

Crossbows

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Avelyn

In-Game Description

An extremely rare rapid-firing crossbow.

Fire three successive bolts. Inflict heavy damage by making all 3 shots count.

Fiorenza, the richest merchant in all of Volgen, recreated this lost weapon after reading of it in an old book.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Undead Crypt treasure. From the Undead Ditch bonfire, head through the stone filled area until you reach an empty room with some Wall Warriors and invader Nameless Usurper. Examine the right-hand side of the room for a illusory wall that opens up to a small room with some more Wall Warriors and a metal chest that contains the weapon.
- Invader Bowman Guthry drop(uncommon)

General Information

Image	Damage	Counter Strength	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reduction	Stability	Durability	Weight
	85/0/0/0/0 (Projectile/Strike)	100	10	35	25/15/0/0 -/-/-/-/-	0/0/0/0/0	10	40	6.0

Notes

- Firing the weapon with less than three bolts of your selected ammo type will still fire three shots of that type.
- A list of bolt types can be found [here](#).
- Two-handing the weapon will let you aim from a first-person perspective just like a Bow.
 - Alternatively, you can also use the Binoculars to aim from a first-person perspective while one-handling the weapon.

To do this, equip the Binoculars in one hand and the Avelyn in the other hand. Aim with the Binoculars first and then fire the bolt. The bolt will always hit where you're aiming, even if it drains more than your remaining stamina.

(Note: Using this method does not make a reticule appear in the middle of the screen to help you aim.)
- It can only be power-stanced with a Sanctum Repeating Crossbow or another Avelyn.
- It is recommended that you infuse it with Raw, that is if you're not infusing it with anything else, due to the weapon having no stat scaling and gaining increased physical damage.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Avelyn +0	85/0/0/0/0	-/-/-/-/-	-	-
Avelyn +1	93/0/0/0/0	-/-/-/-/-	1x Titanite Shard	810
Avelyn +2	102/0/0/0/0	-/-/-/-/-	2x Titanite Shard	1,020
Avelyn +3	110/0/0/0/0	-/-/-/-/-	3x Titanite Shard	1,220

Avelyn +4	119/0/0/0/0	-/-/-/-/-	1x Large Titanite Shard	1,620
Avelyn +5	127/0/0/0/0	-/-/-/-/-	2x Large Titanite Shard	1,830
Avelyn +6	136/0/0/0/0	-/-/-/-/-	3x Large Titanite Shard	2,030
Avelyn +7	144/0/0/0/0	-/-/-/-/-	1x Titanite Chunk	2,340
Avelyn +8	153/0/0/0/0	-/-/-/-/-	2x Titanite Chunk	2,640
Avelyn +9	161/0/0/0/0	-/-/-/-/-	3x Titanite Chunk	2,840
Avelyn +10	170/0/0/0/0	-/-/-/-/-	1x Titanite Slab	3,240

Infusions

Magic

Reduces: Physical base damage.

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Avelyn +0	42/42/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +1	46/46/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +2	51/51/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +3	55/55/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +4	59/59/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +5	63/63/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +6	68/68/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +7	72/72/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +8	76/76/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +9	80/80/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Avelyn +10	85/85/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0

Fire

Reduces: Physical base damage.

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

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Fire Avelyn +0	42/0/42/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +1	46/0/46/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +2	51/0/51/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +3	55/0/55/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +4	59/0/59/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +5	63/0/63/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +6	68/0/68/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +7	72/0/72/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +8	76/0/76/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +9	80/0/80/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Avelyn +10	85/0/85/0/0	-/-/-C/-/-	0/0/16.6/0/0

Lightning

Reduces: Physical base damage.

