

# Wrathful Axe


## In-Game Description

*An armament forged from the soul of Elana, child of Dark.  
Use strong attack to unleash its latent power.*

*When the Abyss dissipated, the things that called it home were fragmented and scattered across the realm.  
Eventually, these pieces regained form, in ways that hinted at humanity's true nature.*

## Availability

Trade Soul of Elana, Squalid Queen and 24,000 souls with Weaponsmith Ornifex.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	275/0/0 /0/0  (Slash/T hrust)	0/0	120	35	20/22/0 /28  B/C/-/- /-	40/10/3 0/30/35	10/10/1 0/10	40	60	15.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	overhead swing followed by a wide horizontal sweep	overhead swings
Heavy Attack	slow overhead smack followed by wide horizontal sweep	a spinning attack that hits twice
Rolling Attack	wide diagonal sweep from the right	quick diagonal slash
Running Attack	wide horizontal sweep from the right	a spinning attack that hits three times

- The two-handed parry is replaced by a dark explosion that inflicts poison after a short wind-up.(needs testing with infusions)
- The special attack scales with the weapon's dark damage; infusing and/or enchanting it with dark will increase the damage.

## Upgrades

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

## Basic

Boss upgrade path.  
Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Wrathful Axe +0	275/0/0/0/0	0/0	B/C/-/-/-	-	-
Wrathful Axe +1	286/0/0/0/0	0/0	B/C/-/-/-	1x Petrified Dragon Bone	1,630
Wrathful Axe +2	297/0/0/0/0	0/0	B/C/-/-/-	2x Petrified Dragon Bone	2,040
Wrathful Axe +3	308/0/0/0/0	0/0	B/C/-/-/-	3x Petrified Dragon Bone	2,440
Wrathful Axe +4	319/0/0/0/0	0/0	B/C/-/-/-	4x Petrified Dragon Bone	3,250
Wrathful Axe +5	330/0/0/0/0	0/0	A/C/-/-/-	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 Wrathful Axe +0	173/211/0/0/0	0/0	B/D/C/-/-	37.7/28.3/27.7/27.7/32.7	7.7/7.7/7.7/7.7
Magic Wrathful Axe +1	180/220/0/0/0	0/0	B/D/C/-/-	37.7/28.3/27.7/27.7/32.7	7.7/7.7/7.7/7.7
Magic Wrathful Axe +2	187/228/0/0/0	0/0	B/D/C/-/-	37.7/28.3/27.7/27.7/32.7	7.7/7.7/7.7/7.7
Magic Wrathful Axe +3	194/237/0/0/0	0/0	B/D/C/-/-	37.7/28.3/27.7/27.7/32.7	7.7/7.7/7.7/7.7
Magic Wrathful Axe +4	200/245/0/0/0	0/0	B/D/B/-/-	37.7/28.3/27.7/27.7/32.7	7.7/7.7/7.7/7.7
Magic Wrathful Axe +5	207/254/0/0/0	0/0	B/D/B/-/-	37.7/28.3/27.7/27.7/32.7	7.7/7.7/7.7/7.7

## 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 Wrathful Axe +0	173/0/211/0/0	0/0	B/D/-/C/-/-	37.7/7.7/48.3/27.7/32.7	7.7/7.7/7.7/7.7

Fire Wrathful Axe +1	180/0/220/0/0	0/0	B/D/-/C/-/-	37.7/7.7/48.3/27.7/32.7	7.7/7.7/7.7/7.7
Fire Wrathful Axe +2	187/0/228/0/0	0/0	B/D/-/C/-/-	37.7/7.7/48.3/27.7/32.7	7.7/7.7/7.7/7.7
Fire Wrathful Axe +3	194/0/237/0/0	0/0	B/D/-/C/-/-	37.7/7.7/48.3/27.7/32.7	7.7/7.7/7.7/7.7
Fire Wrathful Axe +4	200/0/245/0/0	0/0	B/D/-/B/-/-	37.7/7.7/48.3/27.7/32.7	7.7/7.7/7.7/7.7
Fire Wrathful Axe +5	207/0/254/0/0	0/0	B/D/-/B/-/-	37.7/7.7/48.3/27.7/32.7	7.7/7.7/7.7/7.7

## 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 Wrathful Axe +0	173/0/0/211/0	0/0	B/D/-/-/C/-	37.7/7.7/27.7/48.3/32.7	7.7/7.7/7.7/7.7
Lightning Wrathful Axe +1	180/0/0/220/0	0/0	B/D/-/-/C/-	37.7/7.7/27.7/48.3/32.7	7.7/7.7/7.7/7.7
Lightning Wrathful Axe +2	187/0/0/228/0	0/0	B/D/-/-/C/-	37.7/7.7/27.7/48.3/32.7	7.7/7.7/7.7/7.7
Lightning Wrathful Axe +3	194/0/0/237/0	0/0	B/D/-/-/C/-	37.7/7.7/27.7/48.3/32.7	7.7/7.7/7.7/7.7
Lightning Wrathful Axe +4	200/0/0/245/0	0/0	B/D/-/-/B/-	37.7/7.7/27.7/48.3/32.7	7.7/7.7/7.7/7.7
Lightning Wrathful Axe +5	207/0/0/254/0	0/0	B/D/-/-/B/-	37.7/7.7/27.7/48.3/32.7	7.7/7.7/7.7/7.7

