

Blacksmith's Hammer

In-Game Description

An ordinary hammer used by a blacksmith.

Can be used as a hammer, but not to any great effect, as it was made to shape weapons, not serve as one.

Availability

Acquired from Blacksmith Lenigrast after spending 8,000 souls on reinforcements or by killing him.

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
	145/0/0 /0/0 (Strike)	0/0	100	40	15/7/0/ 0 C/-/-/-/- /-	45/10/3 0/30/40	15/15/1 5/15	20	60	5.0

Move Set

Same as the Club.

Notes

- High base attack rating and the most poise damage out of all one-handed hammers, but pays for it with extra weight and modest scaling.
- The scaling magnitude starts out identical to the Morning Star (+0 weapon with 25 STR adds +80 AR).

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Raw	Enchanted	Mundane
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Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Blacksmith's Hammer +0	145/0/0/0/0	0/0	C/-/-/-/-	-	-
Blacksmith's Hammer +1	159/0/0/0/0	0/0	C/-/-/-/-	1x Titanite Shard	440
Blacksmith's Hammer +2	174/0/0/0/0	0/0	C/-/-/-/-	2x Titanite Shard	550
Blacksmith's Hammer +3	188/0/0/0/0	0/0	C/-/-/-/-	3x Titanite Shard	660
Blacksmith's Hammer +4	203/0/0/0/0	0/0	C/-/-/-/-	1x Large Titanite Shard	880
Blacksmith's Hammer +5	217/0/0/0/0	0/0	C/-/-/-/-	2x Large Titanite Shard	990
Blacksmith's Hammer +6	232/0/0/0/0	0/0	C/-/-/-/-	3x Large Titanite Shard	1,090
Blacksmith's Hammer +7	246/0/0/0/0	0/0	C/-/-/-/-	1x Titanite Chunk	1,310
Blacksmith's Hammer +8	261/0/0/0/0	0/0	C/-/-/-/-	2x Titanite Chunk	1,420
Blacksmith's Hammer +9	275/0/0/0/0	0/0	C/-/-/-/-	3x Titanite Chunk	1,530
Blacksmith's Hammer +10	290/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Slab	1,750

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 Blacksmith's Hammer +0	101/101/0/0/0	0/0	C/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +1	111/111/0/0/0	0/0	C/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +2	121/121/0/0/0	0/0	C/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +3	131/131/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +4	142/142/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +5	152/152/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +6	162/162/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +7	172/172/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +8	182/182/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +9	192/192/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9

Magic Blacksmith's Hammer +10	203/203/0/0/0	0/0	C/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
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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 Blacksmith's Hammer +0	101/0/101/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +1	111/0/111/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +2	121/0/121/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +3	131/0/131/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +4	142/0/142/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +5	152/0/152/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +6	162/0/162/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +7	172/0/172/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +8	182/0/182/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +9	192/0/192/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +10	203/0/203/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

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 Blacksmith's Hammer +0	101/0/0/101/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +1	111/0/0/111/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +2	121/0/0/121/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +3	131/0/0/131/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +4	142/0/0/142/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +5	152/0/0/152/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +6	162/0/0/162/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +7	172/0/0/172/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +8	182/0/0/182/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +9	192/0/0/192/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +10	203/0/0/203/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

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 Blacksmith's Hammer +0	101/0/0/0/101	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +1	111/0/0/0/111	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +2	121/0/0/0/121	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +3	131/0/0/0/131	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +4	142/0/0/0/142	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +5	152/0/0/0/152	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +6	162/0/0/0/162	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +7	172/0/0/0/172	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +8	182/0/0/0/182	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +9	192/0/0/0/192	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +10	203/0/0/0/203	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	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 Blacksmith's Hammer +0	101/0/0/0/0	112/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +1	111/0/0/0/0	114/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +2	121/0/0/0/0	117/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +3	131/0/0/0/0	120/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +4	142/0/0/0/0	123/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +5	152/0/0/0/0	126/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +6	162/0/0/0/0	128/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +7	172/0/0/0/0	131/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +8	182/0/0/0/0	134/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +9	192/0/0/0/0	137/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Blacksmith's Hammer +10	203/0/0/0/0	140/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9

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 Blacksmith's Hammer +0	166/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +1	183/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +2	200/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +3	216/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +4	233/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +5	250/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +6	266/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +7	283/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +8	300/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +9	316/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +10	333/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15

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 Blacksmith's Hammer +0	145/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +1	159/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +2	174/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +3	188/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +4	203/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +5	217/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +6	232/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +7	246/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +8	261/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +9	275/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +10	290/0/0/0/0	0/0	E/-/C/-/-/-	45/10/30/30/40	15/15/15/15

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 Blacksmith's Hammer +0	72/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +1	79/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +2	87/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +3	94/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +4	101/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +5	108/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +6	116/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +7	123/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +8	130/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +9	137/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +10	145/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15

Key

Damage:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<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"> • A is Poison Effect • B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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. 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. ($14 \times 2 = 28$)</p>

Stat Bonuses:	<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"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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).
Damage Reduction:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<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>
Durability:	The durability of the weapon.
Weight:	<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>

Enchantable? Items/Spells:	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.
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