Large Club

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

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

> " Large wooden club.
>
> The giant Undead of Blighttown wield these clubs, which became poisonous from the influence of their surroundings.

Availability

Drop from the Infested Barbarians in Blighttown (2% drop rate).

General Information

When this weapon is buffed with Rotten Pine Resin, its poison build-up per hit is increased.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Large Club	120/0/0/0 (Strike)	100	250	11.0	26^1/0/0/0 A/-/-/-	55/10/40/40	32	0/180/-/-	50

Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2 — R2	Dashing horizontal swings.	
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 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 attack (1-handed) is replaced by dashing horizontal swings.
- Strong attack (2-handed) is replaced by a slow 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).

103% STR scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab
Large Club +0	120/0/0/0	A/-/-/-				
Large Club +1	132/0/0/0	A/-/-/-	1			
Large Club +2	144/0/0/0	A/-/-/-	1			
Large Club +3	156/0/0/0	A/-/-/-	2			
Large Club +4	168/0/0/0	A/-/-/-	2			
Large Club +5	180/0/0/0	A/-/-/-	3			
Large Club +6	192/0/0/0	A/-/-/-		1		
Large Club +7	204/0/0/0	A/-/-/-		1		
Large Club +8	216/0/0/0	A/-/-/-		2		
Large Club +9	228/0/0/0	A/-/-/-		2		
Large Club +10	240/0/0/0	A/-/-/-		3		
Large Club +11	251/0/0/0	A/-/-/-			1	
Large Club +12	264/0/0/0	A/-/-/-			1	
Large Club +13	276/0/0/0	A/-/-/-			2	
Large Club +14	288/0/0/0	A/-/-/-			3	
Large Club +15	300/0/0/0	A/-/-/-				1

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Large Club +5
- Titanite.

Ascended by Andre of Astora with Large Ember.

78% STR scaling.

Name	Damage	Stat Bonuses	L. Shard
Raw Large Club +0	207/0/0/0	B/-/-/-	1
Raw Large Club +1	220/0/0/0	B/-/-/-	1
Raw Large Club +2	234/0/0/0	B/-/-/-	1
Raw Large Club +3	248/0/0/0	B/-/-/-	2
Raw Large Club +4	262/0/0/0	B/-/-/-	2
Raw Large Club +5	276/0/0/0	B/-/-/-	3

Crystal

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

- Large Club +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

103% STR scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Large Club +0	264/0/0/0	A/-/-/-	1		800
Crystal Large Club +1	276/0/0/0	A/-/-/-	1		800
Crystal Large Club +2	288/0/0/0	A/-/-/-	1		800
Crystal Large Club +3	300/0/0/0	A/-/-/-	2		800
Crystal Large Club +4	312/0/0/0	A/-/-/-	3		800
Crystal Large Club +5	324/0/0/0	A/-/-/-		1	800

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Large Club +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Large Club +0	216/0/0/216	-/-/-/-	55/10/40/40	1		800
Lightning Large Club +1	232/0/0/232	-/-/-/-	55/10/40/43.2	1		800
Lightning Large Club +2	249/0/0/249	-/-/-/-	55/10/40/46.4	1		800
Lightning Large Club +3	266/0/0/266	-/-/-/-	55/10/40/49.6	2		800
Lightning Large Club +4	283/0/0/283	-/-/-/-	55/10/40/52.8	3		800
Lightning Large Club +5	300/0/0/300	-/-/-/-	55/10/40/56		1	800

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Large Club +5
- Green Titanite
- Blue Titanite

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

29% STR, 74% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Large Club +0	135/147/0/0	D/-/B/-	1			800
Magic Large Club +1	144/156/0/0	D/-/B/-	1			800
Magic Large Club +2	153/166/0/0	D/-/B/-	1			800
Magic Large Club +3	162/176/0/0	D/-/B/-	2			800
Magic Large Club +4	171/186/0/0	D/-/B/-	2			800
Magic Large Club +5	180/196/0/0	D/-/B/-	3			800
Magic Large Club +6	188/205/0/0	D/-/B/-		1		800
Magic Large Club +7	198/215/0/0	D/-/B/-		1		800
Magic Large Club +8	207/225/0/0	D/-/B/-		2		800
Magic Large Club +9	216/235/0/0	D/-/B/-		3		800
Magic Large Club +10	225/245/0/0	D/-/B/-			1	800

