

# Smough's Hammer

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

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

“ Great hammer from the soul of executioner Smough, who guards the cathedral in the forsaken city of Anor Londo.


Smough loved his work, and ground the bones of his victims into his own feed, ruining his hopes of being ranked with the Four Knights.

## Availability

Created using Soul of Smough and a +10 Hammer or Great Hammer

## General Information

- Restores 10 HP each time an enemy is hit.
- Cannot be enchanted through the use of any weapon buff sorcery, miracle, or pine resin.
- Has a slightly larger hitbox in its 2-handed rolling attacks compared to other Great Hammers.
- Has the highest Strength requirement of any weapon

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Smough's Hammer	300/0/0/0 (Strike)	100	600	28.0	58 <sup>1</sup> /0/0/0 D/-/-/-	50/10/35/35	32	1

# Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Slow right-to-left swing.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal smash.	

2 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Slow leaping smash.	
Roll — R1	Fast ground slam.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Strong attack (1-handed) is replaced by a delayed right-to-left swing.
- Strong attack (2-handed) is replaced by a delayed leaping smash.

# Upgrades

Requires

- Demon Titanite

50% STR scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Smough's Hammer +0	300/0/0/0	D/-/-		
Smough's Hammer +1	330/0/0/0	D/-/-	1	5,000
Smough's Hammer +2	360/0/0/0	D/-/-	1	5,000
Smough's Hammer +3	390/0/0/0	D/-/-	2	5,000
Smough's Hammer +4	420/0/0/0	D/-/-	2	5,000
Smough's Hammer +5	450/0/0/0	D/-/-	4	5,000

# 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>	<p>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.</p>

<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.</p> <p><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>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<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 39 Strength is required.