D/-/-/C	0/0/110/-		3		200
Divine Pickaxe +10	150/182/0/0	D/-/-/C	0/0/110/-			1	200

# Occult

Adds magic damage. Larger damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Pickaxe +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

32% STR, 74% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Pickaxe +0	122/134/0/0	D/-/-/B	0/0/-/110	1		200
Occult Pickaxe +1	129/140/0/0	D/-/-/B	0/0/-/110	1		200
Occult Pickaxe +2	136/147/0/0	D/-/-/B	0/0/-/110	1		200
Occult Pickaxe +3	143/154/0/0	D/-/-/B	0/0/-/110	2		200
Occult Pickaxe +4	151/160/0/0	D/-/-/B	0/0/-/110	3		200
Occult Pickaxe +5	158/167/0/0	D/-/-/B	0/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed.

Requires

- Pickaxe +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 Pickaxe +0	115/0/115/0	-/-/-	45/10/30/30	1			200
Fire Pickaxe +1	124/0/124/0	-/-/-	45/10/30.3/30	1			200
Fire Pickaxe +2	133/0/133/0	-/-/-	45/10/30.6/30	1			200
Fire Pickaxe +3	142/0/142/0	-/-/-	45/10/30.9/30	2			200
Fire Pickaxe +4	151/0/151/0	-/-/-	45/10/31.2/30	2			200
Fire Pickaxe +5	160/0/160/0	-/-/-	45/10/31.5/30	3			200
Fire Pickaxe +6	170/0/170/0	-/-/-	45/10/31.8/30		1		200
Fire Pickaxe +7	181/0/181/0	-/-/-	45/10/32.1/30		1		200
Fire Pickaxe +8	192/0/192/0	-/-/-	45/10/32.4/30		2		200
Fire Pickaxe +9	202/0/202/0	-/-/-	45/10/32.7/30		3		200
Fire Pickaxe +10	213/0/213/0	-/-/-	45/10/33/30			1	200

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.  
Requires

- Fire Pickaxe +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Pickaxe +0	138/0/160/0	-/-/-	45/10/30/30	1		200
Chaos Pickaxe +1	146/0/169/0	-/-/-	45/10/30.6/30	1		200
Chaos Pickaxe +2	154/0/178/0	-/-/-	45/10/31.2/30	1		200
Chaos Pickaxe +3	161/0/186/0	-/-/-	45/10/31.8/30	2		200
Chaos Pickaxe +4	169/0/195/0	-/-/-	45/10/32.4/30	3		200
Chaos Pickaxe +5	177/0/204/0	-/-/-	45/10/33/30		1	200

# 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 10 Strength is required.