

# Claymore

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

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

“ This larger type of greatsword is normally wielded with two hands due to its weight.

This highly flexible greatsword can be used to attack in swings or thrusts.

## Availability

Found on a corpse in Undead Burg, on the bridge that the Hellkite Dragon occupies.

## General Information

The Claymore is an excellent weapon for STR/DEX builds, as it has reasonably low requirements for both stats. Just like a straightsword, its one-handed thrust attack has a higher attack modifier, and can do higher damage than the Attack Rating might suggest.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Claymore	103/0/0/0  (Regular/Thrust)	200	6.0	16 <sup>1</sup> /10/0/0  C/C/-/-	60/10/40/40	38	50

## Move Set

One-handed strong attack is replaced by a strong forward thrust (like the straightsword's but somewhat slower).

# Upgrades

## Basic

Standard upgrade path.

Requires

- Titanite

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Claymore +0	103/0/0/0	C/C/-/-					
Claymore +1	113/0/0/0	C/C/-/-	1				400
Claymore +2	123/0/0/0	C/C/-/-	1				400
Claymore +3	133/0/0/0	C/C/-/-	2				400
Claymore +4	144/0/0/0	C/C/-/-	2				400
Claymore +5	154/0/0/0	C/C/-/-	3				400
Claymore +6	164/0/0/0	C/C/-/-		1			400
Claymore +7	175/0/0/0	C/C/-/-		1			400
Claymore +8	185/0/0/0	C/C/-/-		2			400
Claymore +9	195/0/0/0	C/C/-/-		2			400
Claymore +10	206/0/0/0	C/C/-/-		3			400
Claymore +11	216/0/0/0	C/C/-/-			1		400
Claymore +12	226/0/0/0	C/C/-/-			1		400
Claymore +13	236/0/0/0	C/C/-/-			2		400
Claymore +14	247/0/0/0	C/C/-/-			3		400
Claymore +15	257/0/0/0	C/C/-/-				1	400

## Crystal

Claymore durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Claymore +10
- Titanite

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Claymore +0	226/0/0/0	C/C/-/-	1		400
Crystal Claymore +1	236/0/0/0	C/C/-/-	1		400
Crystal Claymore +2	247/0/0/0	C/C/-/-	1		400
Crystal Claymore +3	257/0/0/0	C/C/-/-	2		400
Crystal Claymore +4	267/0/0/0	C/C/-/-	3		400
Crystal Claymore +5	278/0/0/0	C/C/-/-		1	400

## Lightning

Adds lightning damage. All stat bonuses removed.  
Requires:

- Claymore+10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Claymore +0	185/0/0/185	-/-/-/-	60/10/40/40	1		400
Lightning Claymore +1	199/0/0/199	-/-/-/-	60/10/40/43.2	1		400
Lightning Claymore +2	214/0/0/214	-/-/-/-	60/10/40/46.4	1		400
Lightning Claymore +3	228/0/0/228	-/-/-/-	60/10/40/49.6	2		400
Lightning Claymore +4	243/0/0/243	-/-/-/-	60/10/40/52.8	3		400
Lightning Claymore +5	257/0/0/257	-/-/-/-	60/10/40/56.0		1	400

## Raw

Base damage increased. Stat bonuses reduced.  
Requires:

- Claymore +5
- Titanite

38% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Claymore +0	177/0/0/0	D/D/-/-	1	400
Raw Claymore +1	188/0/0/0	D/D/-/-	1	400
Raw Claymore +2	200/0/0/0	D/D/-/-	1	400
Raw Claymore +3	212/0/0/0	D/D/-/-	2	400
Raw Claymore +4	224/0/0/0	D/D/-/-	2	400
Raw Claymore +5	236/0/0/0	D/D/-/-	3	400

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Claymore +5
- Green Titanite
- Blue Titanite

14% STR, 14% DEX, 73% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Claymore +0	115/126/0/0	E/E/C/-	1			400
Magic Claymore +1	123/134/0/0	E/E/C/-	1			400
Magic Claymore +2	130/142/0/0	E/E/C/-	1			400
Magic Claymore +3	138/151/0/0	E/E/C/-	2			400
Magic Claymore +4	146/159/0/0	E/E/C/-	2			400
Magic Claymore +5	154/168/0/0	E/E/C/-	3			400
Magic Claymore +6	161/176/0/0	E/E/B/-		1		400
Magic Claymore +7	169/184/0/0	E/E/B/-		1		400
Magic Claymore +8	177/193/0/0	E/E/B/-		2		400
Magic Claymore +9	184/201/0/0	E/E/B/-		3		400
Magic Claymore +10	192/210/0/0	E/E/B/-			1	400