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

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Lightning Avelyn +0	42/0/0/42/0	-/-/-/-C/-	0/0/0/16.6/0
Lightning Avelyn +1	46/0/0/46/0	-/-/-/-C/-	0/0/0/16.6/0
Lightning Avelyn +2	51/0/0/51/0	-/-/-/-C/-	0/0/0/16.6/0
Lightning Avelyn +3	55/0/0/55/0	-/-/-/-C/-	0/0/0/16.6/0
Lightning Avelyn +4	59/0/0/59/0	-/-/-/-C/-	0/0/0/16.6/0

Lightning Avelyn +5	63/0/0/63/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Avelyn +6	68/0/0/68/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Avelyn +7	72/0/0/72/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Avelyn +8	76/0/0/76/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Avelyn +9	80/0/0/80/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Avelyn +10	85/0/0/85/0	-/-/-/C/-	0/0/0/16.6/0

Dark

Reduces: Physical base damage.
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Dark Avelyn +0	42/0/0/0/42	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +1	46/0/0/0/46	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +2	51/0/0/0/51	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +3	55/0/0/0/55	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +4	59/0/0/0/59	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +5	63/0/0/0/63	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +6	68/0/0/0/68	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +7	72/0/0/0/72	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +8	76/0/0/0/76	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +9	80/0/0/0/80	-/-/-/-/C	0/0/0/0/16.6
Dark Avelyn +10	85/0/0/0/85	-/-/-/-/C	0/0/0/0/16.6

Raw

Reduces: Nothing.
Adds/Increases: Base damage.
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Avelyn +0	93/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +1	102/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +2	112/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +3	121/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +4	130/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +5	140/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +6	149/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +7	158/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +8	168/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +9	177/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Avelyn +10	187/0/0/0/0	-/-/-/-/-	0/0/0/0/0

Enchanted

Reduces: Nothing.

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

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Enchanted Avelyn +0	85/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +1	93/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +2	102/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +3	110/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +4	119/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +5	127/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +6	136/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +7	144/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +8	153/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +9	161/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Avelyn +10	170/0/0/0/0	-/-/C/-/-/-	0/0/0/0/0

Mundane

Reduces: Physical base damage.
Adds/Increases: Damage scaling from lowest stat.
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Mundane Avelyn +0	12/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +1	14/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +2	15/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +3	16/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +4	17/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +5	19/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +6	20/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +7	21/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +8	22/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +9	24/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Avelyn +10	25/0/0/0/0	-/-/-/-/-	0/0/0/0/0

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>
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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>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. 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, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. 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>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. 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).

Damage Reduction:	<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.</p> <p>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>

Heavy Crossbow

In-Game Description

A large crossbow that deals heavy damage.

Equip bolts to use. Unlike bows, a crossbow can be held in one hand.

Equip up to two types of bolts to give yourself immediate options in battle.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Sold by Weaponsmith Ornifex for 4,000 souls.
- Earthen Peak treasure (upgraded to +3). In the area before the Covetous Demon's room, make a running jump onto the platform hanging above the bottomless poison pit (stop your momentum with a plunging attack). There will be a short hallway with a pressure plate arrow trap and three claw wielding Manikins. At the end of this hallway is a wooden chest with the weapon.
- Royal Swordsman (Crossbow) drop - uncommon.
- Invader Rhoj the Explorer drop - rare (upgraded to +5).
- Roaming Soul Catarina Knight drop - rare (upgraded to +5).

General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
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	145/0/0/0/0 (Projectile/Strike)	100	10	40	20/6/0/0 -/-/-/-/-	0/0/0/0/0	10	70	4.0
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Notes

- A list of bolt types can be found [here](#).
- Two-handing the weapon will let you aim from a first-person perspective just like a Bow.
 - Alternatively, you can also use the Binoculars to aim from a first-person perspective while one-handling the weapon.
 To do this, equip the Binoculars in one hand and the Heavy Crossbow in the other hand.
 Aim with the Binoculars first and then fire the bolt. The bolt will always hit where you're aiming, even if it drains more than your remaining stamina.
(Note: Using this method does not make a reticule appear in the middle of the screen to help you aim.)
- It can only be power-stanced with a Light Crossbow, Sanctum Crossbow or another Heavy Crossbow.
- It is recommended that you infuse it with Raw, that is if you're not infusing it with anything else, due to the weapon having no stat scaling and gaining increased physical damage.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Raw	Enchanted	Mundane
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Basic

