

# Club


## In-Game Description

A wooden club.

A primitive weapon, to be certain, but quite powerful, so much so that it can break the guard of a shield.

## Availability

- Sold by Merchant Hag Melentia for 800 souls.
- Rogue (Club) drop.

## 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
	105/0/0 /0/0  (Strike)	0/0	120	25	12/3/0/ 0  A/-/-/-/-	45/10/3 0/30/40	15/15/1 5/15	20	50	3

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	downward strike, then swing	downward then upward diagonal swing

Heavy Attack	slow downward strike	heavy downward strike then swing
Rolling Attack	quick overhead strike	overhead strike
Running Attack	downward strike	downward strike

Power Stance (PS) L1: Double Club Swing; a simple double swing. Two clubs swung at the same time, with same motion.

Power Stance (PS) L2: 2 -1 Combo; a double swing followed by a single swing.

Note: This move (PSL2) does a TON of poise damage. When combined with the Stone Ring, a series of PSL2 strikes can keep many bosses in perpetual poise stun until death. List to follow..

## Notes

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

## Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Raw	Enchanted	Mundane
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### Basic

Standard upgrade path.

Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Club +0	105/0/0/0/0	0/0	A/-/-/-/-	-	-
Club +1	115/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Shard	440
Club +2	126/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Shard	550
Club +3	136/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Shard	660
Club +4	147/0/0/0/0	0/0	A/-/-/-/-	1x Large Titanite Shard	880
Club +5	157/0/0/0/0	0/0	A/-/-/-/-	2x Large Titanite Shard	990
Club +6	168/0/0/0/0	0/0	A/-/-/-/-	3x Large Titanite Shard	1,090
Club +7	178/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Chunk	1,310

Club +8	189/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Chunk	1,420
Club +9	199/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Chunk	1,530
Club +10	210/0/0/0/0	0/0	S/-/-/-/-	1x Titanite Slab	1,750

# Infusions

## Magic

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

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Club +0	73/73/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +1	80/80/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +2	88/88/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +3	95/95/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +4	102/102/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +5	110/110/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +6	117/117/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +7	124/124/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +8	132/132/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +9	139/139/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Club +10	147/147/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

# Fire

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

Adds/Increases: Base 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 Club +0	73/0/73/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +1	80/0/80/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +2	88/0/88/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +3	95/0/95/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +4	102/0/102/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +5	110/0/110/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +6	117/0/117/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +7	124/0/124/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +8	132/0/132/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +9	139/0/139/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Club +10	147/0/147/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

# Lightning

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

Adds/Increases: Base 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 Club +0	73/0/0/73/0	0/0	B/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +1	80/0/0/80/0	0/0	B/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +2	88/0/0/88/0	0/0	B/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +3	95/0/0/95/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +4	102/0/0/102/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +5	110/0/0/110/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +6	117/0/0/117/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +7	124/0/0/124/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +8	132/0/0/132/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +9	139/0/0/139/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Club +10	147/0/0/147/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

## Dark

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

Adds/Increases: Base 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 Club +0	73/0/0/0/73	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/12.9
Dark Club +1	80/0/0/0/80	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/12.9

Dark Club +2	88/0/0/0/88	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Club +3	95/0/0/0/95	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Club +4	102/0/0/0/102	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Club +5	110/0/0/0/110	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Club +6	117/0/0/0/117	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Club +7	124/0/0/0/124	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Club +8	132/0/0/0/132	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Club +9	139/0/0/0/139	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Club +10	147/0/0/0/147	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

## Poison

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

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Club +0	73/0/0/0/0	112/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +1	80/0/0/0/0	114/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +2	88/0/0/0/0	117/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +3	95/0/0/0/0	120/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +4	102/0/0/0/0	123/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

Poison Club +5	110/0/0/0/0	126/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +6	117/0/0/0/0	128/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +7	124/0/0/0/0	131/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +8	132/0/0/0/0	134/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +9	139/0/0/0/0	137/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Club +10	147/0/0/0/0	140/0	B/-/-/-/-	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
Raw Club +0	120/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +1	132/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +2	144/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +3	156/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +4	169/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +5	181/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +6	193/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +7	205/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +8	217/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +9	229/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Club +10	241/0/0/0/0	0/0	D/-/-/-/-	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 Club +0	105/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +1	115/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +2	126/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +3	136/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +4	147/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +5	157/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +6	168/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +7	178/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +8	189/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +9	199/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Club +10	210/0/0/0/0	0/0	C/-/C/-/-/-	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 Club +0	52/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +1	57/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +2	63/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +3	68/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +4	73/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +5	78/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +6	84/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +7	89/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +8	94/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +9	99/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Club +10	105/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15

# Key

<p><b>Damage:</b></p>	<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.</p> <p>See Weakness for physical reduction, Resistance for elemental reduction.</p>
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<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>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Stats Needed:</b>	<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. (<math>14 \times 2 = 28</math>)</p>
<b>Stat Bonuses:</b>	<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>

<b>Damage Reduction:</b>	<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"> <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>
<b>Aux Effect Reduction:</b>	<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"> <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>
<b>Stability:</b>	<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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<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>
<b>Enchantable? Items/Spells:</b>	<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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