## 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 Wrathful Axe +0	173/0/0/0/211	0/0	B/D/-/-/-/C	37.7/7.7/27.7/27.7/53.3	7.7/7.7/7.7/7.7
Dark Wrathful Axe +1	180/0/0/0/220	0/0	B/D/-/-/-/C	37.7/7.7/27.7/27.7/53.3	7.7/7.7/7.7/7.7
Dark Wrathful Axe +2	187/0/0/0/228	0/0	B/D/-/-/-/C	37.7/7.7/27.7/27.7/53.3	7.7/7.7/7.7/7.7
Dark Wrathful Axe +3	194/0/0/0/237	0/0	B/D/-/-/-/C	37.7/7.7/27.7/27.7/53.3	7.7/7.7/7.7/7.7
Dark Wrathful Axe +4	200/0/0/0/245	0/0	B/D/-/-/-/B	37.7/7.7/27.7/27.7/53.3	7.7/7.7/7.7/7.7
Dark Wrathful Axe +5	207/0/0/0/254	0/0	B/D/-/-/-/B	37.7/7.7/27.7/27.7/53.3	7.7/7.7/7.7/7.7

## 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 Wrathful Axe +0	173/0/0/0/0	123/0	B/D/-/-/-/-	37.7/7.7/27.7/27.7/32.7	28.3/7.7/7.7/7.7
Poison Wrathful Axe +1	180/0/0/0/0	129/0	B/D/-/-/-/-	37.7/7.7/27.7/27.7/32.7	28.3/7.7/7.7/7.7
Poison Wrathful Axe +2	187/0/0/0/0	135/0	B/D/-/-/-/-	37.7/7.7/27.7/27.7/32.7	28.3/7.7/7.7/7.7
Poison Wrathful Axe +3	194/0/0/0/0	141/0	B/D/-/-/-/-	37.7/7.7/27.7/27.7/32.7	28.3/7.7/7.7/7.7
Poison Wrathful Axe +4	200/0/0/0/0	147/0	B/D/-/-/-/-	37.7/7.7/27.7/27.7/32.7	28.3/7.7/7.7/7.7
Poison Wrathful Axe +5	207/0/0/0/0	154/0	B/D/-/-/-/-	37.7/7.7/27.7/27.7/32.7	28.3/7.7/7.7/7.7

# 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 Wrathful Axe +0	173/0/0/0/0	0/123	B/D/-/-/-	37.7/7.7/27.7/27.7/32.7	7.7/28.3/7.7/7.7
Bleed Wrathful Axe +1	180/0/0/0/0	0/129	B/D/-/-/-	37.7/7.7/27.7/27.7/32.7	7.7/28.3/7.7/7.7
Bleed Wrathful Axe +2	187/0/0/0/0	0/135	B/D/-/-/-	37.7/7.7/27.7/27.7/32.7	7.7/28.3/7.7/7.7
Bleed Wrathful Axe +3	194/0/0/0/0	0/141	B/D/-/-/-	37.7/7.7/27.7/27.7/32.7	7.7/28.3/7.7/7.7
Bleed Wrathful Axe +4	200/0/0/0/0	0/147	B/D/-/-/-	37.7/7.7/27.7/27.7/32.7	7.7/28.3/7.7/7.7
Bleed Wrathful Axe +5	207/0/0/0/0	0/154	B/D/-/-/-	37.7/7.7/27.7/27.7/32.7	7.7/28.3/7.7/7.7

# 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 Wrathful Axe +0	316/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Wrathful Axe +1	328/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Wrathful Axe +2	341/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10

Raw Wrathful Axe +3	354/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Wrathful Axe +4	366/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Wrathful Axe +5	379/0/0/0/0	0/0	D/E/-/-/-	40/10/30/30/35	10/10/10/10

# 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 Wrathful Axe +0	275/0/0/0/0	0/0	D/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Wrathful Axe +1	286/0/0/0/0	0/0	D/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Wrathful Axe +2	297/0/0/0/0	0/0	D/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Wrathful Axe +3	308/0/0/0/0	0/0	D/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Wrathful Axe +4	319/0/0/0/0	0/0	D/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Wrathful Axe +5	330/0/0/0/0	0/0	D/E/D/-/-	40/10/30/30/35	10/10/10/10

# 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
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Mundane Wrathful Axe +0	137/0/0/0/0	0/0	C/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Wrathful Axe +1	143/0/0/0/0	0/0	C/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Wrathful Axe +2	148/0/0/0/0	0/0	C/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Wrathful Axe +3	154/0/0/0/0	0/0	C/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Wrathful Axe +4	159/0/0/0/0	0/0	C/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Wrathful Axe +5	165/0/0/0/0	0/0	C/E/-/-/-	40/10/30/30/35	10/10/10/10

# 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.</p> <p>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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>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. (<math>14 \times 2 = 28</math>)</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.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>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.</p> <p>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>

Revision #1  
Created 17 December 2024 08:15:00 by jade  
Updated 17 December 2024 08:15:01 by jade