

Mace

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

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

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Iron hammer with a protrusive pommel.

Standard weapon for clerics.

This simple bladeless strike weapon is effective against most foes, and can break the guard of a shield. However,

one miss leaves one wide open.

Availability

Starting weapon of Cleric

Purchased from Patches for 3,000 Souls

Treasure in The Catacombs, found on a corpse with the Holy Set

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.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Mace	91/0/0/0 (Strike)	100	250	4.0	12 ¹ /0/0/0 B/-/-/-	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.
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	Souls
Mace +0	91/0/0/0	B/-/-/-					
Mace +1	100/0/0/0	B/-/-/-	1				200
Mace +2	109/0/0/0	B/-/-/-	1				200
Mace +3	118/0/0/0	B/-/-/-	2				200
Mace +4	127/0/0/0	B/-/-/-	2				200
Mace +5	136/0/0/0	B/-/-/-	3				200
Mace +6	145/0/0/0	B/-/-/-		1			200
Mace +7	154/0/0/0	B/-/-/-		1			200
Mace +8	163/0/0/0	B/-/-/-		2			200
Mace +9	172/0/0/0	B/-/-/-		2			200
Mace +10	182/0/0/0	B/-/-/-		3			200
Mace +11	191/0/0/0	A/-/-/-			1		200
Mace +12	200/0/0/0	A/-/-/-			1		200
Mace +13	209/0/0/0	A/-/-/-			2		200
Mace +14	218/0/0/0	A/-/-/-			3		200
Mace +15	227/0/0/0	A/-/-/-				1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Mace +5
- Titanite

Ascended by Andre of Astora with Large Ember.

66% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Mace +0	157/0/0/0	C/-/-/-	1	200
Raw Mace +1	168/0/0/0	C/-/-/-	1	200
Raw Mace +2	178/0/0/0	C/-/-/-	1	200
Raw Mace +3	189/0/0/0	C/-/-/-	2	200
Raw Mace +4	199/0/0/0	C/-/-/-	2	200
Raw Mace +5	210/0/0/0	C/-/-/-	3	200

Crystal

Mace durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Mace +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

88% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Mace +0	200/0/0/0	A/-/-/-	1		200
Crystal Mace +1	209/0/0/0	A/-/-/-	1		200
Crystal Mace +2	218/0/0/0	A/-/-/-	1		200
Crystal Mace +3	227/0/0/0	A/-/-/-	2		200
Crystal Mace +4	236/0/0/0	A/-/-/-	3		200
Crystal Mace +5	245/0/0/0	A/-/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Mace +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Mace +0	163/0/0/163	-/-/-	45/10/30/30	1		200
Lightning Mace +1	176/0/0/176	-/-/-	45/10/30/32.4	1		200
Lightning Mace +2	189/0/0/189	-/-/-	45/10/30/34.8	1		200
Lightning Mace +3	202/0/0/202	-/-/-	45/10/30/37.2	2		200
Lightning Mace +4	214/0/0/214	-/-/-	45/10/30/39.6	3		200
Lightning Mace +5	227/0/0/227	-/-/-	45/10/30/42		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Mace +5
- Green Titanite
- Blue Titanite

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

25% STR, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Mace +0	102/111/0/0	D/-/C/-	1			200
Magic Mace +1	108/118/0/0	D/-/C/-	1			200
Magic Mace +2	115/125/0/0	D/-/C/-	1			200
Magic Mace +3	122/133/0/0	D/-/C/-	2			200
Magic Mace +4	129/140/0/0	D/-/C/-	2			200
Magic Mace +5	136/148/0/0	D/-/C/-	3			200
Magic Mace +6	142/155/0/0	D/-/C/-		1		200
Magic Mace +7	149/162/0/0	D/-/C/-		1		200
Magic Mace +8	156/170/0/0	D/-/C/-		2		200
Magic Mace +9	163/177/0/0	D/-/C/-		3		200
Magic Mace +10	170/185/0/0	D/-/C/-			1	200

