

Hawkeye Gough

Description

Hawkeye Gough is one of the Four Knights of Gwyn and the leader of the Greatarchers, who wielded giant bows that fired large, dragon-hunting arrows. Ironically, despite his name, he thinks he is blind, yet he still retains his impeccable accuracy. He wields his own unique greatbow and makes his own arrows to use with his bow. Nowadays, he spends his retirement making archtree carvings in Oolacile in the additional content.

Gough provides a huge amount of information for an NPC character. When spoken to, he makes numerous remarks about the state of affairs in Oolacile, and warns the player about Kalameet (but will assist by crippling him with an arrow if asked). He is grateful to the player for killing the corrupt Artorias, but in cut dialogue is saddened at the consideration of Ciaran ("the poor, poor girl"), suggesting Ciaran had unrequited romantic feelings for Artorias.

After killing Kalameet, Gough will thank the player and give him his greatbow.

Location

Royal Wood

After Knight Artorias's arena, facing the Oolacile Township, turn left and go up the stairs opposite to Battle of Stoicism Gazebo. Eventually you'll reach the hole in the ground, turn right here and cross the bridge leading to the door. To open it you'll need Crest Key found during Oolacile Township exploration. Gough will be waiting for you behind the door.

Use

- If you've been down to see Kalameet, you can talk to him to get him cripple the dragon, allowing you to fight Kalameet on the ground.
- Gifts Gough's Greatbow. Use "Talk" option after killing Black Dragon Kalameet.

Sells

Item	Soul Cost	Notes
Dung Pie	200	Turns enemy toxic, but also affects player.
Homeward Bone	300	Return to last bonfire rested at. Lowest price of all merchants.
Prism Stone	10	Path marker. Drop and listen to check heights.
Titanite Shard	800	+5 reinforce: standard weapon.
Large Titanite Shard	3,800	+10 reinforce: standard weapon. +5 reinforce: raw weapon.
Green Titanite Shard	4,800	+5 reinforce: magic/divine/fire weapon.
Gough's Great Arrow	650	Can only be used with Dragonslayer Greatbow or Gough's Greatbow. Gough is the only merchant who sells this.
Hello Carving x1	5	Archtree carving. Says "Hello".
Thank you Carving x1	5	Archtree carving. Says "Thank you".

Stats

Playthrough	HP	Souls
New Game	3,241	20,000
NG+	5,024	40,000
NG+6	6,280	50,000

Drops

- Gough's Helm
- Gough's Armor
- Gough's Gauntlets
- Gough's Leggings
- Gough's Greatbow (if you haven't already received it as a gift)

Notes

- Exhausting Gough's conversation line reveals that he and the Giant Blacksmith are well acquainted, with the Blacksmith likely being the forger of Gough's Greatbow and armour. This would explain why the Hawk Ring is found in a chest behind the Blacksmith.
- This fight is reminiscent of the Old Hero boss battle from Demon Souls, a battle with a blind boss who relied on sound.
- He heals quickly from Poison or Toxin. If you manage to inflict these on him, they will only run for 25% of their usual time.
- This NPC has unused dialogue lines.

Strategy

- If you have attacked Hawkeye Gough and he's trying to smash you into a pancake, you can equip the Slumbering Dragoncrest Ring to safely walk around his little area. Attacking him with the ring equipped will make him aggro for a few seconds, but if you evade his attacks and cease your assault, he will look around and wander back to his start position. This is a useful, relatively safe, and cheap way to get his armor set.
- As Gough states in his dialogue he is blind, and fights based on sound alone. Any character can easily (if not quickly) beat him by running in and hitting him once, then leaving and stopping. He will de-aggro immediately after finishing his attacks and begin listening for you. You can then walk (not run) back up to him, hit him, then run back and hold still while he de-agros again. The fight is made a little easier with the Slumbering Dragoncrest Ring because you no longer need to walk. Ring Of Fog and Hidden Body have no effect, because he is blind. Do **not** go between his legs or he will body slam and it's hard to escape from.
- He is weak to Magic. Slumbering Dragoncrest Ring makes you almost undetectable, and free to attack at range with Magic.

Dialogue

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+ Show Dialogue - Hide Dialogue

Video of Gough's dialogue, part 1

Video of Gough's dialogue, part 2

- (First encounter)

Hm? A visitor, have we?

Thou must be the one who freed Artorias.

An old friend he was, and thanks to thee...

He left this world with honour intact.

...And here I am, retired and blind.

Of little help to thee, I am afraid.

- (First encounter, after killing Kalameet)

Hm? A visitor, have we?

Thou must be the one who freed Artorias.

An old friend he was, and thanks to thee...

He left this world with honour intact.

And I see that the great black dragon Kalameet is dusted by thine hand.

Wondrously played. Lord Gwyn's blessing upon thee.

I am retired, and blind.

