

Hammer of Vamos

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

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

“ Metal hammer of Vamos, a skeleton blacksmith deep within the Catacombs who rarely speaks.

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

Availability

Blacksmith Vamos drop in The Catacombs along with the Royal Helm

General Information

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Hammer of Vamos	115/0/64/0 (Strike)	100	250	5.0	14 ¹ /0/0/0 C/-/-	45/10/30/30	26	0/0/-/-	100

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

Requires

- Twinkling Titanite

75% STR scaling.

Footnotes

1. When two-handing this weapon, only 10 Strength is required.