

# Stone Greataxe

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Stone%20Greataxe.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Stone%20Greataxe>

“ Greataxe borne by the stone knights who guard the forest Sanctuary.  
This greataxe, requiring inhuman strength to wield and more fitted to manual labor than battle, is nevertheless completely lethal.

## Availability

Drop from Stone Guardian in the Royal Wood (2% drop rate)

## General Information

Can be enchanted.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Stone Greataxe	190/0/0/0  (Regular)	100	700	24.0	48 <sup>1</sup> /10/0/0  B/E/-/-	55/10/40/40	38	100

## Move Set

1 Handed	
R1	Overhead smash.

<b>R2</b>	Right-to-left swing.	
<b>Roll — R1</b>	360 degree horizontal spin attack.	
<b>Backstep or Run — R1</b>	Running horizontal smash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Leaping overhead smash.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Overhead smash.	

<b>2 Handed</b>		
<b>R1</b>	Overhead smash.	
<b>R2 — R2</b>	Smash followed by AoE.	
<b>Roll — R1</b>	360 degree horizontal spin attack.	
<b>Backstep or Run — R1</b>	Running horizontal smash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Leaping overhead smash.	
<b>L1 or L2</b>	Guard.	

- Strong attack (1-handed) is replaced by a right-to-left swing.
- Strong attack (2-handed) is replaced by a smash followed by a ground explosion attack, similar to the attack used by the Stone Guardians.

# Upgrades

## Requires

- Twinkling Titanite

96% STR, 10% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Stone Greataxe	190/0/0/0	B/E/-/-		
Stone Greataxe +1	209/0/0/0	B/E/-/-	1	2,000
Stone Greataxe +2	228/0/0/0	B/E/-/-	1	2,000
Stone Greataxe +3	246/0/0/0	B/E/-/-	2	2,000
Stone Greataxe +4	266/0/0/0	B/E/-/-	2	2,000
Stone Greataxe +5	285/0/0/0	B/E/-/-	4	2,000

# 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 32 Strength is required.