To receive a visit by one as lofty as thyself, is a great honour indeed.

- Greeting

- Well, thou hast come again. This is a surprise.

- Well, thou com'st again. Thou art a strange one.

- (Before killing Kalameet, and accepted his request)

Ah, hello there. What of Kalameet?

He is an ancient dragon. Skyward or no, he will not be put down easily.

- (After killing Kalameet)

Thou com'st again, legend of humans.

It is always an honour to speak with thee.

- Talk

- If thou seeketh to explore this domain, be wary of a black dragon.

I fear thee no match for this terrible beast.

- Me?

There is very little to be said.

What good is a dog, with no hares to hunt?

...I am lucky to be alive, I suppose.

- (Second encounter)

I suspect thou hast taken a gander at it,

But the Dark of the Abyss, which swallowed poor Artorias, threatens to devour our entire land of Oolacile.

It seems that this dire fate is unavoidable.

But, seduced by a Dark serpent or no,

They awoke that thing themselves, and drove it mad.

- ...One's demise is always one's own making.
- If thine wish is to succeed poor Artorias, and challenge the spread of the Dark, Then thou must face Manus, Father of the Abyss.
The Dark emanates from Manus himself.
Even if this land shall expire, thou may be able to prevent further corrosion.
...But even so, one day the flames will fade, and only Dark will remain.
And even a legend such as thineself can do nothing to stop that.
- (If answered No after first encountering Kalameet)
The Black Dragon troubles you yet, I see.
 - (Yes/No)
 - Yes
 - (dialogue plays out as if Yes was answered the first time)
 - No
 - ...Hmm, yes, I see... I was mistaken.
- (If answered Yes, then No after encountering Kalameet)
...Art thou prepared to challenge great Kalameet?
 - (Yes/No)
 - Yes
 - (dialogue plays out as if Yes was answered the second time)
 - No
 - Yes, surely that is best.
- (After accepting Gough's request to kill Kalameet)
The dragons shall never be forgotten...
We knights fought valiantly, but for every one of them, we lost three score of our own.
Exhilaration, pride, hatred, rage... The dragons teased out our dearest emotions.
...Thou will understand, one day.
At thy twilight, old thoughts return, in great waves of nostalgia.
- (After killing Kalameet)
Ahh, this Greatbow?
I shan't need it, with no dragons to hunt.
I know not if a human could even operate it, but here...
Thy need outweighs mine.
- Now, do not mistake my words.
I cherish my work. Wood carving is a nuanced art.
I would have much to talk about with that blacksmith.
In truth, how is the old chap, I wonder?
Still hammering away, I should hope.
- (After encountering Kalameet)
Good morrow...Is the Black Dragon posing thee duress?
 - ○ (Yes/No)
 - Yes
 - Yes, I thought as much.
He is called Kalameet.

A ferocious dragon indeed, even mighty Anor Londo dared not provoke his ire.

I see little good coming from this, but...

...Thy intent is to persevere... to the bitter end, hmm?

- (Yes/No)

- Yes

- Hah hah hah!

- Good, good. What is bravery, without a dash of recklessness!

- I have taken a liking to thee.

- And I owe thee much for thy service to Artorias.

- Now watch, and see how Gough hunts dragons.

- Hrrmmm...

- Haah!

- Hah hah! Yes, a truer shot was never loosed!

- That bat will be grounded for a good spell!

- The rest is in thine hands. I await good tidings.

- Ahh, dragon slaying. Knighthood's highest calling...

- No

- A wise choice. Why foist thyself unto the fiery maw?

- No

- Strange. I am rarely wrong on such matters...

- (After killing Kalameet, and accepted his request)

Why, thou hast defeated Kalameet!

Wondrously played. Lord Gwyn's blessing upon thee.

That beast will never take to the skies again.

- (After killing Kalameet and initially refused his request)

I see thou hast dusted the great black dragon Kalameet.

Wondrously played. Lord Gwyn's blessing upon thee.

I see that there is at least one legend among ye humans.

Dear me... That old bat will never fly again.

- When leaving

- (Before killing Kalameet)

- Farewell, human.

- Lead thy life as thou seest fit.

- (After accepting his request to kill Kalameet)

- Farewell, human.

- I await good tidings.

- (After killing Kalameet)

- Farewell, proud human.

- May every honour be bestowed upon thee.

- (When attacked without made hostile)
 - Cease this.
 - Stop it, I say.
 - Understand this. I wish thee no harm.
 - Stop that!
 - By the Gods!
- (When attacked and made hostile)

Ahh, so this is true human nature.
Artorias is in your debt, but thou leavest me little choice...
May you perish, for the good of all!
- (When killed)

Humans...hmph...
- (When he kills the player)

[No dialogue]

Voiced by: Mike Carter

Further reading

- Hawkeye Gough (Souls Lore)
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