Standard upgrade path.
 Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
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Heavy Crossbow +0	145/0/0/0/0	-/-/-/-/-	-	-
Heavy Crossbow +1	159/0/0/0/0	-/-/-/-/-	1x [Titanite Shard	470
Heavy Crossbow +2	174/0/0/0/0	-/-/-/-/-	2x Titanite Shard	580
Heavy Crossbow +3	188/0/0/0/0	-/-/-/-/-	3x Titanite Shard	700
Heavy Crossbow +4	203/0/0/0/0	-/-/-/-/-	1x Large Titanite Shard	930
Heavy Crossbow +5	217/0/0/0/0	-/-/-/-/-	2x Large Titanite Shard	1,050
Heavy Crossbow +6	232/0/0/0/0	-/-/-/-/-	3x Large Titanite Shard	1,160
Heavy Crossbow +7	246/0/0/0/0	-/-/-/-/-	1x Titanite Chunk	1,390
Heavy Crossbow +8	261/0/0/0/0	-/-/-/-/-	2x Titanite Chunk	1,510
Heavy Crossbow +9	275/0/0/0/0	-/-/-/-/-	3x Titanite Chunk	1,620
Heavy Crossbow +10	290/0/0/0/0	-/-/-/-/-	1x Titanite Slab	1,850

Infusions

Magic

Reduces: Physical base damage.

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Heavy Crossbow +0	72/72/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +1	79/79/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +2	87/87/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +3	94/94/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +4	101/101/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +5	108/108/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +6	116/116/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +7	123/123/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0

Magic Heavy Crossbow +8	130/130/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +9	137/137/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +10	145/145/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0

Fire

Reduces: Physical base damage.
Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.
Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Fire Heavy Crossbow +0	72/0/72/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +1	79/0/79/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +2	87/0/87/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +3	94/0/94/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +4	101/0/101/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +5	108/0/108/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +6	116/0/116/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +7	123/0/123/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +8	130/0/130/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +9	137/0/137/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +10	145/0/145/0/0	-/-/-/C/-/-	0/0/16.6/0/0

Lightning

Reduces: Physical base damage.
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
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Lightning Heavy Crossbow +0	72/0/0/72/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +1	79/0/0/79/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +2	87/0/0/87/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +3	94/0/0/94/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +4	101/0/0/101/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +5	108/0/0/108/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +6	116/0/0/116/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +7	123/0/0/123/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +8	130/0/0/130/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +9	137/0/0/137/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +10	145/0/0/145/0	-/-/-/C/-	0/0/0/16.6/0

Dark

Reduces: Physical base damage.

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

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Dark Heavy Crossbow +0	72/0/0/0/72	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +1	79/0/0/0/79	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +2	87/0/0/0/87	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +3	94/0/0/0/94	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +4	101/0/0/0/101	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +5	108/0/0/0/108	-/-/-/-/C	0/0/0/0/16.6

Dark Heavy Crossbow +6	116/0/0/0/116	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +7	123/0/0/0/123	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +8	130/0/0/0/130	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +9	137/0/0/0/137	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +10	145/0/0/0/145	-/-/-/-/C	0/0/0/0/16.6

Raw

Reduces: Nothing.
 Adds/Increases: Base damage.
 Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Heavy Crossbow +0	159/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +1	175/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +2	191/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +3	207/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +4	223/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +5	239/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +6	255/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +7	271/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +8	287/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +9	303/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +10	319/0/0/0/0	-/-/-/-/-	0/0/0/0/0

Enchanted

Reduces: Nothing.
 Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).
 Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Enchanted Heavy Crossbow +0	145/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +1	159/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +2	174/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +3	188/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +4	203/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +5	217/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +6	232/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +7	246/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +8	261/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +9	275/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +10	290/0/0/0/0	-/-/C/-/-/-	0/0/0/0/0

Mundane

Reduces: Physical base damage.
 Adds/Increases: Damage scaling from lowest stat.
 Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Mundane Heavy Crossbow +0	21/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +1	23/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +2	26/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0

Mundane Heavy Crossbow +3	28/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +4	30/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +5	32/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +6	34/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +7	36/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +8	39/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +9	41/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +10	43/0/0/0/0	-/-/-/-/-	0/0/0/0/0

Key

<p>Damage:</p>	<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>
<p>Aux Effect:</p>	<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
<p>Counter Strength:</p>	<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:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	<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, 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>
Stat Bonuses:	<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).
Damage Reduction:	<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>

Light Crossbow

In-Game Description

A standard crossbow.
Equip bolts to use. Unlike bows,
a crossbow can be held in one hand.

