

# Great Club

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Great%20Club.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Great%20Club>

“  
*Giant tree branch serves as a wooden club.*  
*Smashes enemies from upside the head.*  
*The leaping attack is a trademark of clubs,*  
*and this giant club is no exception.*

## Availability

Blighttown treasure, guarded by two Infested Barbarians in the southwest portion of the swamp —  
Video Guide

## General Information

At 99 Strength and 99 Intelligence, an Enchanted Great Club has the highest Attack Rating in the game (824). This should not be confused with it dealing the most damage (see Damage Calculation).

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Great Club	135/0/0/0 (Strike)	100	250	12.0	28 <sup>1</sup> /0/0/0 B/-/-/-	50/10/35/3 5	32	50

## Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Slow leaping overhead smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal smash.	

2 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Slow leaping overhead smash.	
Roll — R1	Fast ground slam.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by a slow, heavy leaping overhead smash.

# 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).

88% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab
Great Club +0	135/0/0/0	B/-/-/-				
Great Club +1	148/0/0/0	B/-/-/-	1			
Great Club +2	162/0/0/0	B/-/-/-	1			
Great Club +3	175/0/0/0	B/-/-/-	2			
Great Club +4	189/0/0/0	B/-/-/-	2			
Great Club +5	202/0/0/0	B/-/-/-	3			
Great Club +6	216/0/0/0	B/-/-/-		1		
Great Club +7	229/0/0/0	B/-/-/-		1		
Great Club +8	243/0/0/0	B/-/-/-		2		
Great Club +9	256/0/0/0	B/-/-/-		2		
Great Club +10	270/0/0/0	B/-/-/-		3		
Great Club +11	283/0/0/0	A/-/-/-			1	
Great Club +12	297/0/0/0	A/-/-/-			1	
Great Club +13	310/0/0/0	A/-/-/-			2	
Great Club +14	324/0/0/0	A/-/-/-			3	
Great Club +15	337/0/0/0	A/-/-/-				1

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Great Club +5
- Titanite

Ascended by Andre of Astora with Large Ember.

66% STR scaling.

Name	Damage	Stat Bonuses	L. Shard
Raw Great Club +0	232/0/0/0	C/-/-/-	1
Raw Great Club +1	248/0/0/0	C/-/-/-	1
Raw Great Club +2	263/0/0/0	C/-/-/-	1
Raw Great Club +3	279/0/0/0	C/-/-/-	2
Raw Great Club +4	294/0/0/0	C/-/-/-	2
Raw Great Club +5	310/0/0/0	C/-/-/-	3

# Crystal

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

Requires

- Great Club +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

88% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab
Crystal Great Club +0	297/0/0/0	A/-/-	1	
Crystal Great Club +1	310/0/0/0	A/-/-	1	
Crystal Great Club +2	324/0/0/0	A/-/-	1	
Crystal Great Club +3	337/0/0/0	A/-/-	2	
Crystal Great Club +4	351/0/0/0	A/-/-	3	
Crystal Great Club +5	364/0/0/0	A/-/-		1

# Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Great Club +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab
Lightning Great Club +0	243/0/0/243	-/-/-	50/10/35/35	1	
Lightning Great Club +1	261/0/0/261	-/-/-	50/10/35/37.8	1	
Lightning Great Club +2	280/0/0/280	-/-/-	50/10/35/40.6	1	
Lightning Great Club +3	299/0/0/299	-/-/-	50/10/35/43.4	2	
Lightning Great Club +4	318/0/0/318	-/-/-	50/10/35/46.2	3	
Lightning Great Club +5	337/0/0/337	-/-/-	50/10/35/49		1

# Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Great Club +5
- Green Titanite
- Blue Titanite

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

25% STR scaling, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab
Magic Great Club +0	151/165/0/0	D/-/C/-	1		
Magic Great Club +1	161/176/0/0	D/-/C/-	1		
Magic Great Club +2	171/187/0/0	D/-/C/-	1		
Magic Great Club +3	181/198/0/0	D/-/C/-	2		
Magic Great Club +4	191/209/0/0	D/-/C/-	2		
Magic Great Club +5	202/220/0/0	D/-/C/-	3		
Magic Great Club +6	212/230/0/0	D/-/C/-		1	
Magic Great Club +7	222/242/0/0	D/-/C/-		1	
Magic Great Club +8	232/253/0/0	D/-/C/-		2	
Magic Great Club +9	242/264/0/0	D/-/C/-		3	
Magic Great Club +10	252/275/0/0	D/-/C/-			1

