

# Giant Stone Axe

## In-Game Description

*Greataxe forged from the Last Giant's Soul.*

*This weapon resembles a primitive stone tool, but is quite powerful owing to its immense size.*

*King Vendrick disappeared as of the war with the Giants reached its ferocious peak, leaving his castle<sup>1</sup> Some swear that upon hearing the news, the Queen's face remained as still as her portrait.*

## Availability

### **Dark Souls 2 & Scholar of the First Sin:**

- Trade Soul of the Last Giant and 1,500 souls with Straid of Olaphis

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
	160/0/0/0/0  (Slash)	0/0	100	55	45/8/0/0  D/-/-/-/-/-	55/10/30/30/30	15/15/15/15	40	70	25.0	Yes/Yes

## Move Set

+ show Move Set - hide Move Set

	<b>One-Handed</b>	<b>Two-Handed</b>
<b>Light Attack</b>	over-the-shoulder downward smashes	horizontal swings to the right then left
<b>Heavy Attack</b>	overhead smash	slow overhead smash
<b>Rolling Attack</b>	circular swing	quick smash into the ground with the top of the ax, causing a shock wave
<b>Running Attack</b>	quick downward smash	quick downward smash

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

### Basic

Boss upgrade path.

Requires:

- Petrified Dragon Bone

<b>Name</b>	<b>Damage</b>	<b>Aux Effects</b>	<b>Stat Bonuses</b>	<b>Materials Cost</b>	<b>Souls</b>
Giant Stone Axe +0	165/0/0/0/0	0/0	D/-/-/-/-	-	-
Giant Stone Axe +1	214/0/0/0/0	0/0	C/-/-/-/-	1x Petrified Dragon Bone	1,630
Giant Stone Axe +2	264/0/0/0/0	0/0	B/-/-/-/-	2x Petrified Dragon Bone	2,040
Giant Stone Axe +3	314/0/0/0/0	0/0	B/-/-/-/-	3x Petrified Dragon Bone	2,440
Giant Stone Axe +4	364/0/0/0/0	0/0	A/-/-/-/-	4x Petrified Dragon Bone	3,250
Giant Stone Axe +5	414/0/0/0/0	0/0	A/-/-/-/-	5x Petrified Dragon Bone	3,660

## Infusions

### Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Giant Stone Axe +0	115/115/0/0/0	0/0	D/-/C/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/2.9
Magic Giant Stone Axe +1	150/150/0/0/0	0/0	C/-/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/2.9
Magic Giant Stone Axe +2	185/185/0/0/0	0/0	C/-/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/2.9
Magic Giant Stone Axe +3	220/220/0/0/0	0/0	C/-/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/2.9
Magic Giant Stone Axe +4	254/254/0/0/0	0/0	B/-/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/2.9
Magic Giant Stone Axe +5	289/289/0/0/0	0/0	B/-/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/2.9

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Giant Stone Axe +0	115/0/115/0/0	0/0	D/-/-/C/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/2.9
Fire Giant Stone Axe +1	150/0/150/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/2.9
Fire Giant Stone Axe +2	185/0/185/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/2.9
Fire Giant Stone Axe +3	220/0/220/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/2.9
Fire Giant Stone Axe +4	254/0/254/0/0	0/0	B/-/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/2.9

Fire Giant Stone Axe +5	289/0/289/0/0	0/0	B/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9/2.9
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## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Giant Stone Axe +0	115/0/0/115/0	0/0	D/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9/2.9
Lightning Giant Stone Axe +1	150/0/0/150/0	0/0	C/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9/2.9
Lightning Giant Stone Axe +2	185/0/0/185/0	0/0	C/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9/2.9
Lightning Giant Stone Axe +3	220/0/0/220/0	0/0	C/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9/2.9
Lightning Giant Stone Axe +4	254/0/0/254/0	0/0	B/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9/2.9
Lightning Giant Stone Axe +5	289/0/0/289/0	0/0	B/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9/2.9

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Giant Stone Axe +0	115/0/0/0/115	0/0	D/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Giant Stone Axe +1	150/0/0/0/150	0/0	C/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9

Dark Giant Stone Axe +2	185/0/0/0/185	0/0	C/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/12.9
Dark Giant Stone Axe +3	220/0/0/0/220	0/0	C/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/12.9
Dark Giant Stone Axe +4	254/0/0/0/254	0/0	B/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/12.9
Dark Giant Stone Axe +5	289/0/0/0/289	0/0	B/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/12.9

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Giant Stone Axe +0	115/0/0/0/0	112/0	D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Giant Stone Axe +1	150/0/0/0/0	117/0	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Giant Stone Axe +2	185/0/0/0/0	123/0	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Giant Stone Axe +3	220/0/0/0/0	128/0	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Giant Stone Axe +4	254/0/0/0/0	134/0	B/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Giant Stone Axe +5	289/0/0/0/0	140/0	B/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9

## Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Giant Stone Axe +0	115/0/0/0/0	0/112	D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Giant Stone Axe +1	150/0/0/0/0	0/117	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Giant Stone Axe +2	185/0/0/0/0	0/123	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Giant Stone Axe +3	220/0/0/0/0	0/128	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Giant Stone Axe +4	254/0/0/0/0	0/134	B/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Giant Stone Axe +5	289/0/0/0/0	0/140	B/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9

## Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Giant Stone Axe +0	189/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Giant Stone Axe +1	247/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Giant Stone Axe +2	304/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Giant Stone Axe +3	361/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Giant Stone Axe +4	418/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Giant Stone Axe +5	476/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

## Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Giant Stone Axe +0	165/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Enchanted Giant Stone Axe +1	214/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Enchanted Giant Stone Axe +2	264/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Enchanted Giant Stone Axe +3	314/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Enchanted Giant Stone Axe +4	364/0/0/0/0	0/0	D/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Enchanted Giant Stone Axe +5	414/0/0/0/0	0/0	D/-/C/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0

## Mundane

Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Giant Stone Axe +0	82/0/0/0/0	0/0	E/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Mundane Giant Stone Axe +1	107/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Mundane Giant Stone Axe +2	132/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Mundane Giant Stone Axe +3	157/0/0/0/0	0/0	C/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0
Mundane Giant Stone Axe +4	182/0/0/0/0	0/0	C/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/15.0

Mundane Giant Stone Axe +5	207/0/0/0/0	0/0	C/-/-/-/-	55.0/10.0/30.0/3 0.0/30.0	15.0/15.0/15.0/1 5.0
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# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D 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. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (14 x 2 = 28)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

Footnotes 1. Display error. Sentence should read: 'King Vendrick disappeared as of the war with the Giants reached its ferocious peak, leaving his castle and people in turmoil.'

Revision #1

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