Enchanted

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

- Magic Mace +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	Souls
Enchanted Mace +0	136/146/0/0	E/-/C/-	1		200
Enchanted Mace +1	141/150/0/0	E/-/C/-	1		200
Enchanted Mace +2	146/154/0/0	E/-/B/-	1		200
Enchanted Mace +3	152/159/0/0	E/-/B/-	2		200
Enchanted Mace +4	157/163/0/0	D/-/A/-	3		200
Enchanted Mace +5	163/169/0/0	D/-/A/-		1	200

Divine

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

- Mace+5
- Green Titanite
- White Titanite

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

34% STR, 63% FAI scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Mace +0	91/112/0/0	D/-/-/C	1			200
Divine Mace +1	97/120/0/0	D/-/-/C	1			200
Divine Mace +2	103/127/0/0	D/-/-/C	1			200
Divine Mace +3	109/135/0/0	D/-/-/C	2			200
Divine Mace +4	115/142/0/0	D/-/-/C	2			200
Divine Mace +5	122/150/0/0	D/-/-/C	3			200
Divine Mace +6	128/157/0/0	D/-/-/C		1		200
Divine Mace +7	134/165/0/0	D/-/-/C		1		200
Divine Mace +8	140/172/0/0	D/-/-/C		2		200
Divine Mace +9	146/180/0/0	D/-/-/C		3		200
Divine Mace +10	152/187/0/0	D/-/-/C			1	200

Occult

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

- Divine Mace+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	Souls
Occult Mace +0	126/136/0/0	D/-/-/B	0/0/-/110	1		200
Occult Mace +1	133/142/0/0	D/-/-/B	0/0/-/110	1		200
Occult Mace +2	141/149/0/0	D/-/-/B	0/0/-/110	1		200
Occult Mace +3	148/156/0/0	D/-/-/B	0/0/-/110	2		200
Occult Mace +4	156/163/0/0	D/-/-/B	0/0/-/110	3		200
Occult Mace +5	163/170/0/0	D/-/-/B	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.

Requires

- Mace +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 Mace +0	118/0/118/0	-/-/-	45/10/30/30	1			200
Fire Mace +1	127/0/127/0	-/-/-	45/10/30.3/30	1			200
Fire Mace +2	136/0/136/0	-/-/-	45/10/30.6/30	1			200
Fire Mace +3	145/0/145/0	-/-/-	45/10/30.9/30	2			200
Fire Mace +4	154/0/154/0	-/-/-	45/10/31.2/30	2			200
Fire Mace +5	163/0/163/0	-/-/-	45/10/31.5/30	3			200
Fire Mace +6	174/0/174/0	-/-/-	45/10/31.8/30		1		200
Fire Mace +7	185/0/185/0	-/-/-	45/10/32.1/30		1		200
Fire Mace +8	196/0/196/0	-/-/-	45/10/32.4/30		2		200
Fire Mace +9	207/0/207/0	-/-/-	45/10/32.7/30		3		200
Fire Mace +10	218/0/218/0	-/-/-	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 Mace +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Mace +0	142/0/163/0	-/-/-	45/10/30/30	1		200
Chaos Mace +1	150/0/172/0	-/-/-	45/10/30.6/30	1		200
Chaos Mace +2	158/0/182/0	-/-/-	45/10/31.2/30	1		200
Chaos Mace +3	165/0/191/0	-/-/-	45/10/31.8/30	2		200
Chaos Mace +4	173/0/200/0	-/-/-	45/10/32.4/30	3		200
Chaos Mace +5	181/0/209/0	-/-/-	45/10/33/30		1	200

Key

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

Stats Needed:	<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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required <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>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<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">• W is the Physical Damage Reduction• X is the Magical Damage Reduction• Y is the Fire Damage Reduction• Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<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 8 Strength is required.