

# Great Hammers

Even larger and more forceful than regular Hammers, Great Hammers deliver tremendous Strike damage capable of toppling even the toughest foes. Due to their weight and slow attacks, proper timing is crucial—connecting with a hit often guarantees substantial follow-up opportunities, but missing leaves you wide open. Players usually need to wield Great Hammers two-handed due to their extreme Strength requirements. Though challenging to use in fast-paced fights, the raw damage and poise-breaking potential justify their hefty demands.

- [Demon's Great Hammer](#)
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# Demon's Great Hammer

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Demon's%20Great%20Hammer.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Demon's%20Great%20Hammer>

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*Demon weapon built from the stone archtrees.*

*Used by lesser demons at North Undead Asylum.*

*This hammer is imbued with no special power,*

*but can merrily beat foes to a pulp,*

*providing you have the strength to wield it.*

## Availability

Asylum Demon drop, but only if killed the first time you encounter it, without using the escape door

Trade a Sack with Snuggly the Crow

To assist in the Asylum Demon fight, choose Black Firebombs as a Gift or wait until NG+ to be able to beat him easier.

## General Information

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Demon's Great Hammer	138/0/0/0 (Strike)	100	600	22	46 <sup>1</sup> /0/0/0 B/-/-/-	50/10/35/35	32	50

# Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Heavy overhead smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal smash.	

2 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Heavy overhead smash.	
Roll — R1	Fast ground slam.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

# Upgrades

## Basic

Standard upgrade path.  
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

81% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Frampt Souls
Demon's Great Hammer +0	138/0/0/0	B/-/-/-					50
Demon's Great Hammer +1	151/0/0/0	B/-/-/-	1				50
Demon's Great Hammer +2	165/0/0/0	B/-/-/-	1				50
Demon's Great Hammer +3	179/0/0/0	B/-/-/-	2				50
Demon's Great Hammer +4	193/0/0/0	B/-/-/-	2				50
Demon's Great Hammer +5	207/0/0/0	B/-/-/-	3				50
Demon's Great Hammer +6	220/0/0/0	B/-/-/-		1			50
Demon's Great Hammer +7	234/0/0/0	B/-/-/-		1			50
Demon's Great Hammer +8	248/0/0/0	B/-/-/-		2			50
Demon's Great Hammer +9	262/0/0/0	B/-/-/-		2			50
Demon's Great Hammer +10	276/0/0/0	B/-/-/-		3			50
Demon's Great Hammer +11	289/0/0/0	B/-/-/-			1		50
Demon's Great Hammer +12	303/0/0/0	B/-/-/-			1		50
Demon's Great Hammer +13	317/0/0/0	B/-/-/-			2		50
Demon's Great Hammer +14	331/0/0/0	B/-/-/-			3		50
Demon's Great Hammer +15	345/0/0/0	B/-/-/-				1	50

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Demon's Great Hammer +5
- Titanite.

Ascended by Andre of Astora with Large Ember.

60% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Frampt Souls
Raw Demon's Great Hammer +0	238/0/0/0	C/-/-	1	50
Raw Demon's Great Hammer +1	254/0/0/0	C/-/-	1	50
Raw Demon's Great Hammer +2	270/0/0/0	C/-/-	1	50
Raw Demon's Great Hammer +3	286/0/0/0	C/-/-	2	50
Raw Demon's Great Hammer +4	302/0/0/0	C/-/-	2	50
Raw Demon's Great Hammer +5	318/0/0/0	C/-/-	3	50

# Crystal

Demon's Great Hammer durability reduced to **60**. Base damage increased. Cannot repair weapon (except through reinforcement).  
Requires

- Demon's Great Hammer +10
- Titanite.

Ascended by the Giant Blacksmith with Crystal Ember.

81% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Frampt Souls
Cryst.Demon's Great Hammer +0	303/0/0/0	B/-/-	1		1
Cryst.Demon's Great Hammer +1	317/0/0/0	B/-/-	1		1
Cryst.Demon's Great Hammer +2	331/0/0/0	B/-/-	1		1
Cryst.Demon's Great Hammer +3	345/0/0/0	B/-/-	2		1
Cryst.Demon's Great Hammer +4	358/0/0/0	B/-/-	3		1
Cryst.Demon's Great Hammer +5	372/0/0/0	B/-/-		1	1

# Lightning

Lighting Damage Added. All stat bonuses removed.

