

# Club

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Club.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Club>

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*A simple wooden club.*

*This simple bladeless strike weapon is effective against most foes, is easily handled, and can break the guard of a shield.*

*However, a single miss makes one wide open,  
so timing and proximities are crucial.*

## Availability

Sold by Undead Merchant (Male) in Undead Burg for 150 souls

An Occult Club is dropped by a Mimic in Anor Londo, in the same room as Havel's Set, behind an illusionary wall nearby the third bonfire

Starting weapon of the Deprived class

## General Information

Like all Hammers, if an attack doesn't connect with an enemy, the user will stumble and seem to not be able to handle the weight. If the hit connects, the stumble animation does not come into play and the user moves as normal.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Club	87/0/0/0 (Strike)	100	250	3.0	10 <sup>1</sup> /0/0/0 A/-/-/-	45/10/30/30	30	50

# Move Set

1 Handed		
R1	Right-to-left horizontal swing.	
R2 — R2	Jumping overhead chop into overhead chop.	
Roll — R1	Fast overhead chop.	
Backstep or Run — R1	Fast running chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping overhead chop.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal swing.	

2 Handed		
R1	Right-to-left horizontal swing.	
R2 — R2	Jumping overhead chop into overhead chop.	
Roll — R1	Fast overhead chop.	
Backstep or Run — R1	Fast running chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping overhead chop.	
L1 or L2	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by a leaping smash, followed up by a right-to-left swing.

# Upgrades

## Basic

Standard upgrade path.  
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

110% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Club +0	87/0/0/0	A/-/-/-					
Club +1	95/0/0/0	A/-/-/-	1				200
Club +2	104/0/0/0	A/-/-/-	1				200
Club +3	113/0/0/0	A/-/-/-	2				200
Club +4	121/0/0/0	A/-/-/-	2				200
Club +5	130/0/0/0	A/-/-/-	3				200
Club +6	136/0/0/0	A/-/-/-		1			200
Club +7	142/0/0/0	A/-/-/-		1			200
Club +8	148/0/0/0	A/-/-/-		2			200
Club +9	154/0/0/0	A/-/-/-		2			200
Club +10	160/0/0/0	A/-/-/-		3			200
Club +11	165/0/0/0	A/-/-/-			1		200
Club +12	169/0/0/0	A/-/-/-			1		200
Club +13	174/0/0/0	A/-/-/-			2		200
Club +14	178/0/0/0	A/-/-/-			3		200
Club +15	182/0/0/0	A/-/-/-				1	200

## Raw

Base damage increased. Stat bonuses reduced.

Requires

- Club+5
- Titanite

Ascended by Andre of Astora with Large Ember.

82% STR scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Club +0	150/0/0/0	B/-/-	1	200
Raw Club +1	157/0/0/0	B/-/-	1	200
Raw Club +2	164/0/0/0	B/-/-	1	200
Raw Club +3	171/0/0/0	B/-/-	2	200
Raw Club +4	178/0/0/0	B/-/-	2	200
Raw Club +5	185/0/0/0	B/-/-	3	200

## Crystal

Club durability reduced to **25**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Club +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

110% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Club +0	174/0/0/0	A/-/-	1		200
Crystal Club +1	178/0/0/0	A/-/-	1		200
Crystal Club +2	182/0/0/0	A/-/-	1		200
Crystal Club +3	187/0/0/0	A/-/-	2		200
Crystal Club +4	191/0/0/0	A/-/-	3		200
Crystal Club +5	195/0/0/0	A/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Club+10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Club +0	148/0/0/148	-/-/-	45/10/30/30	1		200
Lightning Club +1	153/0/0/153	-/-/-	45/10/30/32.4	1		200
Lightning Club +2	159/0/0/159	-/-/-	45/10/30/34.8	1		200
Lightning Club +3	164/0/0/164	-/-/-	45/10/30/37.2	2		200
Lightning Club +4	169/0/0/169	-/-/-	45/10/30/39.6	3		200
Lightning Club +5	177/0/0/177	-/-/-	45/10/30/42		1	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
 Requires

