

# 250m Midas' Sword vs Dark Claymore

The Holy Chicken

June 3rd 2024

## Abstract

After the Better Mayors update on alpha, Midas' Sword recieved a sizeable buff. This has once again called into question the viability of Chimera Midas' Sword for LCM in dungeons. This paper considered the Chimera Midas' Sword against the Chimera Dark Claymore in the case of a fairly maxed player, focusing on M7.

Our paper found that Midas did not outperform Claymore when using an Ender Dragon pet, contradicting a previous study [2]. Further discussion revealed this discrepancy was likely an error on their part. Although it was found that Midas outperformed Claymore with a Golden Dragon pet, it was not by a sufficient margin to suggest it would outperform the current meta against withers, Chimera Hyperion, and as such does not warrant further examination. This author also failed to identify a scenario in which the slight increase in damage mattered at any point in dungeons. Given that Claymore is also cheaper than Midas, it is the opinion of this author that the buff to Midas' Sword did not make it meta in dungeons, and although it is viable, it would make no sense to go for it.

## 1 Introduction

Midas' Sword has recieved a sizeable buff, whereby for the cost of 24 Stocks of Stonks in the form of 8 Golden Fragments, it is possible to frag a Midas' Sword, which has a new cap on the Greed ability of 250 million coins, which is further increasable via the Aurelia NPC for the price of 3 Stocks of Stonks [4]. This gives a new maximum Damage and Strength bonus of 175, an increase of 55 over the previous maximum bonus of 120 (Fig. 1). After the previous buff to the Gilded Reforge [3], Midas' Sword became viable for LCM in dungeons at lower levels, although it was generally outclassed by Dark Claymore. Due to this new buff, there has been much interest into the validity of a Chimera 5 Midas' Sword for LCM in dungeons.

Due to the scarcity of Chimera books on the Alpha Network, precise tests have been difficult, with only one documented test so far<sup>1</sup>. NuclearFuel's team reports a damage increase of 9.37% in dungeons (Fig. 2) [2]. The goal of this paper will be to confirm these numbers with mathematical methods. This will be further supplimented by a second series of tests.

---

<sup>1</sup>The Midas' Sword in this test only had Prosecute 5, whereas the Claymore had Prosecute 6. This is a difference of 30% additive damage in favor of the Claymore, which was not accounted for in their testing.

