

Large Club

In-Game Description

A large wooden club.

Not an elegant weapon by any means, but a beastly thing with plenty of weight to easily break a shielded defense.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Lost Bastille treasure. Take the ladder down beneath the Servants' Quarter Bonfire. It will be on a nearby corpse behind some boxes.
- Frozen Eleum Loyce treasure (upgraded to +8). Behind the large iron door leading to the area with the Covetous Demon. It will be on a nearby corpse.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d ¹ Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	180/0/ 0/0/0 (Strike)	0/0	100	60	26 ² /4/0/0 A/-/-/- /-	45/10/ 30/30/ 40	15/15/ 15/15	30	70	12.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set
Same as the Great Club.

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

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Large Club +0	180/0/0/0/0	0/0	A/-/-/-	-	-
Large Club +1	198/0/0/0/0	0/0	A/-/-/-	1x Titanite Shard	550
Large Club +2	216/0/0/0/0	0/0	S/-/-/-	2x Titanite Shard	690
Large Club +3	234/0/0/0/0	0/0	S/-/-/-	3x Titanite Shard	830
Large Club +4	252/0/0/0/0	0/0	S/-/-/-	1x Large Titanite Shard	1,100
Large Club +5	270/0/0/0/0	0/0	S/-/-/-	2x Large Titanite Shard	1,240
Large Club +6	288/0/0/0/0	0/0	S/-/-/-	3x Large Titanite Shard	1,380
Large Club +7	306/0/0/0/0	0/0	S/-/-/-	1x Titanite Chunk	1,650
Large Club +8	324/0/0/0/0	0/0	S/-/-/-	2x Titanite Chunk	1,790
Large Club +9	342/0/0/0/0	0/0	S/-/-/-	3x Titanite Chunk	1,930
Large Club +10	360/0/0/0/0	0/0	S(120%)/-/-/-	1x Titanite Slab	2,200

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 Large Club +0	126/126/0/0/0	0/0	B/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +1	138/138/0/0/0	0/0	B/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +2	151/151/0/0/0	0/0	B/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +3	163/163/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +4	176/176/0/0/0	0/0	B/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +5	189/189/0/0/0	0/0	A/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +6	201/201/0/0/0	0/0	A/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +7	214/214/0/0/0	0/0	A/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +8	226/226/0/0/0	0/0	A/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +9	239/239/0/0/0	0/0	A/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Large Club +10	252/252/0/0/0	0/0	A/-/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 Large Club +0	126/0/126/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +1	138/0/138/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +2	151/0/151/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +3	163/0/163/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +4	176/0/176/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +5	189/0/189/0/0	0/0	A/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +6	201/0/201/0/0	0/0	A/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +7	214/0/214/0/0	0/0	A/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +8	226/0/226/0/0	0/0	A/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +9	239/0/239/0/0	0/0	A/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Large Club +10	252/0/252/0/0	0/0	A/-/-/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 Large Club +0	126/0/0/126/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

Lightning Large Club +1	138/0/0/138/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +2	151/0/0/151/0	0/0	B/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +3	163/0/0/163/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +4	176/0/0/176/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +5	189/0/0/189/0	0/0	A/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +6	201/0/0/201/0	0/0	A/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +7	214/0/0/214/0	0/0	A/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +8	226/0/0/226/0	0/0	A/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +9	239/0/0/239/0	0/0	A/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Large Club +10	252/0/0/252/0	0/0	A/-/-/-/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 Large Club +0	126/0/0/0/126	0/0	B/-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +1	138/0/0/0/138	0/0	B/-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +2	151/0/0/0/151	0/0	B/-/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +3	163/0/0/0/163	0/0	B/-/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

Dark Large Club +4	176/0/0/0/176	0/0	B/-/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +5	189/0/0/0/189	0/0	A/-/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +6	201/0/0/0/201	0/0	A/-/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +7	214/0/0/0/214	0/0	A/-/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +8	226/0/0/0/226	0/0	A/-/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +9	239/0/0/0/239	0/0	A/-/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Large Club +10	252/0/0/0/252	0/0	A/-/-/-/-/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 Large Club +0	126/0/0/0/0	112/0	B/-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +1	138/0/0/0/0	114/0	B/-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +2	151/0/0/0/0	117/0	B/-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +3	163/0/0/0/0	120/0	B/-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +4	176/0/0/0/0	123/0	B/-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +5	189/0/0/0/0	126/0	A/-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +6	201/0/0/0/0	128/0	A/-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

Poison Large Club +7	214/0/0/0/0	131/0	A/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +8	226/0/0/0/0	134/0	A/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +9	239/0/0/0/0	137/0	A/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Large Club +10	252/0/0/0/0	140/0	A/-/-/-/-	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 Large Club +0	207/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +1	227/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +2	248/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +3	269/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +4	289/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +5	310/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +6	331/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +7	351/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +8	372/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Large Club +9	393/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

Raw Large Club +10	414/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
--------------------	-------------	-----	-----------	--------------------------	---------------------

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 Large Club +0	180/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +1	198/0/0/0/0	0/0	D/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +2	216/0/0/0/0	0/0	C/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +3	234/0/0/0/0	0/0	C/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +4	252/0/0/0/0	0/0	C/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +5	270/0/0/0/0	0/0	C/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +6	288/0/0/0/0	0/0	C/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +7	306/0/0/0/0	0/0	C/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +8	324/0/0/0/0	0/0	C/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +9	342/0/0/0/0	0/0	C/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Enchanted Large Club +10	360/0/0/0/0	0/0	C/-/C/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

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 Large Club +0	90/0/0/0/0	0/0	C/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +1	99/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +2	108/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +3	117/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +4	126/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +5	135/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +6	144/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +7	153/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +8	162/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +9	171/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Large Club +10	180/0/0/0/0	0/0	B/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

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>
Stats Needed:	<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"> • 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. 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:	The durability of the weapon.
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:	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.
-----------------------------------	---

Footnotes 1. To Power Stance this weapon, only 39 Strength and 6 Dexterity is required. 2. When two-handing this weapon, only 13 Strength is required.

Revision #1
Created 17 December 2024 08:12:20 by jade
Updated 17 December 2024 08:12:20 by jade