

# 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/-/-	50/10/35/3 5	32	50

# Move Set

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<b>1 Handed</b>		
<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 (left hand)</b>	Guard.	
<b>L2 (left hand)</b>	Left-to-right horizontal smash.	

<b>2 Handed</b>		
<b>R1 — R1</b>	Right-to-left horizontal smashes.	
<b>R2</b>	Heavy 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.	

# Upgrades

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## Basic

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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.

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