Requires

- Demon's Great Hammer +10
- Titanite.

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Frampt Souls
Ltng. Demon's Great Hammer +0	248/0/0/248	-/-/-	55/10/35/35	1		500
Ltng. Demon's Great Hammer +1	267/0/0/267	-/-/-	55/10/35/37.8	1		500
Ltng. Demon's Great Hammer +2	287/0/0/287	-/-/-	55/10/35/40.6	1		500
Ltng. Demon's Great Hammer +3	306/0/0/306	-/-/-	55/10/35/43.4	2		500
Ltng. Demon's Great Hammer +4	325/0/0/325	-/-/-	55/10/35/46.2	3		500
Ltng. Demon's Great Hammer +5	345/0/0/345	-/-/-	55/10/35/49		1	500

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Demon's Great Hammer +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

23% STR, 58% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Frampt Souls
Magic Demon's Great Hammer +0	156/168/0/0	D/-/C/-	1			50
Magic Demon's Great Hammer +1	166/179/0/0	D/-/C/-	1			50
Magic Demon's Great Hammer +2	176/190/0/0	D/-/C/-	1			50
Magic Demon's Great Hammer +3	187/201/0/0	D/-/C/-	2			50
Magic Demon's Great Hammer +4	197/212/0/0	D/-/C/-	2			50
Magic Demon's Great Hammer +5	208/224/0/0	D/-/C/-	3			50
Magic Demon's Great Hammer +6	218/235/0/0	D/-/C/-		1		50
Magic Demon's Great Hammer +7	228/246/0/0	D/-/C/-		1		50
Magic Demon's Great Hammer +8	239/257/0/0	D/-/C/-		2		50
Magic Demon's Great Hammer +9	249/268/0/0	D/-/C/-		3		50
Magic Demon's Great Hammer +10	260/280/0/0	D/-/C/-			1	50

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Demon's Great Hammer +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

16% STR, 57% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Frampt Souls
Ench. Demon's Great Hammer +0	208/220/0/0	E/-/C/-	1		50
Ench. Demon's Great Hammer +1	216/226/0/0	E/-/C/-	1		50
Ench. Demon's Great Hammer +2	224/233/0/0	E/-/C/-	1		50
Ench. Demon's Great Hammer +3	232/239/0/0	E/-/B/-	2		50
Ench. Demon's Great Hammer +4	241/246/0/0	E/-/B/-	3		50
Ench. Demon's Great Hammer +5	249/255/0/0	E/-/A/-		1	50

## Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Demon's Great Hammer +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

31% STR, 58% FAI scaling.



Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Frampt Souls
Divine Demon's Great Hammer +0	139/171/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon's Great Hammer +1	148/182/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon's Great Hammer +2	158/193/0/0	D/-/-/C	0/0/110/-	1			800
Divine Demon's Great Hammer +3	167/205/0/0	D/-/-/C	0/0/110/-	2			800
Divine Demon's Great Hammer +4	176/216/0/0	D/-/-/C	0/0/110/-	2			800
Divine Demon's Great Hammer +5	186/228/0/0	D/-/-/C	0/0/110/-	3			800
Divine Demon's Great Hammer +6	195/239/0/0	D/-/-/C	0/0/110/-		1		800
Divine Demon's Great Hammer +7	204/250/0/0	D/-/-/C	0/0/110/-		1		800
Divine Demon's Great Hammer +8	213/262/0/0	D/-/-/C	0/0/110/-		2		800
Divine Demon's Great Hammer +9	223/273/0/0	D/-/-/C	0/0/110/-		3		800
Divine Demon's Great Hammer +10	232/285/0/0	D/-/-/C	0/0/110/-			1	800

# Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Demon's Great Hammer +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

29% STR, 68% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Frampt Souls
Occult Demon's Great Hammer +0	190/208/0/0	D/-/-/C	0/0/-/110	1		800
Occult Demon's Great Hammer +1	201/218/0/0	D/-/-/C	0/0/-/110	1		800
Occult Demon's Great Hammer +2	212/228/0/0	D/-/-/C	0/0/-/110	1		800
Occult Demon's Great Hammer +3	224/239/0/0	D/-/-/C	0/0/-/110	2		800
Occult Demon's Great Hammer +4	235/249/0/0	D/-/-/B	0/0/-/110	3		800
Occult Demon's Great Hammer +5	246/260/0/0	D/-/-/B	0/0/-/110		1	800