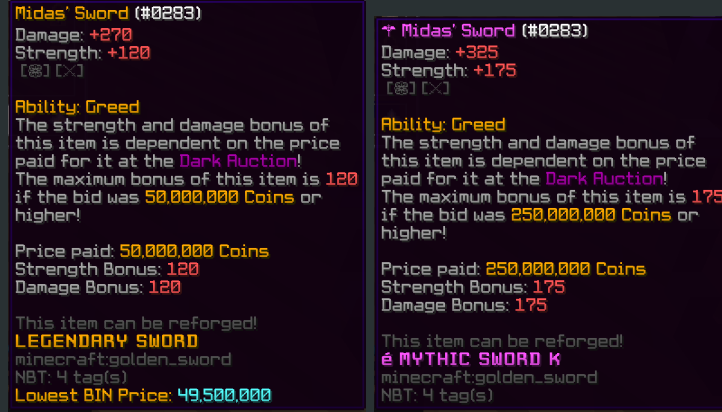


Figure 1: Old Midas Sword vs New Midas Sword

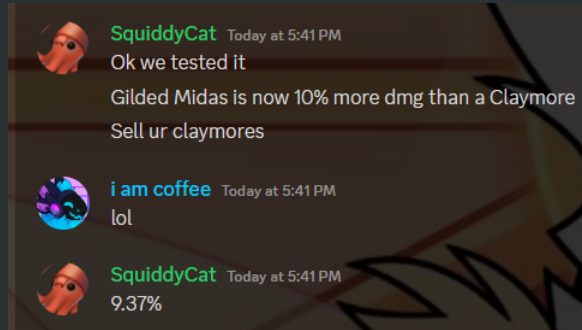


Figure 2: Claymore vs Midas Test

## 2 Theoretical Comparison

Hyflyy, a contributor on NuclearFuel’s team, has graciously supplied me with a duplicate of the Midas’ Sword they used for testing (Fig. 3). The Midas’ Sword is missing an Art of War, 5 master stars, Prosecute 6, and is using Giant Killer rather than Titan killer, leading to a total loss of 5 strength, 45% additive damage, and 25% buff to each stat in dungeons additive with cata, stars, and General’s Medallion. These are all easy to account for, which will be done later.

Also note that Fig. 3 considers stats *outside* of dungeons, wherein stars apply a 10% buff to any base stats your item has. We must first account for these stats and remove them, such that we can scale their stats in dungeons. We do this so that we can scale Midas’ Sword with master stars, and so that we can modify the pet we choose to consider both Golden Dragon at 1b gold collection and Ender Dragon. This 10% only applies on the 150 base damage for Midas’ Sword, and does *not* apply to the 175 bonus strength and crit damage. Finally, note that since Fig. 3 is done with no pet equipped to simplify most of the numbers, this invokes the Tabasco Enchantment, which applies +3 damage if a Dragon Pet is not equipped, which will not be the case for this paper. As such, we will remove it. Table 1 depicts the stats obtained after removing the 10% buff from stars. In dungeons, all stats are scaled by a factor of 6.56<sup>2</sup>. Table 2 depicts all stats scaled by this factor.

<sup>2</sup>Cata gives a 475% buff, stars give a 75% buff, and General’s Medallion gives a 6% buff, so  $1 + 4.75 + 0.75 + 0.06 = 6.56$ . The extra 1 is from the fact that we multiply this scale factor onto every stat, and if this 1 was not here and you were cata 0 with no stars or secrets you would have a factor of 0, and then all your stats would be multiplied by 0.



Figure 3: Midas' Sword and Dark Claymore, no Pet Equipped

Table 1: Midas and Claymore Stats Outside of Dungeons, No Pet, No Stars

Stat	Midas' Sword	Dark Claymore
Damage	445	530
Strength	311	387
Crit Damage	112	130
Intelligence	400	0

Table 2: Midas and Claymore Stats In Dungeons, No Pet

Stat	Midas' Sword	Dark Claymore
Damage	2919.2	3476.8
Strength	2040.16	2538.72
Crit Damage	734.72	852.8
Intelligence	2624	0

We must now consider the Chimera Enchantment, with both a Golden Dragon at 1 billion gold collection and Antique Remedies, and an Ender Dragon with the Crochet Tiger Plushie. Golden Dragon will give 270 Strength from Chimera, and will also grant 100 Strength from its Gold's Power perk. Ender Dragon will grant 50 Strength and 60 Crit Damage from Chimera. Tables 3 and 4 represent the total stats of the swords for Golden Dragon and Ender Dragon, respectively.

Table 3: Midas and Claymore Stats In Dungeons with Golden Dragon

Stat	Midas' Sword	Dark Claymore
Damage	2919.2	3476.8
Strength	4467.36	4309.92
Crit Damage	734.72	852.8
Intelligence	2624	0

Table 4: Midas and Claymore Stats In Dungeons with Ender Dragon

Stat	Midas' Sword	Dark Claymore
Damage	2919.2	3476.8
Strength	2368.16	2866.72
Crit Damage	1128.32	1246.4
Intelligence	2624	0

With these numbers, we can now use a damage calculator on various fairly endgame stat distributions to identify a superior LCM weapon. Contributors [tmoe617](#), [TheHolyChickn](#), and [aidanmao](#) from the [kikiblok nerds Discord Server \[5\]](#) have provided stats to be considered herein, depicted in [Table 5](#). The specific stats provided are in a full LCM Mage setup, without a pet equipped, holding no sword, and with no helmet equipped, in Dungeons. Due to the large amount of intelligence given by Midas' Sword, Diamond Head will be better than Storm's Helmet with it, so we will have to manually consider the stats given by these two helmets such that we can swap them between swords. Since I have a hypermax Diamond Necron Head, and my Storm's Helmet is only missing Ice Cold V, both will give optimal damage in dungeons ([Fig. 2](#)). As such, we can simply add the stats on my helmets to the total, as depicted in [Table 6](#) (Top is Storm, bottom is Dia Head).