Equip up to two types of bolts to give
yourself immediate options in battle.

Availability

Dark Souls 2 & Scholar of the First Sin:

- One sold, per play-through, by Steady Hand McDuff for 1,500 souls.
- Forest of Fallen Giants treasure. Starting from the Cardinal bonfire, head out through the shortcut in the wall and take a left toward the nearby ladder. Drop down and take another left and then take a right before the courtyard with many explosive barrels. You'll see another ladder to your right. Climb this ladder then look to your right. The weapon will be on a corpse on the wall over looking the courtyard.

General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	125/0/0/ 0/0 (Projectil e/Strike)	100	10	35	13/4/0/0 -/-/-/-/-	0/0/0/0/0	10	60	3.0

Notes

- A list of bolt types can be found [here](#).
- Two-handing the weapon will let you aim from a first-person perspective just like a Bow.
 - Alternatively, you can also use the Binoculars to aim from a first-person perspective while one-handing the weapon.

To do this, equip the Binoculars in one hand and the Light Crossbow in the other hand.

Aim with the Binoculars first and then fire the bolt. The bolt will always hit where you're aiming, even if it drains more than your remaining stamina.

(Note: Using this method does not make a reticule appear in the middle of the screen to help you aim.)
- It can only be power-stanced with a Heavy Crossbow, Sanctum Crossbow or another Light Crossbow.
- It is recommended that you infuse it with Raw, that is if you're not infusing it with anything else, due to the weapon having no stat scaling and gaining increased physical damage.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Light Crossbow +0	125/0/0/0/0	-/-/-/-/-	-	-
Light Crossbow +1	137/0/0/0/0	-/-/-/-/-	1x Titanite Shard	400
Light Crossbow +2	150/0/0/0/0	-/-/-/-/-	2x Titanite Shard	500
Light Crossbow +3	162/0/0/0/0	-/-/-/-/-	3x Titanite Shard	590

Light Crossbow +4	175/0/0/0/0	-/-/-/-/-	1x Large Titanite Shard	790
Light Crossbow +5	187/0/0/0/0	-/-/-/-/-	2x Large Titanite Shard	890
Light Crossbow +6	200/0/0/0/0	-/-/-/-/-	3x Large Titanite Shard	990
Light Crossbow +7	212/0/0/0/0	-/-/-/-/-	1x Titanite Chunk	1,180
Light Crossbow +8	225/0/0/0/0	-/-/-/-/-	2x Titanite Chunk	1,280
Light Crossbow +9	237/0/0/0/0	-/-/-/-/-	3x Titanite Chunk	1,380
Light Crossbow +10	250/0/0/0/0	-/-/-/-/-	1x Titanite Slab	1,580

Infusions

Magic

Reduces: Physical base damage.

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Light Crossbow +0	62/62/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +1	68/68/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +2	75/75/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +3	81/81/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +4	87/87/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +5	93/93/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +6	100/100/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +7	106/106/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +8	112/112/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +9	118/118/0/0/0	-/-/C/-/-	0/16.6/0/0/0
Magic Light Crossbow +10	125/125/0/0/0	-/-/C/-/-	0/16.6/0/0/0

Fire

Reduces: Physical base damage.

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

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Fire Light Crossbow +0	62/0/62/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +1	68/0/68/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +2	75/0/75/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +3	81/0/81/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +4	87/0/87/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +5	93/0/93/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +6	100/0/100/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +7	106/0/106/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +8	112/0/112/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +9	118/0/118/0/0	-/-/-C/-/-	0/0/16.6/0/0
Fire Light Crossbow +10	125/0/125/0/0	-/-/-C/-/-	0/0/16.6/0/0

Lightning

Reduces: Physical base damage.

