

# 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 <sup>1</sup> /0/0/0 C/-/-	45/10/30/30	26	0/0/-/-	100

## Move Set

1 Handed	
R1	Right-to-left horizontal swing.

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

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

# Upgrades

Requires

- Twinkling Titanite

75% STR scaling.

# Footnotes

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