

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

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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