

Gough's Great Arrow

In Game Description

Great arrow used by Hawkeye Gough, one of Lord Gwyn's Four Knights, for dragon slaying. Requires Greatbow.

Gough personally crafts each stone tip, and wraps the shaft tightly with tree bark.

Availability

- Sold by Hawkeye Gough for 650 souls each
- Three can be found as a treasure from a corpse in Royal Wood, on the far end of Black Dragon Kalameet's boss arena
- Eight can be found as a treasure from a corpse deep in a thicket of the Royal Wood, not far from the two patrolling Stone Guardians

General Information

Image	Name	Damage	Aux Effect	Note
	Gough's Great Arrow	105/0/0/0 (Thrust)	0/0/-/-	Can only be used with Dragonslayer Greatbow and Gough's Greatbow

Upgrades

None - only the bow can be upgraded

Key

Damage:	<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"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<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>
Stats Needed:	<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"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required <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>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<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"> • 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.

Revision #1
Created 16 December 2024 14:44:23 by jade
Updated 16 December 2024 14:44:23 by jade