Table 5: Stats of Various Players

Player Name	Strength	Crit Damage	Intelligence
<a href="#">tmoe617</a>	1,188	2,491	7,833.4
<a href="#">aidanmao</a>	1,092.3	2,417.7	7,760.4
<a href="#">TheHolyChickn</a>	1,224.39	2,436	7,444

Table 6: Stats of Various Players With Helmet

Player Name	Strength	Crit Damage	Intelligence
<a href="#">tmoe617</a>	1,417.6	2,897.72	10,982.2
<a href="#">aidanmao</a>	1,321.9	2,824.42	10,909.2
<a href="#">TheHolyChickn</a>	1,453.99	2,842.72	10,592.8
<a href="#">tmoe617</a>	2,172	3,147	8,489.4
<a href="#">aidanmao</a>	2,076.3	3,073.7	8,416.4
<a href="#">TheHolyChickn</a>	2,208.39	3,092	8,100

The penultimate step before we can do the damage calculations will be to add the stats from Midas' Sword and Dark Claymore onto those of [Table 6](#), as depicted in [Tables 7](#) and [8](#). In this table, the top section is for Storm's Helmet and Dark Claymore, and the bottom section is for Midas' Sword and Diamond Necron Head.



Figure 4: Storm's Helmet and Diamond Necron Head

Table 7: Stats of Various Players With Helmet, Gdrag and Appropriate Sword

Player Name	Strength	Crit Damage	Intelligence
tmoe617	5727.52	3750.52	10,982.2
aidanmao	5631.82	3677.22	10,909.2
TheHolyChickn	5763.91	3695.52	10,592.8
tmoe617	6639.36	3881.72	11,113.7
aidanmao	6543.66	3808.42	11,040.4
TheHolyChickn	6675.75	3826.72	10,724

Table 8: Stats of Various Players With Helmet Edrag, and Appropriate Sword

Player Name	Strength	Crit Damage	Intelligence
tmoe617	4282.32	4144.12	10,982.2
aidanmao	4188.62	4070.82	10,909.2
TheHolyChickn	4320.71	4089.12	10,592.8
tmoe617	4540.16	4275.32	11,113.7
aidanmao	4444.46	4202.02	11,040.4
TheHolyChickn	4576.55	4220.32	10724

Finally, we must consider buffs. We will consider 4 man legion, which gives a 5.6% additive buff to each stat. When Golden Dragon is equipped, there will be a 5% additive buff to strength, and when Ender Dragon is equipped there will be a 10% additive buff to each stat. Additionally, we will consider Tier 7 Skull, which gives a 1.1x multiplicative buff to strength. We will consider skyblock level 440, which gives a 1.044x multiplicative overall buff from the Book of Progression. We will consider a total Dominance level of 30 which gives a 45% additive buff to damage, to align with the fact that maxed players should use Shadow Assassin Cloak and 3/4 Dom Speed. We will consider the Titan Killer, Prosecute, and Sharpness enchants, and will also consider Ender Slayer and Dragon

Hunter when considering the Ender Dragon pet. These five enchants give additive buffs of 80%, 100%, 65%, 130% and 40%, respectively. When considering Ender Dragon, we will give a 200% additive buff for its End Strike perk. We will consider Power 19, Wisdom 13, Stone 9, and Time 5 as the blessings. We can now use the damage calculator [1] to compute damage for each player for both swords. The results are outlined in Table 9.

