

Demon's Great Hammer

In-Game Description

*Great hammer made of unknown materials.
Perhaps it is stone, or even wood.*

*The origins of its name are unclear.
Its tremendous weight suggests that it
was never intended for humans.
Perhaps it was an offering to the
demons that appear in legend.*

Availability

Dark Souls 2 & Scholar of the First Sin:

- Things Betwixt treasure. Sometimes received for leaving a Petrified Something or a Smooth and Silky Stone in Sparkling Sisters Dyna and Tillo nest.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed ¹ Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
	300/0/ 0/0/0 (Strike)	0/0	100	60	50 ² /8/0/0 B/-/-/- /-	45/10/ 30/30/ 40	15/15/ 15/15	30	70	26.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

- One-handed weak attack is a downward smash.
- One-handed strong attack is a horizontal swing.
- Two-handed weak attack is a horizontal swing.
- Two-handed strong attack is a downward smash. Follow up with another strong attack to perform a spin attack that hits twice.

Notes

- Like all Hammers and most Great Hammers it can't be infused with Bleed.
 - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

Basic

Special upgrade path.

Requires:

- Twinkling Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Demon's Great Hammer +0	300/0/0/0/0	B/-/-/-	-	-
Demon's Great Hammer +1	330/0/0/0/0	B/-/-/-	1x Twinkling Titanite	1,200
Demon's Great Hammer +2	360/0/0/0/0	B/-/-/-	2x Twinkling Titanite	1,500
Demon's Great Hammer +3	390/0/0/0/0	A/-/-/-	3x Twinkling Titanite	1,800
Demon's Great Hammer +4	420/0/0/0/0	A/-/-/-	4x Twinkling Titanite	2,400
Demon's Great Hammer +5	450/0/0/0/0	A/-/-/-	5x Twinkling Titanite	2,700

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 Demon's Great Hammer +0	210/210/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Demon's Great Hammer +1	231/231/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Demon's Great Hammer +2	252/252/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Demon's Great Hammer +3	273/273/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Demon's Great Hammer +4	294/294/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Demon's Great Hammer +5	315/315/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

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
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Fire Demon's Great Hammer +0	210/0/210/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Demon's Great Hammer +1	231/0/231/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Demon's Great Hammer +2	252/0/252/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Demon's Great Hammer +3	273/0/273/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Demon's Great Hammer +4	294/0/294/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Demon's Great Hammer +5	315/0/315/0/0	0/0	B/-/-/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 Demon's Great Hammer +0	210/0/0/210/0	0/0	B/-/-/-/C/-	44.1/9.1/29.1/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Demon's Great Hammer +1	231/0/0/231/0	0/0	B/-/-/-/B/-	44.1/9.1/29.1/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Demon's Great Hammer +2	252/0/0/252/0	0/0	B/-/-/-/B/-	44.1/9.1/29.1/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Demon's Great Hammer +3	273/0/0/273/0	0/0	B/-/-/-/B/-	44.1/9.1/29.1/36.6/39.1	14.1/14.1/14.1/14.1

Lightning Demon's Great Hammer +4	294/0/0/294/0	0/0	B/-/-/B/-	44.1/9.1/29.1/36.6/39.1	14.1/14.1/14.1/14.1
Lightning Demon's Great Hammer +5	315/0/0/315/0	0/0	B/-/-/B/-	44.1/9.1/29.1/36.6/39.1	14.1/14.1/14.1/14.1

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 Demon's Great Hammer +0	210/0/0/0/210	0/0	B/-/-/-/C	44.1/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1/4.1
Dark Demon's Great Hammer +1	231/0/0/0/231	0/0	B/-/-/-/B	44.1/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1/4.1
Dark Demon's Great Hammer +2	252/0/0/0/252	0/0	B/-/-/-/B	44.1/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1/4.1
Dark Demon's Great Hammer +3	273/0/0/0/273	0/0	B/-/-/-/B	44.1/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1/4.1
Dark Demon's Great Hammer +4	294/0/0/0/294	0/0	B/-/-/-/B	44.1/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1/4.1
Dark Demon's Great Hammer +5	315/0/0/0/315	0/0	B/-/-/-/B	44.1/9.1/29.1/29.1/46.6	14.1/14.1/14.1/14.1/4.1

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 Demon's Great Hammer +0	210/0/0/0/0	112/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Demon's Great Hammer +1	231/0/0/0/0	117/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Demon's Great Hammer +2	252/0/0/0/0	123/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Demon's Great Hammer +3	273/0/0/0/0	128/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Demon's Great Hammer +4	294/0/0/0/0	134/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Demon's Great Hammer +5	315/0/0/0/0	140/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

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 Demon's Great Hammer +0	345/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Demon's Great Hammer +1	379/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Demon's Great Hammer +2	414/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15

Raw Demon's Great Hammer +3	448/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Demon's Great Hammer +4	483/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Demon's Great Hammer +5	517/0/0/0/0	0/0	D/-/-/-/-	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 Demon's Great Hammer +0	300/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Demon's Great Hammer +1	330/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Demon's Great Hammer +2	360/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Demon's Great Hammer +3	390/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Demon's Great Hammer +4	420/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Demon's Great Hammer +5	450/0/0/0/0	0/0	D/-/D/-/-	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 Demon's Great Hammer +0	150/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Demon's Great Hammer +1	165/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Demon's Great Hammer +2	180/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Demon's Great Hammer +3	195/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Demon's Great Hammer +4	210/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Demon's Great Hammer +5	225/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15

Key

Damage:

The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:

- A is Physical Damage
- B is Magical Damage
- C is Fire Damage
- D is Lightning Damage
- E is Dark Damage

Each weapon has one or more physical damage types:

- Striking
- Slashing
- Thrusting

Certain enemies are weak or strong against different damage types.

See Weakness for physical reduction, Resistance for elemental reduction.

<p>Aux Effect:</p>	<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
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p>Stats Needed:</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"> • 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 x 2 = 28)</p>
<p>Stat Bonuses:</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"> • 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:	<p>The durability of the weapon.</p>
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:	<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. To Power Stance this weapon, only 75 Strength and 12 Dexterity is required. 2. When two-handing this weapon, only 25 Strength is required.

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