

# Blacksmith Hammer

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

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

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*Metal hammer of Andre of Astora,  
blacksmith at the Old Church.*

*Can be used as a strike weapon, but better left in the hands of its talented owner.*

## Availability

Andre of Astora drop in the Undead Parish

## General Information

Like all Hammers, if an attack doesn't connect with an enemy, the user will stumble and seem to not be able to handle the weight. If the hit connects, the stumble animation does not come into play and the user moves as normal.

Typically, the Mace is simply better in most situations. It has greater scaling, base damage and doesn't require as much strength to wield. In addition, killing Andre is typically a bad idea in most situations.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Blacksmith Hammer	87/0/0/0 (Strike)	100	250	5.0	14 <sup>1</sup> /0/0/0 C/-/-/-	45/10/30/30	30	50

# Move Set

1 Handed		
R1	Right-to-left horizontal swing.	
R2 — R2	Heavy overhead chop into overhead chop.	
Roll — R1	Fast overhead chop.	
Backstep or Run — R1	Fast running chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping overhead chop.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal swing.	

2 Handed		
R1	Right-to-left horizontal swing.	
R2 — R2	Heavy overhead chop into overhead chop.	
Roll — R1	Fast overhead chop.	
Backstep or Run — R1	Fast running chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping overhead chop.	
L1 or L2	Guard.	

# Upgrades

## Basic

Standard upgrade path.

- Titanite Shard/Large Shard/Chunk/Slab

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

75% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Blacksmith Hammer +0	87/0/0/0	C/-/-/-					
Blacksmith Hammer +1	95/0/0/0	C/-/-/-	1				200
Blacksmith Hammer +2	104/0/0/0	C/-/-/-	1				200
Blacksmith Hammer +3	113/0/0/0	C/-/-/-	2				200
Blacksmith Hammer +4	121/0/0/0	C/-/-/-	2				200
Blacksmith Hammer +5	130/0/0/0	C/-/-/-	3				200
Blacksmith Hammer +6	139/0/0/0	B/-/-/-		1			200
Blacksmith Hammer +7	147/0/0/0	B/-/-/-		1			200
Blacksmith Hammer +8	156/0/0/0	B/-/-/-		2			200
Blacksmith Hammer +9	165/0/0/0	B/-/-/-		2			200
Blacksmith Hammer +10	174/0/0/0	B/-/-/-		3			200
Blacksmith Hammer +11	182/0/0/0	B/-/-/-			1		200
Blacksmith Hammer +12	191/0/0/0	B/-/-/-			1		200
Blacksmith Hammer +13	200/0/0/0	B/-/-/-			2		200
Blacksmith Hammer +14	208/0/0/0	B/-/-/-			3		200
Blacksmith Hammer +15	217/0/0/0	B/-/-/-				1	200

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Blacksmith Hammer +5
- Titanite

Ascended by Andre of Astora with Large Ember.

56% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Blacksmith Hammer +0	150/0/0/0	C/-/-	1	200
Raw Blacksmith Hammer +1	160/0/0/0	C/-/-	1	200
Raw Blacksmith Hammer +2	170/0/0/0	C/-/-	1	200
Raw Blacksmith Hammer +3	180/0/0/0	C/-/-	2	200
Raw Blacksmith Hammer +4	190/0/0/0	C/-/-	2	200
Raw Blacksmith Hammer +5	200/0/0/0	C/-/-	3	200

## Crystal

Blacksmith Hammer durability reduced to **25**. Base damage increased. Cannot repair weapon (except through reinforcement).  
Requires

- Blacksmith Hammer +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

75% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Blacksmith Hammer +0	191/0/0/0	B/-/-	1		200
Crystal Blacksmith Hammer +1	200/0/0/0	B/-/-	1		200
Crystal Blacksmith Hammer +2	208/0/0/0	B/-/-	1		200
Crystal Blacksmith Hammer +3	217/0/0/0	B/-/-	2		200
Crystal Blacksmith Hammer +4	226/0/0/0	B/-/-	3		200
Crystal Blacksmith Hammer +5	234/0/0/0	B/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.  
Requires

- Blacksmith Hammer +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Blacksmith Hammer +0	156/0/0/156	-/-/-	45/10/30/30	1		200
Lightning Blacksmith Hammer +1	168/0/0/168	-/-/-	45/10/30/32.4	1		200
Lightning Blacksmith Hammer +2	180/0/0/180	-/-/-	45/10/30/34.8	1		200
Lightning Blacksmith Hammer +3	193/0/0/193	-/-/-	45/10/30/37.2	2		200
Lightning Blacksmith Hammer +4	205/0/0/205	-/-/-	45/10/30/39.6	3		200
Lightning Blacksmith Hammer +5	217/0/0/217	-/-/-	45/10/30/42		1	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Blacksmith Hammer +5
- Green Titanite
- Blue Titanite