Table 9: Damage of Various Players with Claymore and Midas, Rounded to the Nearest Integer

Player Name	Claymore DMG	Midas DMG
tmoe617	3,092,398,439	3,146,848,114
aidanmao	2,966,048,837	3,026,945,465
TheHolyChickn	2,962,053,491	3,014,281,910
tmoe617	3,694,639,551	3,435,105,712
aidanmao	3,532,336,178	3,288,483,373
TheHolyChickn	3,551,826,860	3,301,926,038

Further testing was difficult due to discrepancies in the enchants, but they corroborated the numbers in Table 9.

### 3 Opinions and Conclusion

From Table 9, we can find that Dark Claymore should outperform Midas' Sword while using an Ender Dragon pet, and the opposite is true while using a Golden Dragon pet. The damage differences while using Golden Dragon are smaller than those observed when comparing Dark Claymore to Chimera Hyperion, the current meta against Wither mobs, and since dps with Golden Dragon hardly matters in dungeons outside of against the four Wither Lords, this result can be disregarded. Midas would have to outdo Hyperion to be useful against withers, and it does not. Midas simply does not outperform Claymore when using an Ender Dragon pet, which accounts for the only case in M7 where Claymore is used for DPS, M7 dragons phase. Thus, Midas is simply not better than Claymore in any case where Claymore was the meta to begin with.

Clearly, the results in the previous section do not corroborate the testing by NuclearFuel's team. They observed Midas' Sword outperforming Dark Claymore using an Ender Dragon by 9.37% [2]. The mean of the difference in damage observed in my analysis is  $\mu_{\Delta} = 2.51095822 \cdot 10^8$ . Dividing this by the mean in Dark Claymore damage  $\mu_{dc} = 3.592934196 \cdot 10^9$  gives a percent decrease in damage of 6.99%. This prompted a conversation between me and Hyfly, after which I discovered that their test had minor flaws. Their Dark Claymore had Titan Killer rather than Giant Killer, and they were using Diamond Head during their Claymore test, which was not optimal for Claymore.

I am not sure if Ender Slayer actually applies to M7 dragons. However, since we gave both swords the same additive buffs, the entire additive term actually divides out, meaning that for the purpose of comparison alone, it does not matter if it applies. It only serves to scale the number slightly higher, but it will not make one better than the other if that was not true without it.

I do not believe it is ever worth to go for Chimera Midas. It will be slightly better on floors below M7, since players will need to use Golden Dragon LCM on non Wither mobs, but I don't expect players below M6 to have Chimera LCM weapons, and on M6 it will make no difference whatsoever, since 2nd Giant death time does not effect runspeed, and slightly higher per-hit damage will not make it die faster anyways. By the time any reasonable player will have Chimera LCM weapons, they will deal enough damage as for the difference on lower floors to not matter at all, since all mobs

---

will die in a small number of hits. As such, Midas' Sword offers no benefit in dungeons outside of M7.

In M7, Midas still offers no benefit. It outdoes Claymore with Golden Dragon, but the only time Claymore is used with Golden Dragon is during camp, and players already camp fast enough. A player in a good party will be able to 1 tap when the camp starts since their party will have obtained sufficient blessings for this to be possible, and a player in a bad party might not have sufficient blessings for 1 tap right at the start, but their clear will not likely be blood capped, so faster camps won't matter. As such, Midas presents no benefit for camp. For boss, as previously noted it is outclassed in every phase due to the Ender Dragon pet and the Chimera Hyperion. And also, Midas is more expensive than Claymore at current prices. As such, Midas offers no benefit over Claymore.

---

## References

- [1] The Holy Chicken. Damage calculator, August 2023.
- [2] NuclearFuel. Discord message, June 2024.
- [3] Hypixel Team. Skyblock patch notes 0.19.4 - dungeons, qol, bug fixes, September 2023.
- [4] Hypixel Team. [june 3] better mayors, June 2024.
- [5] TheHolyChickn tmoe617, aidanmao. kikiblok nerds discord server, June 2024.