

Smelter Hammer

In-Game Description

Weapon wielded by the iron warriors that wander Brume Tower.

Appears to have once been an axe, but in this terribly melted state it is little more than a great lump that crushes its foes by virtue of its sheer weight.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Iron Warrior drop - very rare.

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
	384/0/ 0/0/0 (Strike)	0/0	100	60	70 ² /6/0/0 B/-/-/- /-	50/10/ 30/30/ 40	15/15/ 15/15	40	300	35.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	standard downward smashes	horizontal swipe followed by a double-hitting spin
Heavy Attack	unique over-the-shoulder smash	unique overhead smash followed by upward lunge which hits in front of and behind the player
Rolling Attack	standard upward swipe	unique upward lunge which hits in front of and behind the player
Running Attack	unique leaping attack	unique leaping attack that hits once lightly for no damage and then a second time where it lands for heavy damage

- The two-handed parry is replaced with a unique attack that spins thrice and then lunges forward with great range but huge stamina consumption and a long period of vulnerability.

Notes

- Has a slightly higher stamina consumption than other Great Hammers of 5-15%, depending on which attack is used.
- Has the longest attack range of all Great Hammers.
- Affectionately known as the "Chicken Leg" by some players, easier to notice when imbued with a Charcoal Pine Resin.
- Like all Hammers and most Great Hammers it can't be infused with Bleed.
 - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Smelter Hammer +0	384/0/0/0/0	0/0	C/-/-/-/-	-	-
Smelter Hammer +1	395/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Shard	550
Smelter Hammer +2	407/0/0/0/0	0/0	B/-/-/-/-	2x Titanite Shard	690
Smelter Hammer +3	418/0/0/0/0	0/0	B/-/-/-/-	3x Titanite Shard	830
Smelter Hammer +4	430/0/0/0/0	0/0	B/-/-/-/-	1x Large Titanite Shard	1,100
Smelter Hammer +5	442/0/0/0/0	0/0	B/-/-/-/-	2x Large Titanite Shard	1,240
Smelter Hammer +6	453/0/0/0/0	0/0	B/-/-/-/-	3x Large Titanite Shard	1,380
Smelter Hammer +7	465/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Chunk	1,650
Smelter Hammer +8	476/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Chunk	1,790
Smelter Hammer +9	488/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Chunk	1,930
Smelter Hammer +10	500/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Slab	2,200

Infusions

Magic

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

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Magic Smelter Hammer +0	241/295/0/0/0	0/0	C/-/C/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +1	249/296/0/0/0	0/0	C/-/C/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +2	256/298/0/0/0	0/0	C/-/C/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +3	263/299/0/0/0	0/0	C/-/B/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +4	271/300/0/0/0	0/0	C/-/B/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +5	278/301/0/0/0	0/0	B/-/B/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +6	285/303/0/0/0	0/0	B/-/B/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +7	293/304/0/0/0	0/0	B/-/B/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +8	300/305/0/0/0	0/0	B/-/B/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +9	307/306/0/0/0	0/0	B/-/B/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7
Magic Smelter Hammer +10	315/308/0/0/0	0/0	B/-/B/-/-/-	47.7/28.3/27.7/27.7/37.7	12.7/12.7/12.7/12.7

Fire

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

Adds/Increases: Base 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 Smelter Hammer +0	241/0/295/0/0	0/0	C/-/-/C/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +1	249/0/296/0/0	0/0	C/-/-/C/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +2	256/0/298/0/0	0/0	C/-/-/C/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7

Fire Smelter Hammer +3	263/0/299/0/0	0/0	C/-/-/B/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +4	271/0/300/0/0	0/0	C/-/-/B/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +5	278/0/301/0/0	0/0	B/-/-/B/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +6	285/0/303/0/0	0/0	B/-/-/B/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +7	293/0/304/0/0	0/0	B/-/-/B/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +8	300/0/305/0/0	0/0	B/-/-/B/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +9	307/0/306/0/0	0/0	B/-/-/B/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7
Fire Smelter Hammer +10	315/0/308/0/0	0/0	B/-/-/B/-/-	47.7/7.7/48.3/27.7/37.7	12.7/12.7/12.7/12.7

Lightning

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

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

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Smelter Hammer +0	241/0/0/295/0	0/0	C/-/-/C/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +1	249/0/0/296/0	0/0	C/-/-/C/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +2	256/0/0/298/0	0/0	C/-/-/C/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +3	263/0/0/299/0	0/0	C/-/-/B/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +4	271/0/0/300/0	0/0	C/-/-/B/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +5	278/0/0/301/0	0/0	B/-/-/B/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7

