

Dragon Tooth

In-Game Description

*A giant dragon tooth used as a great hammer.
As solid as a boulder, this tooth is said
to be taken from a dragon, but the truth
of this claim is unclear.*

*What is certain is that it bears some mystical
power, and its wielder gains resistance to
magic and fire.*

Effect: resistance to magic and fire

Availability

Scholar of the First Sin:

- Belfry Luna treasure. Just below the Upper Ramparts Bonfire, where Vorgel the Sinner invades,
at the back wall, under an archway, there will be a corpse which contains the weapon.

Dark Souls 2 & Scholar of the First Sin:

- Dragon Aerie treasure. In a nest of dragon eggs in the area where you fight one of the Guardian Dragons.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d ¹ Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	313/0/ 0/0/0 (Strike)	0/0	100	60	50 ² /10/0/0 D/-/-/- /-	45/10/ 30/30/ 40	15/15/ 15/15	30	70	20.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	downward smashes	horizontal swings
Heavy Attack	horizontal swing followed by overhead smash	downward smash followed by a twice-hitting spin
Rolling Attack	upward swipe	upward swipe
Running Attack	wide horizontal sweep	quick downward smash

Notes

- Increases Fire and Magic Resistances by 50 each while equipped.
- Has the Greatsword parry animation.
- Like all Hammers and most Great Hammers it can't be infused with Bleed.
 - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane
--

Basic

Special upgrade path.
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Dragon Tooth +0	313/0/0/0/0	0/0	D/-/-/-/-	-	-
Dragon Tooth +1	344/0/0/0/0	0/0	C/-/-/-/-	1x Twinkling Titanite	1,560
Dragon Tooth +2	375/0/0/0/0	0/0	B/-/-/-/-	2x Twinkling Titanite	1,950
Dragon Tooth +3	407/0/0/0/0	0/0	B/-/-/-/-	3x Twinkling Titanite	2,330
Dragon Tooth +4	438/0/0/0/0	0/0	B/-/-/-/-	4x Twinkling Titanite	3,110
Dragon Tooth +5	470/0/0/0/0	0/0	A/-/-/-/-	5x Twinkling Titanite	3,500

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Dragon Tooth +0	219/219/0/0/0	0/0	D/-/C/-/-	42.9/36.6/37.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Dragon Tooth +1	241/241/0/0/0	0/0	C/-/B/-/-	42.9/36.6/37.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Dragon Tooth +2	263/263/0/0/0	0/0	C/-/B/-/-	42.9/36.6/37.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Dragon Tooth +3	285/285/0/0/0	0/0	C/-/B/-/-	42.9/36.6/37.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Dragon Tooth +4	307/307/0/0/0	0/0	C/-/B/-/-	42.9/36.6/37.9/27.9/37.9	12.9/12.9/12.9/12.9

Magic Dragon Tooth +5	329/329/0/0/0	0/0	B/-/B/-/-	42.9/36.6/37.9/2 7.9/37.9	12.9/12.9/12.9/1 2.9
--------------------------	---------------	-----	-----------	------------------------------	-------------------------

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Dragon Tooth +0	219/0/219/0/0	0/0	D/-/-/C/-/-	42.9/17.9/56.6/2 7.9/37.9	12.9/12.9/12.9/1 2.9
Fire Dragon Tooth +1	241/0/241/0/0	0/0	C/-/-/B/-/-	42.9/17.9/56.6/2 7.9/37.9	12.9/12.9/12.9/1 2.9
Fire Dragon Tooth +2	263/0/263/0/0	0/0	C/-/-/B/-/-	42.9/17.9/56.6/2 7.9/37.9	12.9/12.9/12.9/1 2.9
Fire Dragon Tooth +3	285/0/285/0/0	0/0	C/-/-/B/-/-	42.9/17.9/56.6/2 7.9/37.9	12.9/12.9/12.9/1 2.9
Fire Dragon Tooth +4	307/0/307/0/0	0/0	C/-/-/B/-/-	42.9/17.9/56.6/2 7.9/37.9	12.9/12.9/12.9/1 2.9
Fire Dragon Tooth +5	329/0/329/0/0	0/0	B/-/-/B/-/-	42.9/17.9/56.6/2 7.9/37.9	12.9/12.9/12.9/1 2.9

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Dragon Tooth +0	219/0/0/219/0	0/0	D/-/-/-/C/-	42.9/17.9/37.9/4 6.6/37.9	12.9/12.9/12.9/1 2.9
Lightning Dragon Tooth +1	241/0/0/241/0	0/0	C/-/-/-/B/-	42.9/17.9/37.9/4 6.6/37.9	12.9/12.9/12.9/1 2.9

Lightning Dragon Tooth +2	263/0/0/263/0	0/0	C/-/-/-/B/-	42.9/17.9/37.9/4 6.6/37.9	12.9/12.9/12.9/1 2.9
Lightning Dragon Tooth +3	285/0/0/285/0	0/0	C/-/-/-/B/-	42.9/17.9/37.9/4 6.6/37.9	12.9/12.9/12.9/1 2.9
Lightning Dragon Tooth +4	307/0/0/307/0	0/0	C/-/-/-/B/-	42.9/17.9/37.9/4 6.6/37.9	12.9/12.9/12.9/1 2.9
Lightning Dragon Tooth +5	329/0/0/329/0	0/0	B/-/-/-/B/-	42.9/17.9/37.9/4 6.6/37.9	12.9/12.9/12.9/1 2.9

Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.
 Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.
 Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Dragon Tooth +0	219/0/0/0/219	0/0	D/-/-/-/-/C	42.9/17.9/37.9/2 7.9/56.6	12.9/12.9/12.9/1 2.9
Dark Dragon Tooth +1	241/0/0/0/241	0/0	C/-/-/-/-/B	42.9/17.9/37.9/2 7.9/56.6	12.9/12.9/12.9/1 2.9
Dark Dragon Tooth +2	263/0/0/0/263	0/0	C/-/-/-/-/B	42.9/17.9/37.9/2 7.9/56.6	12.9/12.9/12.9/1 2.9
Dark Dragon Tooth +3	285/0/0/0/285	0/0	C/-/-/-/-/B	42.9/17.9/37.9/2 7.9/56.6	12.9/12.9/12.9/1 2.9
Dark Dragon Tooth +4	307/0/0/0/307	0/0	C/-/-/-/-/B	42.9/17.9/37.9/2 7.9/56.6	12.9/12.9/12.9/1 2.9
Dark Dragon Tooth +5	329/0/0/0/329	0/0	B/-/-/-/-/B	42.9/17.9/37.9/2 7.9/56.6	12.9/12.9/12.9/1 2.9

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
 Adds/Increases: Base poison damage, poison damage reduction.
 Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Dragon Tooth +0	219/0/0/0/0	112/0	D/-/-/-/-	42.9/17.9/37.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Dragon Tooth +1	241/0/0/0/0	117/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Dragon Tooth +2	263/0/0/0/0	123/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Dragon Tooth +3	285/0/0/0/0	128/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Dragon Tooth +4	307/0/0/0/0	134/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Dragon Tooth +5	329/0/0/0/0	140/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9

Raw

Reduces: Stat bonuses.
 Adds/Increases: Base damage.
 Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Dragon Tooth +0	359/0/0/0/0	0/0	E/-/-/-/-	45/20/40/30/40	15/15/15/15
Raw Dragon Tooth +1	396/0/0/0/0	0/0	E/-/-/-/-	45/20/40/30/40	15/15/15/15
Raw Dragon Tooth +2	432/0/0/0/0	0/0	E/-/-/-/-	45/20/40/30/40	15/15/15/15
Raw Dragon Tooth +3	468/0/0/0/0	0/0	E/-/-/-/-	45/20/40/30/40	15/15/15/15
Raw Dragon Tooth +4	504/0/0/0/0	0/0	E/-/-/-/-	45/20/40/30/40	15/15/15/15
Raw Dragon Tooth +5	540/0/0/0/0	0/0	D/-/-/-/-	45/20/40/30/40	15/15/15/15

Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Dragon Tooth +0	313/0/0/0/0	0/0	E-/D/-/-/-	45/20/40/30/40	15/15/15/15
Enchanted Dragon Tooth +1	344/0/0/0/0	0/0	E-/D/-/-/-	45/20/40/30/40	15/15/15/15
Enchanted Dragon Tooth +2	375/0/0/0/0	0/0	E-/D/-/-/-	45/20/40/30/40	15/15/15/15
Enchanted Dragon Tooth +3	407/0/0/0/0	0/0	D-/D/-/-/-	45/20/40/30/40	15/15/15/15
Enchanted Dragon Tooth +4	438/0/0/0/0	0/0	D-/D/-/-/-	45/20/40/30/40	15/15/15/15
Enchanted Dragon Tooth +5	470/0/0/0/0	0/0	D-/C/-/-/-	45/20/40/30/40	15/15/15/15

Mundane

Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Dragon Tooth +0	156/0/0/0/0	0/0	E/-/-/-/-	45/20/40/30/40	15/15/15/15
Mundane Dragon Tooth +1	172/0/0/0/0	0/0	D/-/-/-/-	45/20/40/30/40	15/15/15/15
Mundane Dragon Tooth +2	187/0/0/0/0	0/0	D/-/-/-/-	45/20/40/30/40	15/15/15/15
Mundane Dragon Tooth +3	203/0/0/0/0	0/0	D/-/-/-/-	45/20/40/30/40	15/15/15/15

Mundane Dragon Tooth +4	219/0/0/0/0	0/0	C/-/-/-/-	45/20/40/30/40	15/15/15/15
Mundane Dragon Tooth +5	235/0/0/0/0	0/0	C/-/-/-/-	45/20/40/30/40	15/15/15/15

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none">• A is Poison Effect• B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>

<p>Stats Needed:</p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).
<p>Damage Reduction:</p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none">• A is Poison Effect• B is Bleed Effect• C is Petrification Effect• D is Curse Effect
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
Durability:	<p>The durability of the weapon.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Enchantable? Items/Spells:	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

I'm pretty sure that Belfry Luna also has a Dragon Tooth (at least in Scholar of the First Sin).

—~~~~

Footnotes 1. To Power Stance this weapon, only 75 Strength and 15 Dexterity is required. 2. When two-handing this weapon, only 25 Strength is required.