

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 Neede 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

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

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

Power Stance		
Light (left hand)	Dual diagonal swipe	
Heavy (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
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
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
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
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
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

Dark

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/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Barbed Club +1	105/0/0/0/70	0/55	D/D/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Barbed Club +2	129/0/0/0/86	0/60	D/D/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

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

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

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

Damage:	<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">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<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">• A is Poison Effect• B is Bleed Effect

Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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 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. ($14 \times 2 = 28$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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).

Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<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>
Durability:	<p>The durability of the weapon.</p>
Weight:	<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>
Enchantable? Items/Spells:	<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>

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