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Demon's Great Hammer +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Frampt Souls
Fire Demon's Great Hammer +0	179/0/179/0	-/-/-	50/10/35/35	1			800
Fire Demon's Great Hammer +1	193/0/193/0	-/-/-	50/10/35.4/35	1			800
Fire Demon's Great Hammer +2	207/0/207/0	-/-/-	50/10/35.7/35	1			800
Fire Demon's Great Hammer +3	220/0/220/0	-/-/-	50/10/36/35	2			800
Fire Demon's Great Hammer +4	234/0/234/0	-/-/-	50/10/36.4/35	2			800
Fire Demon's Great Hammer +5	248/0/248/0	-/-/-	50/10/36.7/35	3			800
Fire Demon's Great Hammer +6	264/0/264/0	-/-/-	50/10/37.1/35		1		800
Fire Demon's Great Hammer +7	281/0/281/0	-/-/-	50/10/37.5/35		1		800
Fire Demon's Great Hammer +8	298/0/298/0	-/-/-	50/10/37.8/35		2		800
Fire Demon's Great Hammer +9	314/0/314/0	-/-/-	50/10/38.2/35		3		800
Fire Demon's Great Hammer +10	331/0/331/0	-/-/-	50/10/38.5/35			1	800

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.  
Requires

- Fire Demon's Great Hammer +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Frampt Souls
Chaos Demon's Great Hammer +0	216/0/248/0	-/-/-	50/10/35/35	1		800
Chaos Demon's Great Hammer +1	228/0/262/0	-/-/-	50/10/35.7/35	1		800
Chaos Demon's Great Hammer +2	240/0/276/0	-/-/-	50/10/36.4/35	1		800
Chaos Demon's Great Hammer +3	251/0/289/0	-/-/-	50/10/37.1/35	2		800
Chaos Demon's Great Hammer +4	264/0/303/0	-/-/-	50/10/37.8/35	3		800
Chaos Demon's Great Hammer +5	276/0/317/0	-/-/-	50/10/38.5/35		1	800

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

<b>Weight:</b>	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.  <math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<b>Stability:</b>	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
<b>Frampt Souls:</b>	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

## Footnotes

1. When two-handing this weapon, only 31 Strength is required.

# Dragon Tooth

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Dragon%20Tooth.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Dragon%20Tooth>

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*Created from an everlasting dragon tooth.*

*Legendary great hammer of Havel the Rock.*

*The dragon tooth will never break as it is harder than stone, and it grants its wielder resistance to magic and flame.*

## Availability

Treasure from a chest in a dark room behind an illusory wall in Anor Londo, along with Havel's Set's chests, Havel's Greatshield's chest, and a Mimic

## General Information

Can be enchanted.

Raises Fire and Magic defense by 20 points.

Its description refers to the fact that it has 999 Durability, but it degrades like normal weapons. In fact, as all Great-Hammers have the Grant magic attack which can forcibly be activated with glitches, it can technically be broken with 5 of its attacks.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Dragon Tooth	290/0/0/0 (Strike)	100	999	18	40 <sup>1</sup> /0/0/0 D/-/-	50/10/35/3 5	32	5,000

# Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Heavy overhead smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal smash.	

2 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Heavy overhead smash.	
Roll — R1	Fast ground slam.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

# Upgrades

Requires

- Dragon Scale

35% STR scaling.

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Dragon Tooth +0	290/0/0/0	D/-/-/-		
Dragon Tooth +1	319/0/0/0	D/-/-/-	1	10,000
Dragon Tooth +2	348/0/0/0	D/-/-/-	1	10,000
Dragon Tooth +3	377/0/0/0	D/-/-/-	2	10,000
Dragon Tooth +4	406/0/0/0	D/-/-/-	2	10,000
Dragon Tooth +5	435/0/0/0	D/-/-/-	4	10,000

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>



<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 27 Strength is required.

