

# Barbed Club

## In-Game Description

*A club forged from the soul of the Flexile Sentry. The spikes covering its length are as vile as the sentry itself.*

*The sentry crammed inmates of the overflowing Bastille onto a rickety ship, and cast them out to the open sea.*

*The majority of them drowned or starved, but a few hardy survivors made land to the south, and imparted their knowledge of sorcery to the people there.*

## Availability

Trade Flexile Sentry Soul and 1,500 souls with Straid of Olaphis.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Nee d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	108/0/0 /0/0  (Strike)	0/67	120	25	20/18/0 /0  C/C/-/- /-	45/10/3 0/30/40	15/15/1 5/15	40	60	5.0

# Move Set

+ show Move Set - hide Move Set

<b>1 Handed</b>		
<b>Light</b>	Diagonal swipe uppercut into diagonal overhead swipe	
<b>Heavy — Heavy</b>	Diagonal overhead swipe into spin and horizontal swipe	
<b>Roll — Light</b>	Overhead vertical chop	
<b>Backstep or Run — Light</b>	Wide horizontal swipe	
<b>Forward + Light</b>	Guard break	
<b>Forward + Heavy</b>	Jumping overhead downwards swipe	

<b>2 Handed</b>		
<b>Light</b>	Diagonal swipe into diagonal uppercut swipe	
<b>Heavy — Heavy</b>	Heavy diagonal swipe into heavy horizontal swipe	
<b>Roll — Light</b>	Overhead vertical chop	
<b>Backstep or Run — Light</b>	Overhead diagonal chop	
<b>Forward + Light</b>	Guard break	
<b>Forward + Heavy</b>	Jumping overhead downwards swipe	
<b>Light</b> (left hand)	Guard	
<b>Heavy</b> (left hand)	Parry	

<b>Power Stance</b>		
<b>Light</b> (left hand)	Dual diagonal swipe	
<b>Heavy</b> (left hand)	Dual diagonal swipe followed by right handed overhead chop	

## Notes

Like all Hammers and Great Hammers it can't be infused with Bleed.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

## Basic

Boss upgrade path.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux. Effects	Stat Bonuses	Materials Cost	Souls
Barbed Club +0	108/0/0/0/0	0/67	C/C/-/-/-	-	-
Barbed Club +1	140/0/0/0/0	0/73	C/C/-/-/-	1x Petrified Dragon Bone	1,150
Barbed Club +2	172/0/0/0/0	0/80	C/C/-/-/-	2x Petrified Dragon Bone	1,430
Barbed Club +3	205/0/0/0/0	0/86	C/C/-/-/-	3x Petrified Dragon Bone	1,720
Barbed Club +4	237/0/0/0/0	0/93	C/C/-/-/-	4x Petrified Dragon Bone	2,290
Barbed Club +5	270/0/0/0/0	0/100	C/C/-/-/-	5x Petrified Dragon Bone	2,570

## Infusions

### Magic

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base physical, bleed and magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Magic Barbed Club +0	81/54/0/0/0	0/50	D/D/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Barbed Club +1	105/70/0/0/0	0/55	D/D/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Barbed Club +2	129/86/0/0/0	0/60	D/D/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Barbed Club +3	153/102/0/0/0	0/65	C/D/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Barbed Club +4	178/118/0/0/0	0/70	C/D/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Barbed Club +5	202/135/0/0/0	0/75	C/D/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

## Fire

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base physical, bleed and fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Barbed Club +0	81/0/54/0/0	0/50	D/D/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Barbed Club +1	105/0/70/0/0	0/55	D/D/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Barbed Club +2	129/0/86/0/0	0/60	D/D/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Barbed Club +3	153/0/102/0/0	0/65	C/D/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Barbed Club +4	178/0/118/0/0	0/70	C/D/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Barbed Club +5	202/0/135/0/0	0/75	C/D/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

## Lightning

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base physical, bleed and lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Barbed Club +0	81/0/0/54/0	0/50	D/D/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/2.9
Lightning Barbed Club +1	105/0/0/70/0	0/55	D/D/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/2.9
Lightning Barbed Club +2	129/0/0/86/0	0/60	D/D/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/2.9
Lightning Barbed Club +3	153/0/0/102/0	0/65	C/D/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/2.9
Lightning Barbed Club +4	178/0/0/118/0	0/70	C/D/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/2.9
Lightning Barbed Club +5	202/0/0/135/0	0/75	C/D/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/2.9

## Dark

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Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base physical, bleed and dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Barbed Club +0	81/0/0/0/54	0/50	D/D/-/-/I/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Barbed Club +1	105/0/0/0/70	0/55	D/D/-/-/I/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Barbed Club +2	129/0/0/0/86	0/60	D/D/-/-/I/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9

Dark Barbed Club +3	153/0/0/0/102	0/65	C/D/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Barbed Club +4	178/0/0/0/118	0/70	C/D/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Barbed Club +5	202/0/0/0/135	0/75	C/D/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

## Poison

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base physical, bleed and poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Barbed Club +0	97/0/0/0/0	96/60	D/D/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Barbed Club +1	126/0/0/0/0	100/66	D/D/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Barbed Club +2	155/0/0/0/0	105/72	D/D/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Barbed Club +3	184/0/0/0/0	110/78	C/D/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Barbed Club +4	213/0/0/0/0	115/84	C/D/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Barbed Club +5	243/0/0/0/0	120/90	C/D/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

## Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Raw Barbed Club +0	124/0/0/0/0	0/77	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Barbed Club +1	161/0/0/0/0	0/84	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Barbed Club +2	198/0/0/0/0	0/92	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Barbed Club +3	235/0/0/0/0	0/99	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Barbed Club +4	273/0/0/0/0	0/107	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Barbed Club +5	310/0/0/0/0	0/115	E/E/-/-/-	45/10/30/30/40	15/15/15/15

## Enchanted

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Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Barbed Club +0	108/0/0/0/0	0/67	E/E/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Barbed Club +1	140/0/0/0/0	0/73	E/E/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Barbed Club +2	172/0/0/0/0	0/80	E/E/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Barbed Club +3	205/0/0/0/0	0/86	E/E/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Barbed Club +4	237/0/0/0/0	0/93	E/E/D/-/-	45/10/30/30/40	15/15/15/15
Enchanted Barbed Club +5	270/0/0/0/0	0/100	E/E/D/-/-	45/10/30/30/40	15/15/15/15

## Mundane

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Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Barbed Club +0	54/0/0/0/0	0/33	D/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Barbed Club +1	70/0/0/0/0	0/36	D/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Barbed Club +2	86/0/0/0/0	0/40	D/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Barbed Club +3	102/0/0/0/0	0/43	D/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Barbed Club +4	118/0/0/0/0	0/46	D/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Barbed Club +5	135/0/0/0/0	0/50	D/E/-/-/-	45/10/30/30/40	15/15/15/15

## Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>

<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.  The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D 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.  Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing  the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength)  properly if the weapon is held with both hands. (14 x 2 = 28)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.  This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).  See Scaling for more information.  The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>

<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<p><b>Aux Effect Reduction:</b></p>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<p><b>Stability:</b></p>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<p><b>Durability:</b></p>	<p>The durability of the weapon.</p>
<p><b>Weight:</b></p>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<p><b>Enchantable? Items/Spells:</b></p>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

Revision #1

Created 17 December 2024 08:15:09 by jade

Updated 17 December 2024 08:15:09 by jade