

# Dragonslayer Arrow

## In Game Description

*Giant dragon-hunting arrows, resembling iron spears.*  
*Used by Hawkeye Gough and his Dragonslayer, they puncture human flesh easily.*  
*Dragonslayer Arrows can only be used with the Dragonslayer Greatbow, and vice-versa.*

## Availability

- Can be bought at the Giant Blacksmith in Anor Londo for 500 Souls each
- Can be found in small quantities (1-3) as loot from Silver Knight Archers in Anor Londo

## General Information

| Image | Name               | Damage                    | Aux Effect | Note  |
|-------|--------------------|---------------------------|------------|---|
|       | Dragonslayer Arrow | 100/0/0/0<br><br>(Thrust) | 0/0/-/-    | <p>Can only be used with Dragonslayer Greatbow and Gough's Greatbow.</p> <p>Dragonslayer arrows deal fantastic Poise damage, stunning or knocking over even the most heavily armored monsters and NPCs/Players.</p> |

## Upgrades

None - only the bow can be upgraded

## 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.<br/> <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>    | The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks. |
| <b>Frampt Souls:</b> | This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.            |

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