# Enchanted

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

- Magic Great Club +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

18% STR, 62% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab
Enchanted Great Club +0	202/216/0/0	E-/C/-	1	
Enchanted Great Club +1	210/222/0/0	E-/C/-	1	
Enchanted Great Club +2	218/228/0/0	E-/B/-	1	
Enchanted Great Club +3	226/235/0/0	E-/B/-	2	
Enchanted Great Club +4	234/241/0/0	E-/A/-	3	
Enchanted Great Club +5	242/250/0/0	E-/A/-		1

# Divine

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

Requires

- Great Club +5
- Green Titanite
- White Titanite

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

34% STR scaling, 63% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab
Divine Great Club +0	136/166/0/0	D/-/-/C	0/0/110/-	1		
Divine Great Club +1	145/177/0/0	D/-/-/C	0/0/110/-	1		
Divine Great Club +2	154/188/0/0	D/-/-/C	0/0/110/-	1		
Divine Great Club +3	163/199/0/0	D/-/-/C	0/0/110/-	2		
Divine Great Club +4	172/210/0/0	D/-/-/C	0/0/110/-	2		
Divine Great Club +5	182/222/0/0	D/-/-/C	0/0/110/-	3		
Divine Great Club +6	191/233/0/0	D/-/-/C	0/0/110/-		1	
Divine Great Club +7	200/244/0/0	D/-/-/C	0/0/110/-		1	
Divine Great Club +8	209/255/0/0	D/-/-/C	0/0/110/-		2	
Divine Great Club +9	218/266/0/0	D/-/-/C	0/0/110/-		3	
Divine Great Club +10	227/277/0/0	D/-/-/C	0/0/110/-			1

# Occult

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

- Divine Great Club +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

32% STR, 74% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab
Occult Great Club +0	186/202/0/0	D/-/-/B	0/0/-/110	1	
Occult Great Club +1	197/212/0/0	D/-/-/B	0/0/-/110	1	
Occult Great Club +2	208/222/0/0	D/-/-/B	0/0/-/110	1	
Occult Great Club +3	219/232/0/0	D/-/-/B	0/0/-/110	2	
Occult Great Club +4	230/242/0/0	D/-/-/B	0/0/-/110	3	
Occult Great Club +5	241/252/0/0	D/-/-/B	0/0/-/110		1

## Fire

Fire damage added. All stat bonuses removed.

Requires

- Great 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
Fire Great Club +0	175/0/175/0	-/-/-	50/10/35/35	1		
Fire Great Club +1	189/0/189/0	-/-/-	50/10/35.4/35	1		
Fire Great Club +2	202/0/202/0	-/-/-	50/10/35.7/35	1		
Fire Great Club +3	216/0/216/0	-/-/-	50/10/36/35	2		
Fire Great Club +4	229/0/229/0	-/-/-	50/10/36.4/35	2		
Fire Great Club +5	243/0/243/0	-/-/-	50/10/36.7/35	3		
Fire Great Club +6	259/0/259/0	-/-/-	50/10/37.1/35		1	
Fire Great Club +7	275/0/275/0	-/-/-	50/10/37.5/35		1	
Fire Great Club +8	291/0/291/0	-/-/-	50/10/37.8/35		2	
Fire Great Club +9	307/0/307/0	-/-/-	50/10/38.2/35		3	
Fire Great Club +10	324/0/324/0	-/-/-	50/10/38.5/35			1

# Chaos

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

- Fire Great Club +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab
Chaos Great Club +0	212/0/244/0	-/-/-	50/10/35/35	1	
Chaos Great Club +1	224/0/258/0	-/-/-	50/10/35.7/35	1	
Chaos Great Club +2	236/0/272/0	-/-/-	50/10/36.4/35	1	
Chaos Great Club +3	247/0/285/0	-/-/-	50/10/37.1/35	2	
Chaos Great Club +4	259/0/299/0	-/-/-	50/10/37.8/35	3	
Chaos Great Club +5	271/0/312/0	-/-/-	50/10/38.5/35		1

# 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>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>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.</p>

<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 19 Strength is required.