

# Claymore


## In-Game Description

A very large greatsword.  
Very heavy, and designed for use with both hands.

Allows for broad attacks that are effective against multiple foes. Requires great strength and experience to handle effectively.

## Availability

Sold by Head of Vengarl for 4,300 souls.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	145/0/0 /0/0  (Slash/T hrust)	0/0	110	35	20/13/0 /0  C/C/-/- /-	60/10/4 0/40/20	20/20/2 0/20	40	60	8.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
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Light	wide horizontal slashes	wide horizontal slashes
Heavy	thrust then circular slash	heavy thrust then circular slash
Rolling	thrust	downward slash
Running	circular slash	circular slash

# Notes

# Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed	Raw	Enchanted	Mundane
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## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Claymore +0	145/0/0/0/0	0/0	C/C/-/-/-	-	-
Claymore +1	159/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Shard	540
Claymore +2	174/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Shard	680
Claymore +3	188/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Shard	810
Claymore +4	203/0/0/0/0	0/0	C/C/-/-/-	1x Large Titanite Shard	1,080
Claymore +5	217/0/0/0/0	0/0	C/C/-/-/-	2x Large Titanite Shard	1,210
Claymore +6	232/0/0/0/0	0/0	C/C/-/-/-	3x Large Titanite Shard	1,350
Claymore +7	246/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Chunk	1,620
Claymore +8	261/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Chunk	1,750
Claymore +9	275/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Chunk	1,890
Claymore +10	290/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Slab	2,150

# 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 Claymore +0	101/101/0/0/0	0/0	D/D/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.39/17.9/17.9
Magic Claymore +1	111/111/0/0/0	0/0	D/D/C/-/-		
Magic Claymore +2	121/121/0/0/0	0/0	C/D/B/-/-		
Magic Claymore +3	131/131/0/0/0	0/0	C/D/B/-/-		
Magic Claymore +4	142/142/0/0/0	0/0	C/D/B/-/-		
Magic Claymore +5	152/152/0/0/0	0/0	C/D/B/-/-		
Magic Claymore +6	162/162/0/0/0	0/0	C/D/B/-/-		
Magic Claymore +7	172/172/0/0/0	0/0	C/D/B/-/-		
Magic Claymore +8	182/182/0/0/0	0/0	C/D/B/-/-		
Magic Claymore +9	192/192/0/0/0	0/0	C/D/B/-/-		
Magic Claymore +10	203/203/0/0/0	0/0	C/D/B/-/-		

## 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 Claymore +0	101/0/101/0/0	0/0	D/D/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.39/17.9/17.9
Fire Claymore +1	111/0/111/0/0	0/0	D/D/-/C/-/-		
Fire Claymore +2	121/0/121/0/0	0/0	C/D/-/B/-/-		
Fire Claymore +3	131/0/131/0/0	0/0	C/D/-/B/-/-		
Fire Claymore +4	142/0/142/0/0	0/0	C/D/-/B/-/-		
Fire Claymore +5	152/0/152/0/0	0/0	C/D/-/B/-/-		
Fire Claymore +6	162/0/162/0/0	0/0	C/D/-/B/-/-		
Fire Claymore +7	172/0/172/0/0	0/0	C/D/-/B/-/-		
Fire Claymore +8	182/0/182/0/0	0/0	C/D/-/B/-/-		
Fire Claymore +9	192/0/192/0/0	0/0	C/D/-/B/-/-		
Fire Claymore +10	203/0/203/0/0	0/0	C/D/-/B/-/-		

## 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 Claymore +0	101/0/0/101/0	0/0	D/D/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Claymore +1	111/0/0/111/0	0/0	D/D/-/-/C/-		
Lightning Claymore +2	121/0/0/121/0	0/0	C/D/-/-/B/-		

Lightning Claymore +3	131/0/0/131/0	0/0	C/D/-/-/B/-
Lightning Claymore +4	142/0/0/142/0	0/0	C/D/-/-/B/-
Lightning Claymore +5	152/0/0/152/0	0/0	C/D/-/-/B/-
Lightning Claymore +6	162/0/0/162/0	0/0	C/D/-/-/B/-
Lightning Claymore +7	172/0/0/172/0	0/0	C/D/-/-/B/-
Lightning Claymore +8	182/0/0/182/0	0/0	C/D/-/-/B/-
Lightning Claymore +9	192/0/0/192/0	0/0	C/D/-/-/B/-
Lightning Claymore +10	203/0/0/203/0	0/0	C/D/-/-/B/-

## Dark

Reduces: 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 Claymore +0	101/0/0/0/101	0/0	D/D/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.39/17.9/17.9
Dark Claymore +1	111/0/0/0/111	0/0	D/D/-/-/-/C		
Dark Claymore +2	121/0/0/0/121	0/0	C/D/-/-/-/B		
Dark Claymore +3	131/0/0/0/131	0/0	C/D/-/-/-/B		
Dark Claymore +4	142/0/0/0/142	0/0	C/D/-/-/-/B		
Dark Claymore +5	152/0/0/0/152	0/0	C/D/-/-/-/B		

