

Iron King Hammer

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In-Game Description

*Great hammer forged from the soul of the Old Iron King.
The tip is formed of molten rock.*

The corpse of the Old Iron King became the vessel that bred Ichorous Earth.

*The heavy rock tip is formed of cooled magma, with a still-smoldering core.
Strong attack releases its inner power.*

Effect: special attack (strong attack)

Availability

Dark Souls 2 & Scholar of the First Sin:

- Trade Old Iron King Soul and 5,000 souls with Weaponsmith Ornifex.

General Information

| Image | Dama ge | Aux Effect s | Count er Stren gth | Poise Dama ge | Stats Neede d ¹ Stat Bonus es | Dama ge Reduc tion | Aux Effect s Reduc tion | Stabili ty | Durab ility | Weigh t | Encha ntable ? Items/ Spells |
|-------|----------------------------------|--------------------|-----------------------------|---------------------|---|-----------------------------|-------------------------------------|---------------|----------------|------------|--|
| | 112/0/ 50/0/0 (Strike) | 0/0 | 100 | 60 | 50 ² /8/0/0 C/D/- /C/-/- | 45/10/ 30/30/ 40 | 15/15/ 15/15 | 30 | 80 | 24.0 | Yes/Yes |

Move Set

+ show Move Set - hide Move Set

| | One-Handed | Two-Handed |
|----------------|---------------------------|--|
| Light Attack | downward smashes | horizontal swings, reversing direction |
| Heavy Attack | fiery slow downward smash | fiery slow overhead smash |
| Rolling Attack | upward swipe | diagonal swing |
| Running Attack | wide horizontal sweep | quick downward smash |

Notes

- One and two-handed R2s are overhead smashes that ignite the weapon. On impact with the ground, a small area around the weapon will get engulfed in flames.
Follow-up R2 presses to continue the combo after the first hit will not re-ignite the weapon; only the first hit in the combo will get the special fire attack.
- Like all Hammers and Great Hammers it can't be infused with Bleed.
 - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

Upgrades

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

Basic

Boss upgrade path.
Requires:

- Petrified Dragon Bone

| Name | Damage | Aux Effects | Stat Bonuses | Materials Cost | Souls |
|---------------------|--------------|-------------|--------------|--------------------------|-------|
| Iron King Hammer +0 | 112/0/50/0/0 | 0/0 | C/D/-/C/-/- | - | - |
| Iron King Hammer +1 | 145/0/76/0/0 | 0/0 | B/D/-/C/-/- | 1x Petrified Dragon Bone | 1,590 |

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|---------------------|---------------|-----|-------------|--------------------------|-------|
| Iron King Hammer +2 | 179/0/102/0/0 | 0/0 | B/D/-/C/-/- | 2x Petrified Dragon Bone | 1,990 |
| Iron King Hammer +3 | 212/0/128/0/0 | 0/0 | A/D/-/C/-/- | 3x Petrified Dragon Bone | 2,390 |
| Iron King Hammer +4 | 246/0/154/0/0 | 0/0 | A/D/-/C/-/- | 4x Petrified Dragon Bone | 3,180 |
| Iron King Hammer +5 | 280/0/180/0/0 | 0/0 | A/D/-/C/-/- | 5x Petrified Dragon Bone | 3,580 |

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base magic damage, INT and FTH stat bonus, magic damage reduction.
Requires:

- Faintstone
- 2,000 souls

| Name | Damage | Aux Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|---------------------------|-----------------|-------------|--------------|--------------------------|-----------------------|
| Magic Iron King Hammer +0 | 100/30/45/0/0 | 0/0 | C/D/C/C/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Iron King Hammer +1 | 131/45/68/0/0 | 0/0 | C/D/C/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Iron King Hammer +2 | 161/61/91/0/0 | 0/0 | C/D/C/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Iron King Hammer +3 | 191/76/115/0/0 | 0/0 | B/D/C/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Iron King Hammer +4 | 221/92/138/0/0 | 0/0 | B/D/C/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Iron King Hammer +5 | 252/108/162/0/0 | 0/0 | B/D/B/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |

Fire

Reduces: Base physical damage, STR and DEX stat bonuses, damage and aux effects reduction.
Increases: 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 Iron King Hammer +0 | 107/0/72/0/0 | 0/0 | C/D/-/C/-/- | 44.1/9.1/36.6/29.1/39.1 | 14.1/14.1/14.1/14.1 |
| Fire Iron King Hammer +1 | 139/0/109/0/0 | 0/0 | C/D/-/B/-/- | 44.1/9.1/36.6/29.1/39.1 | 14.1/14.1/14.1/14.1 |
| Fire Iron King Hammer +2 | 172/0/146/0/0 | 0/0 | C/D/-/B/-/- | 44.1/9.1/36.6/29.1/39.1 | 14.1/14.1/14.1/14.1 |
| Fire Iron King Hammer +3 | 204/0/184/0/0 | 0/0 | B/D/-/B/-/- | 44.1/9.1/36.6/29.1/39.1 | 14.1/14.1/14.1/14.1 |
| Fire Iron King Hammer +4 | 236/0/221/0/0 | 0/0 | B/D/-/B/-/- | 44.1/9.1/36.6/29.1/39.1 | 14.1/14.1/14.1/14.1 |
| Fire Iron King Hammer +5 | 268/0/259/0/0 | 0/0 | B/D/-/B/-/- | 44.1/9.1/36.6/29.1/39.1 | 14.1/14.1/14.1/14.1 |

