Morning Star

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Morning%20Star.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Morning%20Star

> " *Hammer with a sharp spike on its pommel.*
>
> *One of the more barbaric cleric weapons.*
>
> *Uniquely, this hammer inflicts thrust damage,*
>
> *and causes bleeding.*

Availability

Firelink Shrine treasure, in the small area in front of the elevators

General Information

Bleed build-up is 33 per strike.

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.

The basic upgrade path of this weapon incorrectly states it deals Thrust damage in its Attack type and description.
Upon ascending the weapon along any other path, its description changes to "The effect of these spikes makes this strike-based weapon also cause bleeding."

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Morning Star	83/0/0/0 (Strike)	180	4.0	11[1]/0/0/0 C/-/-/-	45/10/30/30	30	300/0/-/-	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).

75% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Morning Star +0	83/0/0/0	C/-/-/-					
Morning Star +1	91/0/0/0	C/-/-/-	1				200
Morning Star +2	99/0/0/0	C/-/-/-	1				200
Morning Star +3	107/0/0/0	C/-/-/-	2				200
Morning Star +4	116/0/0/0	C/-/-/-	2				200
Morning Star +5	124/0/0/0	C/-/-/-	3				200
Morning Star +6	132/0/0/0	B/-/-/-		1			200
Morning Star +7	141/0/0/0	B/-/-/-		1			200
Morning Star +8	149/0/0/0	B/-/-/-		2			200
Morning Star +9	157/0/0/0	B/-/-/-		2			200
Morning Star +10	166/0/0/0	B/-/-/-		3			200
Morning Star +11	174/0/0/0	B/-/-/-			1		200
Morning Star +12	182/0/0/0	B/-/-/-			1		200
Morning Star +13	190/0/0/0	B/-/-/-			2		200
Morning Star +14	199/0/0/0	B/-/-/-			3		200
Morning Star +15	207/0/0/0	B/-/-/-				1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Morning Star +5
- Titanite

Ascended by Andre of Astora with Large Ember.

56% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Morning Star +0	142/0/0/0	C/-/-/-	1	200
Raw Morning Star +1	152/0/0/0	C/-/-/-	1	200
Raw Morning Star +2	161/0/0/0	C/-/-/-	1	200
Raw Morning Star +3	171/0/0/0	C/-/-/-	2	200
Raw Morning Star +4	180/0/0/0	C/-/-/-	2	200
Raw Morning Star +5	190/0/0/0	C/-/-/-	3	200

Crystal

Morning Star durability reduced to **18**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Morning Star +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

75% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Morning Star +0	182/0/0/0	B/-/-/-	1		200
Crystal Morning Star +1	190/0/0/0	B/-/-/-	1		200
Crystal Morning Star +2	199/0/0/0	B/-/-/-	1		200
Crystal Morning Star +3	207/0/0/0	B/-/-/-	2		200
Crystal Morning Star +4	215/0/0/0	B/-/-/-	3		200
Crystal Morning Star +5	224/0/0/0	B/-/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Morning Star +10
- Titanite Chunk

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Morning Star +0	149/0/0/149	-/-/-/-	45/10/30/42	1		200
Lightning Morning Star +1	161/0/0/161	-/-/-/-	45/10/30/32.4	1		200
Lightning Morning Star +2	172/0/0/172	-/-/-/-	45/10/30/34.8	1		200
Lightning Morning Star +3	184/0/0/184	-/-/-/-	45/10/30/37.2	2		200
Lightning Morning Star +4	195/0/0/195	-/-/-/-	45/10/30/39.6	3		200
Lightning Morning Star +5	207/0/0/207	-/-/-/-	45/10/30/42		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Morning Star +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 Morning Star +0	93/100/0/0	D/-/C/-	1			200
Magic Morning Star +1	99/107/0/0	D/-/C/-	1			200
Magic Morning Star +2	105/113/0/0	D/-/C/-	1			200
Magic Morning Star +3	111/120/0/0	D/-/C/-	2			200
Magic Morning Star +4	117/127/0/0	D/-/C/-	2			200
Magic Morning Star +5	124/134/0/0	D/-/C/-	3			200
Magic Morning Star +6	130/140/0/0	D/-/C/-		1		200
Magic Morning Star +7	136/147/0/0	D/-/C/-		1		200
Magic Morning Star +8	142/154/0/0	D/-/C/-		2		200
Magic Morning Star +9	148/160/0/0	D/-/C/-		3		200
Magic Morning Star +10	155/167/0/0	D/-/C/-			1	200

