

Great Hammers

Icon	Name	Damag e	Poise Damag e	Counte r Streng th	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Availab ility	Reinfor cemen t Materi al	Special Note
	Archdra ke Mace	110/0/0 /0/0 (Strike/ Thrust)	60	100	60	6	20*/16/ 0/0 C/D/-/-/- /-	Lindelt Cleric drop.	Titanite	-
	Demon’ s Great Hamme r	300/0/0 /0/0 (Strike)	60	100	70	26	50*/8/0/ 0 B/-/-/-/-	Dyna & Tillo trade item.	Twinklin g Titanite	-
	Dragon Tooth	313/0/0 /0/0 (Strike)	60	100	70	20	50*/10/ 0/0 D/-/-/-/- /-	Dragon Aerie treasur e. Belfry Luna treasur e.**	Twinklin g Titanite	Increas es Fire/Ma gic resistan ces by 50.
	Drakek eeper’s Great Hamme r	225/0/0 /0/0 (Strike)	60	100	90	20	50*/10/ 0/0 B/-/-/-/-	Drakek eeper (Greath ammer) drop.	Titanite	-
	Drakek eeper’s Warpick	200/0/0 /0/0 (Strike)	35	100	70	20	40*/14/ 0/0 B/-/-/-/-	Drakek eeper (Warpic k) drop.	Titanite	-
	Giant Warrior Club	260/0/0 /0/0 (Strike)	60	100	50	30	60*/6/0/ 0 C/-/-/-/- /-	Memory of Vamma r treasur e.	Titanite	-
	Great Club	210/0/0 /0/0 (Strike)	60	100	70	15	28/4/0/ 0 B/-/-/-/-	The Gutter treasur e.	Titanite	-

	Gyrm Great Hammer	225/0/0/0/0 (Strike)	60	100	80	20	40/4/0/0 C/-/-/-/-/-	Gyrm Warrior drop.	Titanite	-
	Iron King Hammer	112/0/50/0/0 (Strike)	60	100	80	24	50/8/0/0 C/D/-/C/-/-	Traded by Weapon smith Ornifex for Old Iron King Soul.	Petrified Dragon Bone	-
	Large Club	180/0/0/0/0 (Strike)	60	100	70	12	26/4/0/0 A/-/-/-/-/-	The Lost Bastille treasure. Frozen Eleum Loyce treasure (+8).	Titanite	-
	Malformed Shell	286/0/0/0/0 (Strike)	60	100	50	18	35/8/0/0 -/-/-/-/-/-	Aldia's Keep treasure.	Twinkling Titanite	-
	Malformed Skull	260/0/0/0/0 Bleed 56 (Strike)	60	100	20	12.0	35/7/0/0 -/-/-/-/-/-	Enhanced Undead drop (Sinner's Rise).	Titanite	-
	Old Knight Hammer	250/0/0/0/0 (Strike)	65	100	30	18	30/6/0/0 -/-/-/-/-/-	Drangleic Castle treasure. Old Knight (Greathammer) drop.	Titanite	-

	Pickaxe	150/0/0 /0/0 (Thrust)	50	150	60	8	22/8/0/0 B/-/-/-/-	Brightstone Cove Tseldora a special treasure. (See page for details)	Titanite	-
	Sacred Chime Hammer	152/0/0 /0/50 (Strike)	60	100	70	22	40/12/12/12 C/-/-/-/-/C	Traded by Weaponsmith Ornifex for Soul of Velstadt.	Petrified Dragon Bone	Strong Attack casts Affinity.
	Sanctum Mace	307/0/0 /0/0 Poison 59 (Strike)	50	100	30	17	35/6/0/0 B/-/-/-/-	Shulva, Sanctum City treasure. Sanctum Soldier drop.	Titanite	Poisons yourself too. DLC item.
	Smelter Hammer	384/0/0 /0/0 (Strike)	60	100	300	35	70/6/0/0 C/-/-/-/-/-	Iron Warrior drop.	Titanite	DLC item.

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

* * Scholar of the First Sin Update.

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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