Enchanted

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

- Magic Large Club +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

20% STR, 72% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Large Club +0	180/192/0/0	D/-/B/-	1		800
Enchanted Large Club +1	187/197/0/0	D/-/B/-	1		800
Enchanted Large Club +2	194/203/0/0	D/-/A/-	1		800
Enchanted Large Club +3	201/209/0/0	D/-/A/-	2		800
Enchanted Large Club +4	208/215/0/0	D/-/A/-	3		800
Enchanted Large Club +5	216/222/0/0	D/-/A/-		1	800

Divine

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

- Large Club +5
- Green Titanite
- White Titanite

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

39% STR, 74% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Large Club +0	121/148/0/0	D/-/-/B	0/180/110/-	1			800
Divine Large Club +1	129/158/0/0	D/-/-/B	0/180/110/-	1			800
Divine Large Club +2	137/168/0/0	D/-/-/B	0/180/110/-	1			800
Divine Large Club +3	145/178/0/0	D/-/-/B	0/180/110/-	2			800
Divine Large Club +4	153/188/0/0	D/-/-/B	0/180/110/-	2			800
Divine Large Club +5	162/198/0/0	D/-/-/B	0/180/110/-	3			800
Divine Large Club +6	170/207/0/0	D/-/-/B	0/180/110/-		1		800
Divine Large Club +7	178/217/0/0	D/-/-/B	0/180/110/-		1		800
Divine Large Club +8	186/227/0/0	D/-/-/B	0/180/110/-		2		800
Divine Large Club +9	194/237/0/0	D/-/-/B	0/180/110/-		3		800
Divine Large Club +10	202/247/0/0	D/-/-/B	0/180/110/-			1	800

Occult

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

- Divine Large Club +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

37% STR, 87% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Large Club +0	164/180/0/0	D/-/-/B	0/180/-/110	1		800
Occult Large Club +1	173/188/0/0	D/-/-/B	0/180/-/110	1		800
Occult Large Club +2	183/198/0/0	D/-/-/B	0/180/-/110	1		800
Occult Large Club +3	193/207/0/0	D/-/-/B	0/180/-/110	2		800
Occult Large Club +4	203/216/0/0	D/-/-/A	0/180/-/110	3		800
Occult Large Club +5	213/225/0/0	D/-/-/A	0/180/-/110		1	800

Fire

Fire damage added. All stat bonuses removed.
Requires

- Large 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 Large Club +0	156/0/156/0	-/-/-/-	55/10/40/40	1			800
Fire Large Club +1	168/0/168/0	-/-/-/-	55/10/40.4/40	1			800
Fire Large Club +2	180/0/180/0	-/-/-/-	55/10/40.8/40	1			800
Fire Large Club +3	192/0/192/0	-/-/-/-	55/10/41.2/40	2			800
Fire Large Club +4	204/0/204/0	-/-/-/-	55/10/41.6/40	2			800
Fire Large Club +5	216/0/216/0	-/-/-/-	55/10/42/40	3			800
Fire Large Club +6	230/0/230/0	-/-/-/-	55/10/42.4/40		1		800
Fire Large Club +7	244/0/244/0	-/-/-/-	55/10/42.8/40		1		800
Fire Large Club +8	259/0/259/0	-/-/-/-	55/10/43.2/40		2		800
Fire Large Club +9	273/0/273/0	-/-/-/-	55/10/43.6/40		3		800
Fire Large Club +10	288/0/288/0	-/-/-/-	55/10/44/40			1	800

Chaos

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

- Fire Large 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 Large Club +0	189/0/217/0	-/-/-/-	55/10/40/40	1		800
Chaos Large Club +1	199/0/229/0	-/-/-/-	55/10/40.8/40	1		800
Chaos Large Club +2	210/0/242/0	-/-/-/-	55/10/41.6/40	1		800
Chaos Large Club +3	220/0/254/0	-/-/-/-	55/10/42.4/40	2		800
Chaos Large Club +4	231/0/266/0	-/-/-/-	55/10/43.2/40	3		800
Chaos Large Club +5	241/0/278/0	-/-/-/-	55/10/44/40		1	800

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.

Stats Needed:	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:
	• W is the Strength required
	• X is the Dexterity required
	• Y is the Intelligence required
	• Z is the Faith required
	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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.
	For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.
	(18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:
	• W is the Physical Damage Reduction
	• X is the Magical Damage Reduction
	• Y is the Fire Damage Reduction
	• Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. When two-handing this weapon, only 18 Strength is required.

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