

# Dragon Tooth

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Dragon%20Tooth.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Dragon%20Tooth>

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*Created from an everlasting dragon tooth.*

*Legendary great hammer of Havel the Rock.*

*The dragon tooth will never break as it is harder than stone, and it grants its wielder resistance to magic and flame.*

## Availability


Treasure from a chest in a dark room behind an illusory wall in Anor Londo, along with Havel's Set's chests, Havel's Greatshield's chest, and a Mimic

## General Information

Can be enchanted.

Raises Fire and Magic defense by 20 points.

Its description refers to the fact that it has 999 Durability, but it degrades like normal weapons. In fact, as all Great-Hammers have the Grant magic attack which can forcibly be activated with glitches, it can technically be broken with 5 of its attacks.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Dragon Tooth	290/0/0/0 (Strike)	100	999	18	40 <sup>1</sup> /0/0/0 D/-/-/-	50/10/35/3 5	32	5,000

# Move Set

1 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Heavy overhead smash.	
Roll — R1	360 degree horizontal spin attack.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 (left hand)	Guard.	
L2 (left hand)	Left-to-right horizontal smash.	

2 Handed		
R1 — R1	Right-to-left horizontal smashes.	
R2	Heavy overhead smash.	
Roll — R1	Fast ground slam.	
Backstep or Run — R1	Running overhead smash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Leaping overhead smash.	
L1 or L2	Guard.	

# Upgrades

Requires

- Dragon Scale

35% STR scaling.

Name	Damage	Stat Bonuses	Dragon Scale	Souls
Dragon Tooth +0	290/0/0/0	D/-/-/-		
Dragon Tooth +1	319/0/0/0	D/-/-/-	1	10,000
Dragon Tooth +2	348/0/0/0	D/-/-/-	1	10,000
Dragon Tooth +3	377/0/0/0	D/-/-/-	2	10,000
Dragon Tooth +4	406/0/0/0	D/-/-/-	2	10,000
Dragon Tooth +5	435/0/0/0	D/-/-/-	4	10,000

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

## Footnotes

1. When two-handing this weapon, only 27 Strength is required.