

Iron King Hammer

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
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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

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

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

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>

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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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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