Dark Claymore +6	162/0/0/0/162	0/0	C/D/-/-/-/B
Dark Claymore +7	172/0/0/0/172	0/0	C/D/-/-/-/B
Dark Claymore +8	182/0/0/0/182	0/0	C/D/-/-/-/B
Dark Claymore +9	192/0/0/0/192	0/0	C/D/-/-/-/B
Dark Claymore +10	203/0/0/0/203	0/0	C/D/-/-/-/B

## 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 Claymore +0	101/0/0/0/0	112/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.39/17.9/17.9
Poison Claymore +1	111/0/0/0/0	114/0	C/D/-/-/-/-		
Poison Claymore +2	121/0/0/0/0	117/0	C/D/-/-/-/-		
Poison Claymore +3	131/0/0/0/0	120/0	C/D/-/-/-/-		
Poison Claymore +4	142/0/0/0/0	123/0	C/D/-/-/-/-		
Poison Claymore +5	152/0/0/0/0	126/0	C/D/-/-/-/-		
Poison Claymore +6	162/0/0/0/0	128/0	C/D/-/-/-/-		
Poison Claymore +7	172/0/0/0/0	131/0	C/D/-/-/-/-		
Poison Claymore +8	182/0/0/0/0	134/0	C/D/-/-/-/-		

Poison Claymore +9	192/0/0/0/0	137/0	C/D/-/-/-/-
Poison Claymore +10	203/0/0/0/0	140/0	C/D/-/-/-/-

## Bleed

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Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Claymore +0	101/0/0/0/0	0/112	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Claymore +1	111/0/0/0/0	0/114	C/D/-/-/-/-		
Bleed Claymore +2	121/0/0/0/0	0/117	C/D/-/-/-/-		
Bleed Claymore +3	132/0/0/0/0	0/120	C/D/-/-/-/-		
Bleed Claymore +4	142/0/0/0/0	0/123	C/D/-/-/-/-		
Bleed Claymore +5	152/0/0/0/0	0/126	C/D/-/-/-/-		
Bleed Claymore +6	162/0/0/0/0	0/128	C/D/-/-/-/-		
Bleed Claymore +7	172/0/0/0/0	0/131	C/D/-/-/-/-		
Bleed Claymore +8	182/0/0/0/0	0/134	C/D/-/-/-/-		
Bleed Claymore +9	192/0/0/0/0	0/137	C/D/-/-/-/-		
Bleed Claymore +10	203/0/0/0/0	0/140	C/D/-/-/-/-		

## Raw

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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 Claymore +0	166/0/0/0/0	0/0	E/E/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0/0.0
Raw Claymore +1	182/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +2	200/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +3	216/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +4	233/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +5	249/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +6	266/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +7	283/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +8	300/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +9	316/0/0/0/0	0/0	E/E/-/-/-		
Raw Claymore +10	333/0/0/0/0	0/0	E/E/-/-/-		

## Enchanted

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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 Claymore +0	145/0/0/0/0	0/0	E/E/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Claymore +1	159/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Claymore +2	174/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Claymore +3	188/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Claymore +4	203/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Claymore +5	217/0/0/0/0	0/0	E/D/D/-/-/-		
Enchanted Claymore +6	232/0/0/0/0	0/0	E/D/D/-/-/-		
Enchanted Claymore +7	246/0/0/0/0	0/0	E/D/D/-/-/-		
Enchanted Claymore +8	261/0/0/0/0	0/0	E/D/D/-/-/-		
Enchanted Claymore +9	275/0/0/0/0	0/0	E/D/D/-/-/-		
Enchanted Claymore +10	290/0/0/0/0	0/0	E/D/C/-/-/-		

# 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 Claymore +0	72/0/0/0/0	0/0	D/E/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Mundane Claymore +1	79/0/0/0/0	0/0	D/E/-/-/-/-		

Mundane Claymore +2	87/0/0/0/0	0/0	D/E/-/-/-
Mundane Claymore +3	94/0/0/0/0	0/0	D/E/-/-/-
Mundane Claymore +4	101/0/0/0/0	0/0	D/E/-/-/-
Mundane Claymore +5	108/0/0/0/0	0/0	D/E/-/-/-
Mundane Claymore +6	116/0/0/0/0	0/0	D/E/-/-/-
Mundane Claymore +7	123/0/0/0/0	0/0	D/E/-/-/-
Mundane Claymore +8	130/0/0/0/0	0/0	D/E/-/-/-
Mundane Claymore +9	137/0/0/0/0	0/0	D/E/-/-/-
Mundane Claymore +10	145/0/0/0/0	0/0	D/E/-/-/-

# Key

<b>Damage:</b>	<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"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<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"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>

<b>Counter Strength:</b>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D 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 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. (<math>14 \times 2 = 28</math>)</p>
<b>Stat Bonuses:</b>	<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"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• 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).</li> </ul>

<b>Damage Reduction:</b>	<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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Aux Effect Reduction:</b>	<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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<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>
<b>Durability:</b>	The durability of the weapon.
<b>Weight:</b>	<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>
<b>Enchantable? Items/Spells:</b>	<p>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.</p>

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