

# Large Arrow

## In Game Description

---

*Large Arrow.*

*Heavier arrows cause more damage,  
but have a shorter range.*

## Availability

---

- Can be purchased from Undead Merchant Male in Undead Burg for 50 souls
- Can be purchased from Andre of Astora for 50 souls
- Can be purchased from Crestfallen Merchant in Sen's Fortress for 50 souls
- Can be purchased from Undead Merchant Female in Undead Burg for 50 souls
- Can be purchased from Domhnall of Zena in Firelink Shrine for 50 souls
- Can be purchased from Giant Blacksmith in Anor Londo for 50 souls
- Can be purchased from Vamos in The Catacombs for 50 souls
- can be purchased from Marvellous Chester in Royal Wood for 100 souls

## General Information

---

Image	Name	Damage	Critical Bonus	Aux Effect	Note
	Large Arrow	60/0/0/0 (Thrust)	100	0/0/-/-	Heavier arrows cause more damage, but have a shorter range.

## Upgrades

---

None - only the bow can be upgraded

---

## Key

<p><b>Damage:</b></p>	<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>
<p><b>Critical:</b></p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p><b>Durability:</b></p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p><b>Weight:</b></p>	<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>
<p><b>Stats Needed:</b></p>	<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. (18 x 1.5 = 27)</p>
<p><b>Damage Reduction %:</b></p>	<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.

---

Revision #1

Created 16 December 2024 14:44:27 by jade

Updated 16 December 2024 14:44:27 by jade