

# 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
	Aldia Hamme r	120/0/0 /0/0  (Thrust)	20	120	60	3.5	18*/12/ 0/0  C/D/-/-/- /-	Dragon Acolyte drop.	Titanite	-
	Barbed Club	108/0/0 /0/0  Bleed 67  (Strike)	25	120	60	5	20/18/0 /0  C/C/-/-/- /-	Traded with Straid of Olaphis for Flexile Sentry Soul.	Petrified Dragon Bone	-
	Black Dragon Warpick	132/0/0 /0/0  (Thrust)	25	120	70	6	20/15/0 /0  -/-/-/-/-	Dragon Knight (Warpic k) drop.	Petrified Dragon Bone	-
	Blacks mith's Hamme r	145/0/0 /0/0  (Strike)	40	100	60	5	15/7/0/ 0  D/-/-/-/- /-	Spend 8,000 souls on Blacks mith Lenigra st's reinforc ement service.	Titanite	-
	Club	105/0/0 /0/0  (Strike)	25	120	40	4	12/3/0/ 0  A/-/-/-/-	Sold by Mercha nt Hag Melenti a.	Titanite	-
	Craftsm an Hamme r	166/0/0 /0/0  (Strike)	30	130	80	3	20/10/0 /0  B/-/-/-/-	The Lost Bastille treasur e.	Twinklin g Titanite	-

	Handmaid's Ladle	20/0/0/0/0 (Strike)	10	100	10	0.2	6/5/0/0 -/-/-/-/	Housekeeper Milibeth gift.	Titanite	VIT +1 END +1 DEX -1
	Homunculus Mace	145/0/0/0/0 (Strike)	25	120	60	6	14/9/0/0 C/E-/-/	Sold by Chancellor Wellager.  Black Armor Edition/ preorder bonus.	Titanite	-
	Mace	120/0/0/0/0 (Strike)	30	120	60	4.0	12/5/0/0 B/E-/-/	Sold by Blacks with Lenigra st.	Titanite	-
	Mace of the Insolent	50/0/0/30/30 (Strike)	25	120	60	4	15/10/0/10 D/C-/	Undead Crypt treasure.	Titanite	Can cast miracles and hexes.
	Morning Star	110/0/0/0/0  Bleed 67 (Strike)	30	120	60	4.0	15/7/0/0 C-/	Majula treasure.  Huntsman's Copse treasure.  Sold by Blue Sentinel Targray .	Titanite	-
	Reinforced Club	130/0/0/0/0 (Strike)	25	120	40	4	16/3/0/0 B-/	Sold by Laddersmith Gilligan.	Titanite	-

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

## 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>
<b>Stats Needed:</b>	<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>

<b>Stat Bonuses:</b>	<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>
<b>Damage Reduction:</b>	<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.</p> <p>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>	The durability of the weapon.
<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>	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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