- Club+5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

31% STR, 79% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Club +0	97/106/0/0	D/-/B/-	1			200
Magic Club +1	102/111/0/0	D/-/B/-	1			200
Magic Club +2	106/116/0/0	D/-/B/-	1			200
Magic Club +3	111/121/0/0	D/-/B/-	2			200
Magic Club +4	115/126/0/0	D/-/B/-	2			200
Magic Club +5	120/131/0/0	D/-/B/-	3			200
Magic Club +6	123/134/0/0	D/-/B/-		1		200
Magic Club +7	126/138/0/0	D/-/B/-		1		200
Magic Club +8	130/142/0/0	D/-/B/-		2		200
Magic Club +9	133/145/0/0	D/-/B/-		3		200
Magic Club +10	136/149/0/0	D/-/B/-			1	200

# Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Club+5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

22% STR, 77% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Club +0	117/126/0/0	D/-/B/-	1		200
Enchanted Club +1	113/121/0/0 <sup>2</sup>	D/-/B/-	1		200
Enchanted Club +2	116/124/0/0	D/-/A/-	1		200
Enchanted Club +3	119/128/0/0	D/-/A/-	2		200
Enchanted Club +4	122/131/0/0	D/-/A/-	3		200
Enchanted Club +5	126/135/0/0	D/-/A/-		1	200

# Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.  
Requires

- Club+5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

42% STR, 79% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Club +0	88/108/0/0	D/-/-/B	0/0/110/-	1			200
Divine Club +1	92/113/0/0	D/-/-/B	0/0/110/-	1			200
Divine Club +2	96/118/0/0	D/-/-/B	0/0/110/-	1			200
Divine Club +3	100/123/0/0	D/-/-/B	0/0/110/-	2			200
Divine Club +4	105/128/0/0	D/-/-/B	0/0/110/-	2			200
Divine Club +5	109/133/0/0	D/-/-/B	0/0/110/-	3			200
Divine Club +6	112/136/0/0	D/-/-/B	0/0/110/-		1		200
Divine Club +7	115/140/0/0	D/-/-/B	0/0/110/-		1		200
Divine Club +8	118/144/0/0	D/-/-/B	0/0/110/-		2		200
Divine Club +9	120/147/0/0	D/-/-/B	0/0/110/-		3		200
Divine Club +10	123/151/0/0	D/-/-/B	0/0/110/-			1	200

# Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.  
Requires

- Divine Club+5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

39% STR, 92% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Club +0	111/120/0/0	D/-/-/A	0/0/-/110	1		200
Occult Club +1	114/123/0/0	D/-/-/A	0/0/-/110	1		200
Occult Club +2	118/126/0/0	D/-/-/A	0/0/-/110	1		200
Occult Club +3	121/130/0/0	D/-/-/A	0/0/-/110	2		200
Occult Club +4	125/133/0/0	D/-/-/A	0/0/-/110	3		200
Occult Club +5	129/136/0/0	D/-/-/A	0/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Club+5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Club +0	116/0/116/0	-/-/-	45/10/30/30	1			200
Fire Club +1	122/0/122/0	-/-/-	45/10/30.3/30	1			200
Fire Club +2	128/0/128/0	-/-/-	45/10/30.6/30	1			200
Fire Club +3	134/0/134/0	-/-/-	45/10/30.9/30	2			200
Fire Club +4	140/0/140/0	-/-/-	45/10/31.2/30	2			200
Fire Club +5	148/0/148/0	-/-/-	45/10/31.5/30	3			200
Fire Club +6	152/0/152/0	-/-/-	45/10/31.8/30		1		200
Fire Club +7	155/0/155/0	-/-/-	45/10/32.1/30		1		200
Fire Club +8	159/0/159/0	-/-/-	45/10/32.4/30		2		200
Fire Club +9	162/0/162/0	-/-/-	45/10/32.7/30		3		200
Fire Club +10	169/0/169/0	-/-/-	45/10/33/30			1	200

## Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.  
Requires

- Fire Club+5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.



Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Club +0	129/0/150/0	-/-/-	45/10/30/30	1		200
Chaos Club +1	132/0/153/0	-/-/-	45/10/30.6/30	1		200
Chaos Club +2	134/0/155/0	-/-/-	45/10/31.2/30	1		200
Chaos Club +3	136/0/158/0	-/-/-	45/10/31.8/30	2		200
Chaos Club +4	139/0/161/0	-/-/-	45/10/32.4/30	3		200
Chaos Club +5	142/0/165/0	-/-/-	45/10/33/30		1	200

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.

<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. When two-handing this weapon, only 7 Strength is required.
2. It's not a mistake.