# Enchanted

Enchanted damage added.  
Requires

- Magic Claymore +5
- Blue Titanite

10% STR, 10% DEX, 72% INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Claymore +0	154/164/0/0	E/E/B/-	1		400
Enchanted Claymore +1	160/168/0/0	E/E/B/-	1		400
Enchanted Claymore +2	166/173/0/0	E/E/A/-	1		400
Enchanted Claymore +3	172/178/0/0	E/E/A/-	2		400
Enchanted Claymore +4	178/183/0/0	E/E/A/-	3		400
Enchanted Claymore +5	184/190/0/0	E/E/A/-		1	400

# Divine

Divine upgrade path.  
Requires

- Claymore +5
- Green Titanite
- White Titanite

20% STR, 20% DEX, 73% FAL scaling.

Name	Damage	Stat Bonuses	Aux effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Claymore +0	105/127/0/0	D/E/-/C	0/0/110/-	1			400
Divine Claymore +1	112/136/0/0	D/E/-/C	0/0/110/-	1			400
Divine Claymore +2	119/144/0/0	D/E/-/C	0/0/110/-	1			400
Divine Claymore +3	126/153/0/0	D/E/-/C	0/0/110/-	2			400
Divine Claymore +4	133/161/0/0	D/E/-/C	0/0/110/-	2			400
Divine Claymore +5	140/170/0/0	D/E/-/C	0/0/110/-	3			400
Divine Claymore +6	147/178/0/0	D/E/-/C	0/0/110/-		1		400
Divine Claymore +7	154/187/0/0	D/E/-/C	0/0/110/-		1		400
Divine Claymore +8	161/195/0/0	D/E/-/C	0/0/110/-		2		400
Divine Claymore +9	168/204/0/0	D/E/-/C	0/0/110/-		3		400
Divine Claymore +10	175/212/0/0	D/E/-/B	0/0/110/-			1	400

# Occult

Occult damage added.  
Requires

- Divine Claymore +5
- White Titanite

18% STR, 18% DEX, 86% FAI scaling.

Name	Damage	Stat Bonuses	Aux effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Claymore +0	142/154/0/0	D/E/-/B	0/0/-/110	1		400
Occult Claymore +1	150/161/0/0	D/E/-/B	0/0/-/110	1		400
Occult Claymore +2	159/169/0/0	D/E/-/B	0/0/-/110	1		400
Occult Claymore +3	167/177/0/0	D/E/-/B	0/0/-/110	2		400
Occult Claymore +4	176/184/0/0	D/D/-/A	0/0/-/110	3		400
Occult Claymore +5	184/192/0/0	D/D/-/A	0/0/-/110		1	400

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Claymore +5
- Green Titanite
- Red Titanite



Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Claymore +0	133/0/133/0	-/-/-	60/10/40/40	1			400
Fire Claymore +1	144/0/144/0	-/-/-	60/10/40.4/40	1			400
Fire Claymore +2	154/0/154/0	-/-/-	60/10/40.8/40	1			400
Fire Claymore +3	164/0/164/0	-/-/-	60/10/41.2/40	2			400
Fire Claymore +4	175/0/175/0	-/-/-	60/10/41.6/40	2			400
Fire Claymore +5	185/0/185/0	-/-/-	60/10/42.0/40	3			400
Fire Claymore +6	197/0/197/0	-/-/-	60/10/42.4/40		1		400
Fire Claymore +7	210/0/210/0	-/-/-	60/10/42.8/40		1		400
Fire Claymore +8	222/0/222/0	-/-/-	60/10/43.2/40		2		400
Fire Claymore +9	234/0/234/0	-/-/-	60/10/43.6/40		3		400
Fire Claymore +10	247/0/247/0	-/-/-	60/10/44.0/40			1	400

# Chaos

Chaos damage added. All stat bonuses removed.  
Requires

- Fire Claymore +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Claymore +0	162/0/187/0	-/-/-	60/10/40/40	1		400
Chaos Claymore +1	171/0/197/0	-/-/-	60/10/40.8/40	1		400
Chaos Claymore +2	180/0/208/0	-/-/-	60/10/41.6/40	1		400
Chaos Claymore +3	188/0/218/0	-/-/-	60/10/42.4/40	2		400
Chaos Claymore +4	198/0/228/0	-/-/-	60/10/43.2/40	3		400
Chaos Claymore +5	207/0/239/0	-/-/-	60/10/44.0/40		1	400

# 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 11 Strength is required.