# Grant

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Grant.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Grant>

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*A legendary weapon of the Way of White,*

*granted to an Undead paladin long ago.*

*This mass of iron can only be lifted by those with inhuman strength, but it is blessed,*


*and very effective against agents of Dark.*

## Availability

Paladin Leeroy drop in the Tomb of the Giants

## General Information

Like all weapons that have a Holy modifier, Skeleton enemies in The Catacombs will not reassemble when killed with it even if the Necromancers are still alive.

Image	Name	Damage	Critical	Aux Effects	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Grant	130/130/0/0 (Strike)	100	0/0/130/-	600	24	50 <sup>1</sup> /0/0/30  B/-/-/A	50/10/35/35	32	100

## Move Set

1 Handed	
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<b>R1 — R1</b>	Right-to-left horizontal smashes.	
<b>R2</b>	Heavy overhead smash.	
<b>Roll — R1</b>	360 degree horizontal spin attack.	
<b>Backstep or Run — R1</b>	Running overhead smash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Leaping overhead smash.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Left-to-right horizontal smash.	

<b>2 Handed</b>		
<b>R1 — R1</b>	Right-to-left horizontal smashes.	
<b>R2</b>	Wrath of the Gods.	Consumes 200 durability.
<b>Roll — R1</b>	Fast ground slam.	
<b>Backstep or Run — R1</b>	Running overhead smash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Leaping overhead smash.	
<b>L1 or L2</b>	Guard.	

- Strong attack (2-handed) is replaced by a Wrath of the Gods effect that scales with the weapon's Magic damage. This attack uses 200 durability points per use.

# Upgrades

## Requires

- Twinkling Titanite

84% STR, 116% FAI scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Grant +0	130/130/0/0	B/-/-A		
Grant +1	143/143/0/0	B/-/-A	1	2,000
Grant +2	156/156/0/0	B/-/-A	1	2,000
Grant +3	169/169/0/0	B/-/-A	2	2,000
Grant +4	182/182/0/0	B/-/-A	2	2,000
Grant +5	195/195/0/0	B/-/-A	4	2,000

# Key

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<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 34 Strength is required.

# Great Club

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Great%20Club.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Great%20Club>

“

*Giant tree branch serves as a wooden club.*

*Smashes enemies from upside the head.*

*The leaping attack is a trademark of clubs,*

*and this giant club is no exception.*

## Availability

Blighttown treasure, guarded by two Infested Barbarians in the southwest portion of the swamp —  
Video Guide

## General Information

At 99 Strength and 99 Intelligence, an Enchanted Great Club has the highest Attack Rating in the game (824). This should not be confused with it dealing the most damage (see Damage Calculation).

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Great Club	135/0/0/0 (Strike)	100	250	12.0	28 <sup>1</sup> /0/0/0 B/-/-/-	50/10/35/3 5	32	50

## Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Slow leaping overhead smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal smash.	

2 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Slow leaping overhead smash.	
Roll — R1	Fast ground slam.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by a slow, heavy leaping overhead smash.

# Upgrades

## Basic

Standard upgrade path.  
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

88% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab
Great Club +0	135/0/0/0	B/-/-/-				
Great Club +1	148/0/0/0	B/-/-/-	1			
Great Club +2	162/0/0/0	B/-/-/-	1			
Great Club +3	175/0/0/0	B/-/-/-	2			
Great Club +4	189/0/0/0	B/-/-/-	2			
Great Club +5	202/0/0/0	B/-/-/-	3			
Great Club +6	216/0/0/0	B/-/-/-		1		
Great Club +7	229/0/0/0	B/-/-/-		1		
Great Club +8	243/0/0/0	B/-/-/-		2		
Great Club +9	256/0/0/0	B/-/-/-		2		
Great Club +10	270/0/0/0	B/-/-/-		3		
Great Club +11	283/0/0/0	A/-/-/-			1	
Great Club +12	297/0/0/0	A/-/-/-			1	
Great Club +13	310/0/0/0	A/-/-/-			2	
Great Club +14	324/0/0/0	A/-/-/-			3	
Great Club +15	337/0/0/0	A/-/-/-				1

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Great Club +5
- Titanite

Ascended by Andre of Astora with Large Ember.

66% STR scaling.

