

# Dragonslayer Greatbow

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

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

“ Bow of the Dragonslayers, led by Hawkeye Gough, one of Gwyn's Four Knights.

*This bow's unusual size requires that it be anchored to the ground when fired.*

*Only uses specialized great arrows.*

## Availability

---

Found in Anor Londo above the area where you fight Ornstein and Smough. There will be a broken stained glass window that leads to some small steps followed by a very tight ledge. Hug the wall while on the ledge, all the way around the building then roll off the end, over some railings. After landing on the spot with the Dragonslayer Greatbow, get out through a large hole in the fence, towards the section with the Giant Blacksmith.


## General Information

---

Can only be used with Dragonslayer Arrows and Gough's Great Arrows.

Outclassed by Gough's Greatbow in both range and damage due to better stat bonuses.

Has a Bow Dist Rate of 0.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Dragonslayer Greatbow	90/0/0/0	50	100	10.0	20 <sup>1</sup> /20/0/0  C/C/-/-	100

# Upgrades

Requires Twinkling Titanite

64% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Dragonslayer Greatbow+0	90/0/0/0	C/C/-/-		
Dragonslayer Greatbow+1	99/0/0/0	C/C/-/-	1	2,000
Dragonslayer Greatbow+2	108/0/0/0	C/C/-/-	1	2,000
Dragonslayer Greatbow+3	116/0/0/0	C/C/-/-	2	2,000
Dragonslayer Greatbow+4	126/0/0/0	C/C/-/-	2	2,000
Dragonslayer Greatbow+5	135/0/0/0	C/C/-/-	4	2,000

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow 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>Damage is further modified by the types of arrows or bolts used.</p>
<b>Range:</b>	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
<b>Durability:</b>	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

<b>Weight:</b>	The weight of the weapon. Note that carrying over 50% of user's Equip Weight 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.
<b>Requirements:</b>	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands (<math>18 \times 1.5 = 27</math>).</p>
<b>Stat Bonuses:</b>	The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).

## Footnotes

1. Even though it is 2-handed, the requirement is not lowered. 20 Strength is always required.