Lightning Smelter Hammer +6	285/0/0/303/0	0/0	B/-/-/-B/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +7	293/0/0/304/0	0/0	B/-/-/-B/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +8	300/0/0/305/0	0/0	B/-/-/-B/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +9	307/0/0/306/0	0/0	B/-/-/-B/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7
Lightning Smelter Hammer +10	315/0/0/308/0	0/0	B/-/-/-B/-	47.7/7.7/27.7/48.3/37.7	12.7/12.7/12.7/12.7

Dark

Reduces: 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 Smelter Hammer +0	241/0/0/0/295	0/0	C/-/-/-/C	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7
Dark Smelter Hammer +1	249/0/0/0/296	0/0	C/-/-/-/C	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7
Dark Smelter Hammer +2	256/0/0/0/298	0/0	C/-/-/-/C	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7
Dark Smelter Hammer +3	263/0/0/0/299	0/0	C/-/-/-/B	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7
Dark Smelter Hammer +4	271/0/0/0/300	0/0	C/-/-/-/B	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7
Dark Smelter Hammer +5	278/0/0/0/301	0/0	B/-/-/-/B	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7
Dark Smelter Hammer +6	285/0/0/0/303	0/0	B/-/-/-/B	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7
Dark Smelter Hammer +7	293/0/0/0/304	0/0	B/-/-/-/B	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7
Dark Smelter Hammer +8	300/0/0/0/305	0/0	B/-/-/-/B	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7

Dark Smelter Hammer +9	307/0/0/0/306	0/0	B/-/-/-/-/B	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7/2.7
Dark Smelter Hammer +10	315/0/0/0/308	0/0	B/-/-/-/-/B	47.7/7.7/27.7/27.7/58.3	12.7/12.7/12.7/12.7/2.7

Poison

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

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Smelter Hammer +0	241/0/0/0/0	123/0	C/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +1	249/0/0/0/0	126/0	C/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +2	256/0/0/0/0	129/0	C/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +3	263/0/0/0/0	132/0	C/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +4	271/0/0/0/0	135/0	C/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +5	278/0/0/0/0	138/0	B/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +6	285/0/0/0/0	141/0	B/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +7	293/0/0/0/0	144/0	B/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +8	300/0/0/0/0	147/0	B/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +9	307/0/0/0/0	150/0	B/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7
Poison Smelter Hammer +10	315/0/0/0/0	154/0	B/-/-/-/-/-	47.7/7.7/27.7/27.7/37.7	33.3/12.7/12.7/12.7/2.7

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 Smelter Hammer +0	441/0/0/0/0	0/0	E/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +1	454/0/0/0/0	0/0	E/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +2	468/0/0/0/0	0/0	E/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +3	481/0/0/0/0	0/0	E/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +4	494/0/0/0/0	0/0	E/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +5	508/0/0/0/0	0/0	E/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +6	521/0/0/0/0	0/0	E/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +7	534/0/0/0/0	0/0	D/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +8	548/0/0/0/0	0/0	D/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +9	561/0/0/0/0	0/0	D/-/-/-/-	50/10/30/30/40	15/15/15/15
Raw Smelter Hammer +10	575/0/0/0/0	0/0	D/-/-/-/-	50/10/30/30/40	15/15/15/15

Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus.

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Smelter Hammer +0	384/0/0/0/0	0/0	E/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +1	395/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +2	407/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +3	418/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +4	430/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +5	442/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +6	453/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +7	465/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +8	476/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +9	488/0/0/0/0	0/0	D/-/D/-/-/-	50/10/30/30/40	15/15/15/15
Enchanted Smelter Hammer +10	500/0/0/0/0	0/0	D/-/C/-/-/-	50/10/30/30/40	15/15/15/15

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 Smelter Hammer +0	192/0/0/0/0	0/0	D/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +1	197/0/0/0/0	0/0	D/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +2	203/0/0/0/0	0/0	D/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +3	209/0/0/0/0	0/0	D/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +4	215/0/0/0/0	0/0	C/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +5	221/0/0/0/0	0/0	C/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +6	226/0/0/0/0	0/0	C/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +7	232/0/0/0/0	0/0	C/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +8	238/0/0/0/0	0/0	C/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +9	244/0/0/0/0	0/0	C/-/-/-/-	50/10/30/30/40	15/15/15/15
Mundane Smelter Hammer +10	250/0/0/0/0	0/0	C/-/-/-/-	50/10/30/30/40	15/15/15/15

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>
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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. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. 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:	<p>The durability of the weapon.</p>
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:	<p>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.</p>

Footnotes 1. To Powerstance this weapon, only 99 Strength and 9 Dexterity is required. 2. When two-handing this weapon, only 35 Strength is required.

Revision #1

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