Name	Damage	Stat Bonuses	L. Shard
Raw Great Club +0	232/0/0/0	C/-/-/-	1
Raw Great Club +1	248/0/0/0	C/-/-/-	1
Raw Great Club +2	263/0/0/0	C/-/-/-	1
Raw Great Club +3	279/0/0/0	C/-/-/-	2
Raw Great Club +4	294/0/0/0	C/-/-/-	2
Raw Great Club +5	310/0/0/0	C/-/-/-	3



# Crystal

Great Club durability reduced to **25**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Great Club +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

88% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab
Crystal Great Club +0	297/0/0/0	A/-/-	1	
Crystal Great Club +1	310/0/0/0	A/-/-	1	
Crystal Great Club +2	324/0/0/0	A/-/-	1	
Crystal Great Club +3	337/0/0/0	A/-/-	2	
Crystal Great Club +4	351/0/0/0	A/-/-	3	
Crystal Great Club +5	364/0/0/0	A/-/-		1

# Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Great Club +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab
Lightning Great Club +0	243/0/0/243	-/-/-	50/10/35/35	1	
Lightning Great Club +1	261/0/0/261	-/-/-	50/10/35/37.8	1	
Lightning Great Club +2	280/0/0/280	-/-/-	50/10/35/40.6	1	
Lightning Great Club +3	299/0/0/299	-/-/-	50/10/35/43.4	2	
Lightning Great Club +4	318/0/0/318	-/-/-	50/10/35/46.2	3	
Lightning Great Club +5	337/0/0/337	-/-/-	50/10/35/49		1

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Great Club +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

25% STR scaling, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab
Magic Great Club +0	151/165/0/0	D/-/C/-	1		
Magic Great Club +1	161/176/0/0	D/-/C/-	1		
Magic Great Club +2	171/187/0/0	D/-/C/-	1		
Magic Great Club +3	181/198/0/0	D/-/C/-	2		
Magic Great Club +4	191/209/0/0	D/-/C/-	2		
Magic Great Club +5	202/220/0/0	D/-/C/-	3		
Magic Great Club +6	212/230/0/0	D/-/C/-		1	
Magic Great Club +7	222/242/0/0	D/-/C/-		1	
Magic Great Club +8	232/253/0/0	D/-/C/-		2	
Magic Great Club +9	242/264/0/0	D/-/C/-		3	
Magic Great Club +10	252/275/0/0	D/-/C/-			1

# Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Great Club +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

18% STR, 62% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab
Enchanted Great Club +0	202/216/0/0	E-/C/-	1	
Enchanted Great Club +1	210/222/0/0	E-/C/-	1	
Enchanted Great Club +2	218/228/0/0	E-/B/-	1	
Enchanted Great Club +3	226/235/0/0	E-/B/-	2	
Enchanted Great Club +4	234/241/0/0	E-/A/-	3	
Enchanted Great Club +5	242/250/0/0	E-/A/-		1

# Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Great Club +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

34% STR scaling, 63% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab
Divine Great Club +0	136/166/0/0	D/-/-/C	0/0/110/-	1		
Divine Great Club +1	145/177/0/0	D/-/-/C	0/0/110/-	1		
Divine Great Club +2	154/188/0/0	D/-/-/C	0/0/110/-	1		
Divine Great Club +3	163/199/0/0	D/-/-/C	0/0/110/-	2		
Divine Great Club +4	172/210/0/0	D/-/-/C	0/0/110/-	2		
Divine Great Club +5	182/222/0/0	D/-/-/C	0/0/110/-	3		
Divine Great Club +6	191/233/0/0	D/-/-/C	0/0/110/-		1	
Divine Great Club +7	200/244/0/0	D/-/-/C	0/0/110/-		1	
Divine Great Club +8	209/255/0/0	D/-/-/C	0/0/110/-		2	
Divine Great Club +9	218/266/0/0	D/-/-/C	0/0/110/-		3	
Divine Great Club +10	227/277/0/0	D/-/-/C	0/0/110/-			1

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Great Club +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

32% STR, 74% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab
Occult Great Club +0	186/202/0/0	D/-/-/B	0/0/-/110	1	
Occult Great Club +1	197/212/0/0	D/-/-/B	0/0/-/110	1	
Occult Great Club +2	208/222/0/0	D/-/-/B	0/0/-/110	1	
Occult Great Club +3	219/232/0/0	D/-/-/B	0/0/-/110	2	
Occult Great Club +4	230/242/0/0	D/-/-/B	0/0/-/110	3	
Occult Great Club +5	241/252/0/0	D/-/-/B	0/0/-/110		1

## Fire

Fire damage added. All stat bonuses removed.