Enchanted

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

- Magic Morning Star +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 Morning Star +0	124/132/0/0	E/-/C/-	1		200
Enchanted Morning Star +1	128/135/0/0	E/-/C/-	1		200
Enchanted Morning Star +2	133/139/0/0	E/-/C/-	1		200
Enchanted Morning Star +3	138/143/0/0	E/-/B/-	2		200
Enchanted Morning Star +4	143/147/0/0	E/-/B/-	3		200
Enchanted Morning Star +5	148/153/0/0	E/-/B/-		1	200

Divine

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

- Morning Star +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 Morning Star +0	84/102/0/0	D/-/-/C	300/0/110/-	1			200
Divine Morning Star +1	89/108/0/0	D/-/-/C	300/0/110/-	1			200
Divine Morning Star +2	95/115/0/0	D/-/-/C	300/0/110/-	1			200
Divine Morning Star +3	100/122/0/0	D/-/-/C	300/0/110/-	2			200
Divine Morning Star +4	106/129/0/0	D/-/-/C	300/0/110/-	2			200
Divine Morning Star +5	112/136/0/0	D/-/-/C	300/0/110/-	3			200
Divine Morning Star +6	117/142/0/0	D/-/-/C	300/0/110/-		1		200
Divine Morning Star +7	123/149/0/0	D/-/-/C	300/0/110/-		1		200
Divine Morning Star +8	128/156/0/0	D/-/-/C	300/0/110/-		2		200
Divine Morning Star +9	134/163/0/0	D/-/-/C	300/0/110/-		3		200
Divine Morning Star +10	140/170/0/0	D/-/-/C	300/0/110/-			1	200

Occult

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

- Divine Morning Star +5
- White Titanite Chunk

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 Morning Star +0	114/124/0/0	D/-/-/C	300/0/-/110	1		200
Occult Morning Star +1	120/130/0/0	D/-/-/C	300/0/-/110	1		200
Occult Morning Star +2	127/136/0/0	D/-/-/C	300/0/-/110	1		200
Occult Morning Star +3	134/142/0/0	D/-/-/C	300/0/-/110	2		200
Occult Morning Star +4	141/148/0/0	D/-/-/C	300/0/-/110	3		200
Occult Morning Star +5	148/155/0/0	D/-/-/C	300/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Morning Star +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 Morning Star +0	107/0/107/0	-/-/-/-	45/10/30/30	1			200
Fire Morning Star +1	116/0/116/0	-/-/-/-	45/10/30.3/30	1			200
Fire Morning Star +2	124/0/124/0	-/-/-/-	45/10/30.6/30	1			200
Fire Morning Star +3	132/0/132/0	-/-/-/-	45/10/30.9/30	2			200
Fire Morning Star +4	141/0/141/0	-/-/-/-	45/10/31.2/30	2			200
Fire Morning Star +5	149/0/149/0	-/-/-/-	45/10/31.5/30	3			200
Fire Morning Star +6	159/0/159/0	-/-/-/-	45/10/31.8/30		1		200
Fire Morning Star +7	169/0/169/0	-/-/-/-	45/10/32.1/30		1		200
Fire Morning Star +8	179/0/179/0	-/-/-/-	45/10/32.4/30		2		200
Fire Morning Star +9	189/0/189/0	-/-/-/-	45/10/32.7/30		3		200
Fire Morning Star +10	199/0/199/0	-/-/-/-	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 Morning Star +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Morning Star +0	131/0/149/0	-/-/-/-	45/10/30/30	1		200
Chaos Morning Star +1	138/0/157/0	-/-/-/-	45/10/30.6/30	1		200
Chaos Morning Star +2	146/0/166/0	-/-/-/-	45/10/31.2/30	1		200
Chaos Morning Star +3	153/0/174/0	-/-/-/-	45/10/31.8/30	2		200
Chaos Morning Star +4	160/0/182/0	-/-/-/-	45/10/32.4/30	3		200
Chaos Morning Star +5	167/0/190/0	-/-/-/-	45/10/33/30		1	200

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
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:	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:
	• W is the Strength required
	• X is the Dexterity required
	• Y is the Intelligence required
	• Z is the Faith required
	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.
	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.
	For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.
	(18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:
	• 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:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	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 8 Strength is required