

Great Club

In-Game Description

A giant wooden club made from the branches of a towering tree.

Designed to smash foes. Simple but terribly effective against common shields.

Availability

Dark Souls 2:

- A reskinned version was temporarily available in the Majula Mansion Chest between February 5 - 12, 2015.

Dark Souls 2 & Scholar of the First Sin:

- The Gutter treasure. From the Central Gutter bonfire, head down one of the nearby ladders til you reach solid ground. Look around for a ladder against a rock wall. At the top of this ladder is a wooden chest containng the weapon (near point 7 on this map).

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed ¹ Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
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	210/0/0/0/0 (Strike)	0/0	100	60	28 ² /4/0/0 B/-/-/-/-/-	45/10/ 30/30/ 40	25/25/ 25/25	30	70	15.0	Yes/Yes
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Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	downward smashes	horizontal swings
Heavy Attack	horizontal swing followed by overhead smash	downward smash followed by a twice-hitting spin
Rolling Attack	upward swipe	
Running Attack	wide horizontal sweep	quick downward smash

- When two-handed, the R1 can chain very easily with the R2 (R1 ->R2) for a very powerful combo. It works even if you trade the R1 and get hit while executing it.
- The two-handed R2 has a large hit-box and phantom range.

Notes

- Like all Hammers and most Great Hammers it can't be infused with Bleed.
 - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

Upgrades

FoldUnfold 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
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Great Club +0	210/0/0/0/0	0/0	B/-/-/-	-	-
Great Club +1	231/0/0/0/0	0/0	B/-/-/-	1x Titanite Shard	750
Great Club +2	252/0/0/0/0	0/0	A/-/-/-	2x Titanite Shard	930
Great Club +3	273/0/0/0/0	0/0	A/-/-/-	3x Titanite Shard	1,120
Great Club +4	294/0/0/0/0	0/0	A/-/-/-	1x Large Titanite Shard	1,490
Great Club +5	315/0/0/0/0	0/0	A/-/-/-	2x Large Titanite Shard	1,680
Great Club +6	336/0/0/0/0	0/0	A/-/-/-	3x Large Titanite Shard	1,860
Great Club +7	357/0/0/0/0	0/0	A/-/-/-	1x Titanite Chunk	2,230
Great Club +8	378/0/0/0/0	0/0	A/-/-/-	2x Titanite Chunk	2,420
Great Club +9	399/0/0/0/0	0/0	A/-/-/-	3x Titanite Chunk	2,600
Great Club +10	420/0/0/0/0	0/0	A(95%)/-/-/-	1x Titanite Slab	2,970

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 Great Club +0	147/147/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +1	161/161/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +2	176/176/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +3	191/191/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +4	205/205/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

Magic Great Club +5	220/220/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +6	235/235/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +7	249/249/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +8	264/264/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +9	279/279/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Great Club +10	294/294/0/0/0	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 Great Club +0	147/0/147/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +1	161/0/161/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +2	176/0/176/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +3	191/0/191/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +4	205/0/205/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +5	220/0/220/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +6	235/0/235/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +7	249/0/249/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

Fire Great Club +8	264/0/264/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +9	279/0/279/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Great Club +10	294/0/294/0/0	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 Great Club +0	147/0/0/147/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +1	161/0/0/161/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +2	176/0/0/176/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +3	191/0/0/191/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +4	205/0/0/205/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +5	220/0/0/220/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +6	235/0/0/235/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +7	249/0/0/249/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +8	264/0/0/264/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +9	279/0/0/279/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Great Club +10	294/0/0/294/0	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 Great Club +0	147/0/0/0/147	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +1	161/0/0/0/161	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +2	176/0/0/0/176	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +3	191/0/0/0/191	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +4	205/0/0/0/205	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +5	220/0/0/0/220	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +6	235/0/0/0/235	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +7	249/0/0/0/249	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +8	264/0/0/0/264	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +9	279/0/0/0/279	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Great Club +10	294/0/0/0/294	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9

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 Great Club +0	147/0/0/0/0	112/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +1	161/0/0/0/0	114/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +2	176/0/0/0/0	117/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +3	191/0/0/0/0	120/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +4	205/0/0/0/0	123/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +5	220/0/0/0/0	126/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +6	235/0/0/0/0	128/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +7	249/0/0/0/0	131/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +8	264/0/0/0/0	134/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +9	279/0/0/0/0	137/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Great Club +10	294/0/0/0/0	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 Great Club +0	241/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +1	265/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	25/25/25/25

Raw Great Club +2	289/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +3	313/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +4	338/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +5	362/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +6	386/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +7	410/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +8	434/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +9	458/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25
Raw Great Club +10	483/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	25/25/25/25

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 Great Club +0	210/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +1	231/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +2	252/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +3	273/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +4	294/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	25/25/25/25

Enchanted Great Club +5	315/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +6	336/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +7	357/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +8	378/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +9	399/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	25/25/25/25
Enchanted Great Club +10	420/0/0/0/0	0/0	D/-/C/-/-/-	45/10/30/30/40	25/25/25/25

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 Great Club +0	105/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +1	115/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +2	126/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +3	136/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +4	147/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +5	157/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +6	168/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +7	178/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	25/25/25/25

Mundane Great Club +8	189/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +9	199/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	25/25/25/25
Mundane Great Club +10	210/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	25/25/25/25

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:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>

<p>Stats Needed:</p>	<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,</p> <p>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>
<p>Stat Bonuses:</p>	<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).
<p>Damage Reduction:</p>	<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. 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>

Footnotes 1. To Power Stance this weapon, only 42 Strength and 6 Dexterity is required. 2. When two-handing this weapon, only 14 Strength is required.