Requires

- Great Club +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Fire Great Club +0	175/0/175/0	-/-/-	50/10/35/35	1		
Fire Great Club +1	189/0/189/0	-/-/-	50/10/35.4/35	1		
Fire Great Club +2	202/0/202/0	-/-/-	50/10/35.7/35	1		
Fire Great Club +3	216/0/216/0	-/-/-	50/10/36/35	2		
Fire Great Club +4	229/0/229/0	-/-/-	50/10/36.4/35	2		
Fire Great Club +5	243/0/243/0	-/-/-	50/10/36.7/35	3		
Fire Great Club +6	259/0/259/0	-/-/-	50/10/37.1/35		1	
Fire Great Club +7	275/0/275/0	-/-/-	50/10/37.5/35		1	
Fire Great Club +8	291/0/291/0	-/-/-	50/10/37.8/35		2	
Fire Great Club +9	307/0/307/0	-/-/-	50/10/38.2/35		3	
Fire Great Club +10	324/0/324/0	-/-/-	50/10/38.5/35			1

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires

- Fire Great Club +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab
Chaos Great Club +0	212/0/244/0	-/-/-	50/10/35/35	1	
Chaos Great Club +1	224/0/258/0	-/-/-	50/10/35.7/35	1	
Chaos Great Club +2	236/0/272/0	-/-/-	50/10/36.4/35	1	
Chaos Great Club +3	247/0/285/0	-/-/-	50/10/37.1/35	2	
Chaos Great Club +4	259/0/299/0	-/-/-	50/10/37.8/35	3	
Chaos Great Club +5	271/0/312/0	-/-/-	50/10/38.5/35		1

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 19 Strength is required.



# Large Club

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Large%20Club.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Large%20Club>

“

*Large wooden club.*

*The giant Undead of Blighttown wield these clubs, which became poisonous from the influence of their surroundings.*

## Availability

Drop from the Infested Barbarians in Blighttown (2% drop rate).

## General Information

When this weapon is buffed with Rotten Pine Resin, its poison build-up per hit is increased.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Large Club	120/0/0/0 (Strike)	100	250	11.0	26 <sup>1</sup> /0/0/0 A/-/-/-	55/10/40/40	32	0/180/-/-	50

## Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2 — R2	Dashing horizontal swings.	
Roll — R1	360 degree horizontal spin attack.	

<b>Backstep or Run — R1</b>	Running overhead smash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Leaping overhead smash.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Left-to-right horizontal smash.	

<b>2 Handed</b>		
<b>R1 — R1</b>	Right-to-left horizontal smashes.	
<b>R2</b>	Slow overhead smash.	
<b>Roll — R1</b>	Fast ground slam.	
<b>Backstep or Run — R1</b>	Running overhead smash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Leaping overhead smash.	
<b>L1 or L2</b>	Guard.	

- Strong attack (1-handed) is replaced by dashing horizontal swings.
- Strong attack (2-handed) is replaced by a slow overhead smash.

# Upgrades

## Basic

Standard upgrade path.  
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

103% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab
Large Club +0	120/0/0/0	A/-/-/-				
Large Club +1	132/0/0/0	A/-/-/-	1			
Large Club +2	144/0/0/0	A/-/-/-	1			
Large Club +3	156/0/0/0	A/-/-/-	2			
Large Club +4	168/0/0/0	A/-/-/-	2			
Large Club +5	180/0/0/0	A/-/-/-	3			
Large Club +6	192/0/0/0	A/-/-/-		1		
Large Club +7	204/0/0/0	A/-/-/-		1		
Large Club +8	216/0/0/0	A/-/-/-		2		
Large Club +9	228/0/0/0	A/-/-/-		2		
Large Club +10	240/0/0/0	A/-/-/-		3		
Large Club +11	251/0/0/0	A/-/-/-			1	
Large Club +12	264/0/0/0	A/-/-/-			1	
Large Club +13	276/0/0/0	A/-/-/-			2	
Large Club +14	288/0/0/0	A/-/-/-			3	
Large Club +15	300/0/0/0	A/-/-/-				1

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Large Club +5
- Titanite.