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, INT and FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

| Name | Damage | Aux Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|-------------------------------|-----------------|-------------|--------------|-------------------------|-----------------------|
| Lightning Iron King Hammer +0 | 100/0/45/30/0 | 0/0 | C/D/-/C/C/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Iron King Hammer +1 | 131/0/68/45/0 | 0/0 | C/D/-/B/C/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Iron King Hammer +2 | 161/0/91/61/0 | 0/0 | C/D/-/B/C/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Iron King Hammer +3 | 191/0/115/76/0 | 0/0 | B/D/-/B/C/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Iron King Hammer +4 | 221/0/138/92/0 | 0/0 | B/D/-/B/C/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Iron King Hammer +5 | 252/0/162/108/0 | 0/0 | B/D/-/B/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 Iron King Hammer +0 | 100/0/45/0/30 | 0/0 | C/D/-/C/-/C | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Iron King Hammer +1 | 131/0/68/0/45 | 0/0 | C/D/-/B/-/C | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Iron King Hammer +2 | 161/0/91/0/61 | 0/0 | C/D/-/B/-/C | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Iron King Hammer +3 | 191/0/115/0/76 | 0/0 | B/D/-/B/-/C | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Iron King Hammer +4 | 221/0/138/0/92 | 0/0 | B/D/-/B/-/C | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Iron King Hammer +5 | 252/0/162/0/108 | 0/0 | B/D/-/B/-/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, INT and FTH stat bonus, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

| Name | Damage | Aux Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|----------------------------|--------------|-------------|--------------|-------------------------|-----------------------|
| Poison Iron King Hammer +0 | 100/0/45/0/0 | 96/0 | C/D/-/C/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Iron King Hammer +1 | 131/0/68/0/0 | 100/0 | C/D/-/B/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Iron King Hammer +2 | 161/0/91/0/0 | 105/0 | C/D/-/B/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |

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|----------------------------|---------------|-------|-------------|-------------------------|---------------------|
| Poison Iron King Hammer +3 | 191/0/115/0/0 | 110/0 | B/D/-/B/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Iron King Hammer +4 | 221/0/138/0/0 | 115/0 | B/D/-/B/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Iron King Hammer +5 | 252/0/162/0/0 | 120/0 | B/D/-/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 Iron King Hammer +0 | 128/0/57/0/0 | 0/0 | E/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Raw Iron King Hammer +1 | 167/0/87/0/0 | 0/0 | E/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Raw Iron King Hammer +2 | 206/0/117/0/0 | 0/0 | E/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Raw Iron King Hammer +3 | 244/0/147/0/0 | 0/0 | D/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Raw Iron King Hammer +4 | 283/0/177/0/0 | 0/0 | D/E/-/C/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Raw Iron King Hammer +5 | 322/0/207/0/0 | 0/0 | D/E/-/C/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |

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 |
|------|--------|-------------|--------------|------------------|-----------------------|
|------|--------|-------------|--------------|------------------|-----------------------|

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|-------------------------------|---------------|-----|-------------|--------------------------|---------------------|
| Enchanted Iron King Hammer +0 | 112/0/50/0/0 | 0/0 | E/E/D/E/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Enchanted Iron King Hammer +1 | 145/0/76/0/0 | 0/0 | D/E/D/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Enchanted Iron King Hammer +2 | 179/0/102/0/0 | 0/0 | D/E/D/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Enchanted Iron King Hammer +3 | 212/0/128/0/0 | 0/0 | D/E/D/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Enchanted Iron King Hammer +4 | 146/0/154/0/0 | 0/0 | D/E/D/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Enchanted Iron King Hammer +5 | 280/0/180/0/0 | 0/0 | D/E/C/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |

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 Iron King Hammer +0 | 56/0/25/0/0 | 0/0 | D/E/-/E/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Mundane Iron King Hammer +1 | 72/0/38/0/0 | 0/0 | D/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Mundane Iron King Hammer +2 | 89/0/51/0/0 | 0/0 | C/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Mundane Iron King Hammer +3 | 106/0/64/0/0 | 0/0 | C/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Mundane Iron King Hammer +4 | 123/0/77/0/0 | 0/0 | C/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |
| Mundane Iron King Hammer +5 | 140/0/90/0/0 | 0/0 | C/E/-/D/-/- | 45.0/10.0/30.0/30.0/40.0 | 15.0/15.0/15.0/15.0 |

Key

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| 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 x 2 = 28)</p> |

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| 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> |

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| 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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Footnotes 1. To Power Stance this weapon, at least 75 Strength and 12 Dexterity is required. 2. When two-handing this weapon, only 25 Strength is required.

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