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

21% STR, 54% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Blacksmith Hammer +0	97/106/0/0	D/-/C/-	1			200
Magic Blacksmith Hammer +1	104/113/0/0	D/-/C/-	1			200
Magic Blacksmith Hammer +2	110/120/0/0	D/-/C/-	1			200
Magic Blacksmith Hammer +3	117/127/0/0	D/-/C/-	2			200
Magic Blacksmith Hammer +4	123/134/0/0	D/-/C/-	2			200
Magic Blacksmith Hammer +5	130/142/0/0	D/-/C/-	3			200
Magic Blacksmith Hammer +6	136/149/0/0	D/-/C/-		1		200
Magic Blacksmith Hammer +7	143/156/0/0	D/-/C/-		1		200
Magic Blacksmith Hammer +8	149/163/0/0	D/-/C/-		2		200
Magic Blacksmith Hammer +9	156/170/0/0	D/-/C/-		3		200
Magic Blacksmith Hammer +10	162/177/0/0	D/-/C/-			1	200

## Enchanted

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

- Magic Blacksmith Hammer +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

14% STR, 53% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Blacksmith Hammer +0	130/140/0/0	E/-/C/-	1		200
Enchanted Blacksmith Hammer +1	135/144/0/0	E/-/C/-	1		200
Enchanted Blacksmith Hammer +2	140/148/0/0	E/-/C/-	1		200
Enchanted Blacksmith Hammer +3	145/152/0/0	E/-/B/-	2		200
Enchanted Blacksmith Hammer +4	150/156/0/0	E/-/B/-	3		200
Enchanted Blacksmith Hammer +5	156/162/0/0	E/-/B/-		1	200

## Divine

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

Requires

- Blacksmith Hammer +5
- Green Titanite
- White Titanite

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

29% STR, 54% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Blacksmith Hammer +0	88/108/0/0	D/-/-/C	0/0/110/-	1			200
Divine Blacksmith Hammer +1	94/115/0/0	D/-/-/C	0/0/110/-	1			200
Divine Blacksmith Hammer +2	100/122/0/0	D/-/-/C	0/0/110/-	1			200
Divine Blacksmith Hammer +3	106/129/0/0	D/-/-/C	0/0/110/-	2			200
Divine Blacksmith Hammer +4	112/136/0/0	D/-/-/C	0/0/110/-	2			200
Divine Blacksmith Hammer +5	118/144/0/0	D/-/-/C	0/0/110/-	3			200
Divine Blacksmith Hammer +6	123/151/0/0	D/-/-/C	0/0/110/-		1		200
Divine Blacksmith Hammer +7	129/158/0/0	D/-/-/C	0/0/110/-		1		200
Divine Blacksmith Hammer +8	135/165/0/0	D/-/-/C	0/0/110/-		2		200
Divine Blacksmith Hammer +9	141/172/0/0	D/-/-/C	0/0/110/-		3		200
Divine Blacksmith Hammer +10	147/180/0/0	D/-/-/C	0/0/110/-			1	200

## Occult

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

- Divine Blacksmith Hammer +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

27% STR, 63% FAI scaling.



Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Blacksmith Hammer +0	120/130/0/0	D/-/-/C	0/0/-/110	1		200
Occult Blacksmith Hammer +1	127/136/0/0	D/-/-/C	0/0/-/110	1		200
Occult Blacksmith Hammer +2	134/143/0/0	D/-/-/C	0/0/-/110	1		200
Occult Blacksmith Hammer +3	141/149/0/0	D/-/-/C	0/0/-/110	2		200
Occult Blacksmith Hammer +4	148/156/0/0	D/-/-/C	0/0/-/110	3		200
Occult Blacksmith Hammer +5	156/162/0/0	D/-/-/C	0/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Blacksmith 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	Souls
Fire Blacksmith Hammer +0	113/0/113/0	-/-/-	45/10/30/30	1			200
Fire Blacksmith Hammer +1	121/0/121/0	-/-/-	45/10/30.3/30	1			200
Fire Blacksmith Hammer +2	130/0/130/0	-/-/-	45/10/30.6/30	1			200
Fire Blacksmith Hammer +3	139/0/139/0	-/-/-	45/10/30.9/30	2			200
Fire Blacksmith Hammer +4	147/0/147/0	-/-/-	45/10/31.2/30	2			200
Fire Blacksmith Hammer +5	156/0/156/0	-/-/-	45/10/31.5/30	3			200
Fire Blacksmith Hammer +6	167/0/167/0	-/-/-	45/10/31.8/30		1		200
Fire Blacksmith Hammer +7	177/0/177/0	-/-/-	45/10/32.1/30		1		200
Fire Blacksmith Hammer +8	187/0/187/0	-/-/-	45/10/32.4/30		2		200
Fire Blacksmith Hammer +9	198/0/198/0	-/-/-	45/10/32.7/30		3		200
Fire Blacksmith Hammer +10	208/0/208/0	-/-/-	45/10/33/30			1	200

# Chaos

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

Requires

- Fire Blacksmith Hammer +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Blacksmith Hammer +0	136/0/158/0	-/-/-	45/10/30/30	1		200
Chaos Blacksmith Hammer +1	144/0/167/0	-/-/-	45/10/30.6/30	1		200
Chaos Blacksmith Hammer +2	152/0/176/0	-/-/-	45/10/31.2/30	1		200
Chaos Blacksmith Hammer +3	159/0/184/0	-/-/-	45/10/31.8/30	2		200
Chaos Blacksmith Hammer +4	167/0/193/0	-/-/-	45/10/32.4/30	3		200
Chaos Blacksmith Hammer +5	174/0/202/0	-/-/-	45/10/33/30		1	200

# 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>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<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.</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 10 Strength is required.