Ascended by Andre of Astora with Large Ember.

78% STR scaling.

Name	Damage	Stat Bonuses	L. Shard
Raw Large Club +0	207/0/0/0	B/-/-/-	1
Raw Large Club +1	220/0/0/0	B/-/-/-	1
Raw Large Club +2	234/0/0/0	B/-/-/-	1
Raw Large Club +3	248/0/0/0	B/-/-/-	2
Raw Large Club +4	262/0/0/0	B/-/-/-	2
Raw Large Club +5	276/0/0/0	B/-/-/-	3

# Crystal

Large Club durability reduced to **25**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Large Club +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

103% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Large Club +0	264/0/0/0	A/-/-/-	1		800
Crystal Large Club +1	276/0/0/0	A/-/-/-	1		800
Crystal Large Club +2	288/0/0/0	A/-/-/-	1		800
Crystal Large Club +3	300/0/0/0	A/-/-/-	2		800
Crystal Large Club +4	312/0/0/0	A/-/-/-	3		800
Crystal Large Club +5	324/0/0/0	A/-/-/-		1	800

# Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Large Club +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Large Club +0	216/0/0/216	-/-/-	55/10/40/40	1		800
Lightning Large Club +1	232/0/0/232	-/-/-	55/10/40/43.2	1		800
Lightning Large Club +2	249/0/0/249	-/-/-	55/10/40/46.4	1		800
Lightning Large Club +3	266/0/0/266	-/-/-	55/10/40/49.6	2		800
Lightning Large Club +4	283/0/0/283	-/-/-	55/10/40/52.8	3		800
Lightning Large Club +5	300/0/0/300	-/-/-	55/10/40/56		1	800

# Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Large Club +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

29% STR, 74% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Large Club +0	135/147/0/0	D/-/B/-	1			800
Magic Large Club +1	144/156/0/0	D/-/B/-	1			800
Magic Large Club +2	153/166/0/0	D/-/B/-	1			800
Magic Large Club +3	162/176/0/0	D/-/B/-	2			800
Magic Large Club +4	171/186/0/0	D/-/B/-	2			800
Magic Large Club +5	180/196/0/0	D/-/B/-	3			800
Magic Large Club +6	188/205/0/0	D/-/B/-		1		800
Magic Large Club +7	198/215/0/0	D/-/B/-		1		800
Magic Large Club +8	207/225/0/0	D/-/B/-		2		800
Magic Large Club +9	216/235/0/0	D/-/B/-		3		800
Magic Large Club +10	225/245/0/0	D/-/B/-			1	800

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Large Club +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

20% STR, 72% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Large Club +0	180/192/0/0	D/-/B/-	1		800
Enchanted Large Club +1	187/197/0/0	D/-/B/-	1		800
Enchanted Large Club +2	194/203/0/0	D/-/A/-	1		800
Enchanted Large Club +3	201/209/0/0	D/-/A/-	2		800
Enchanted Large Club +4	208/215/0/0	D/-/A/-	3		800
Enchanted Large Club +5	216/222/0/0	D/-/A/-		1	800

## Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.  
Requires

- Large Club +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).  
39% STR, 74% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Large Club +0	121/148/0/0	D/-/-/B	0/180/110/-	1			800
Divine Large Club +1	129/158/0/0	D/-/-/B	0/180/110/-	1			800
Divine Large Club +2	137/168/0/0	D/-/-/B	0/180/110/-	1			800
Divine Large Club +3	145/178/0/0	D/-/-/B	0/180/110/-	2			800
Divine Large Club +4	153/188/0/0	D/-/-/B	0/180/110/-	2			800
Divine Large Club +5	162/198/0/0	D/-/-/B	0/180/110/-	3			800
Divine Large Club +6	170/207/0/0	D/-/-/B	0/180/110/-		1		800
Divine Large Club +7	178/217/0/0	D/-/-/B	0/180/110/-		1		800
Divine Large Club +8	186/227/0/0	D/-/-/B	0/180/110/-		2		800
Divine Large Club +9	194/237/0/0	D/-/-/B	0/180/110/-		3		800
Divine Large Club +10	202/247/0/0	D/-/-/B	0/180/110/-			1	800

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Large Club +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

37% STR, 87% FAI scaling.



Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Large Club +0	164/180/0/0	D/-/-/B	0/180/-/110	1		800
Occult Large Club +1	173/188/0/0	D/-/-/B	0/180/-/110	1		800
Occult Large Club +2	183/198/0/0	D/-/-/B	0/180/-/110	1		800
Occult Large Club +3	193/207/0/0	D/-/-/B	0/180/-/110	2		800
Occult Large Club +4	203/216/0/0	D/-/-/A	0/180/-/110	3		800
Occult Large Club +5	213/225/0/0	D/-/-/A	0/180/-/110		1	800

# Fire

Fire damage added. All stat bonuses removed.

Requires

- Large Club +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Large Club +0	156/0/156/0	-/-/-	55/10/40/40	1			800
Fire Large Club +1	168/0/168/0	-/-/-	55/10/40.4/40	1			800
Fire Large Club +2	180/0/180/0	-/-/-	55/10/40.8/40	1			800
Fire Large Club +3	192/0/192/0	-/-/-	55/10/41.2/40	2			800
Fire Large Club +4	204/0/204/0	-/-/-	55/10/41.6/40	2			800
Fire Large Club +5	216/0/216/0	-/-/-	55/10/42/40	3			800
Fire Large Club +6	230/0/230/0	-/-/-	55/10/42.4/40		1		800
Fire Large Club +7	244/0/244/0	-/-/-	55/10/42.8/40		1		800
Fire Large Club +8	259/0/259/0	-/-/-	55/10/43.2/40		2		800
Fire Large Club +9	273/0/273/0	-/-/-	55/10/43.6/40		3		800
Fire Large Club +10	288/0/288/0	-/-/-	55/10/44/40			1	800

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.  
Requires

- Fire Large Club +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Large Club +0	189/0/217/0	-/-/-	55/10/40/40	1		800
Chaos Large Club +1	199/0/229/0	-/-/-	55/10/40.8/40	1		800
Chaos Large Club +2	210/0/242/0	-/-/-	55/10/41.6/40	1		800
Chaos Large Club +3	220/0/254/0	-/-/-	55/10/42.4/40	2		800
Chaos Large Club +4	231/0/266/0	-/-/-	55/10/43.2/40	3		800
Chaos Large Club +5	241/0/278/0	-/-/-	55/10/44/40		1	800

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 18 Strength is required.

# Smough's Hammer

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Smough's%20Hammer.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Smough's%20Hammer>

“ Great hammer from the soul of executioner Smough, who guards the cathedral in the forsaken city of Anor Londo.

Smough loved his work, and ground the bones of his victims into his own feed, ruining his hopes of being ranked with the Four Knights.

## Availability

Created using Soul of Smough and a +10 Hammer or Great Hammer

## General Information

Restores 10 HP each time an enemy is hit.

Cannot be enchanted through the use of any weapon buff sorcery, miracle, or pine resin.

Has a slightly larger hitbox in its 2-handed rolling attacks compared to other Great Hammers.

Has the highest Strength requirement of any weapon

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Smough's Hammer	300/0/0/0 (Strike)	100	600	28.0	58 <sup>1</sup> /0/0/0 D/-/-/-	50/10/35/35	32	1

# Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Slow right-to-left swing.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal smash.	

2 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Slow leaping smash.	
Roll — R1	Fast ground slam.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Strong attack (1-handed) is replaced by a delayed right-to-left swing.
- Strong attack (2-handed) is replaced by a delayed leaping smash.

# Upgrades

Requires

- Demon Titanite

50% STR scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Smough's Hammer +0	300/0/0/0	D/-/-		
Smough's Hammer +1	330/0/0/0	D/-/-	1	5,000
Smough's Hammer +2	360/0/0/0	D/-/-	1	5,000
Smough's Hammer +3	390/0/0/0	D/-/-	2	5,000
Smough's Hammer +4	420/0/0/0	D/-/-	2	5,000
Smough's Hammer +5	450/0/0/0	D/-/-	4	5,000

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Physical Damage Reduction</li> <li>• X is the Magical Damage Reduction</li> <li>• Y is the Fire Damage Reduction</li> <li>• Z is the Lightning Damage Reduction</li> </ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 39 Strength is required.