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

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Lightning Light Crossbow +0	62/0/0/62/0	-/-/-/-C/-	0/0/0/16.6/0
Lightning Light Crossbow +1	68/0/0/68/0	-/-/-/-C/-	0/0/0/16.6/0
Lightning Light Crossbow +2	75/0/0/75/0	-/-/-/-C/-	0/0/0/16.6/0

Lightning Light Crossbow +3	81/0/0/81/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Light Crossbow +4	87/0/0/87/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Light Crossbow +5	93/0/0/93/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Light Crossbow +6	100/0/0/100/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Light Crossbow +7	106/0/0/106/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Light Crossbow +8	112/0/0/112/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Light Crossbow +9	118/0/0/118/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Light Crossbow +10	125/0/0/125/0	-/-/-/C/-	0/0/0/16.6/0

Dark

Reduces: Physical base damage.

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

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Dark Light Crossbow +0	62/0/0/0/62	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +1	68/0/0/0/68	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +2	75/0/0/0/75	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +3	81/0/0/0/81	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +4	87/0/0/0/87	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +5	93/0/0/0/93	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +6	100/0/0/0/100	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +7	106/0/0/0/106	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +8	112/0/0/0/112	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +9	118/0/0/0/118	-/-/-/-/C	0/0/0/0/16.6
Dark Light Crossbow +10	125/0/0/0/125	-/-/-/-/C	0/0/0/0/16.6

Raw

Reduces: Nothing.
Adds/Increases: Base damage.
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Light Crossbow +0	137/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +1	151/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +2	165/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +3	178/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +4	192/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +5	206/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +6	220/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +7	233/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +8	247/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +9	261/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Light Crossbow +10	275/0/0/0/0	-/-/-/-/-	0/0/0/0/0

Enchanted

Reduces: Nothing.
Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Enchanted Light Crossbow +0	125/0/0/0/0	-/-/D/-/-	0/0/0/0/0
Enchanted Light Crossbow +1	137/0/0/0/0	-/-/D/-/-	0/0/0/0/0

Enchanted Light Crossbow +2	150/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Light Crossbow +3	162/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Light Crossbow +4	175/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Light Crossbow +5	187/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Light Crossbow +6	200/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Light Crossbow +7	212/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Light Crossbow +8	225/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Light Crossbow +9	237/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Light Crossbow +10	250/0/0/0/0	-/-/C/-/-/-	0/0/0/0/0

Mundane

Reduces: Physical base damage.
 Adds/Increases: Damage scaling from lowest stat.
 Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Mundane Light Crossbow +0	18/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +1	20/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +2	22/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +3	24/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +4	26/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +5	28/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0

Mundane Light Crossbow +6	30/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +7	31/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +8	33/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +9	35/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Light Crossbow +10	37/0/0/0/0	-/-/-/-/-	0/0/0/0/0

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>

Sanctum Crossbow

In-Game Description

*Crossbow wielded by sanctum knights.
Strong attack fires dark bolts.*

*These guardian knights were sentenced to eternal
stewardship of the Sanctum in a clandestine ritual
carried out in the great depths, but today the
sanctum receives nary a visitor.*

Availability

Dark Souls 2 & Scholar of the First Sin:

- Dragon's Sanctum treasure. It is on a corpse just past the Hidden Sanctum Chamber bonfire.
- Sanctum Knight drop - rare.

General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	169/0/0/ 0/0 (Projectil e/Strike)	100	10	40	13/4/10/ 10 -/-/-/-/C	0/0/0/0/0	10	45	3.0

Notes

- Fires a Dark Orb-like projectile when the weapon is held two-handed, and the Strong Attack of the opposite hand is used (i.e., L2/LR if held in the right hand). Costs 10 durability to use.
 - This can be reduced to 5 with the use of a Bracing Knuckle Ring +2.
- Oddly, infusing it with Dark doesn't give it dark damage or increase its dark scaling. It also lowers the base physical damage more than the other elemental infusions. All the Dark infusion does is increases the damage of the special attack.
- A list of bolt types can be found [here](#).
- Two-handing the weapon will let you aim from a first-person perspective just like a Bow.
 - Alternatively, you can also use the Binoculars to aim from a first-person perspective while one-handling the weapon.
To do this, equip the Binoculars in one hand and the Light Crossbow in the other hand.
Aim with the Binoculars first and then fire the bolt. The bolt will always hit where you're aiming, even if it drains more than your remaining stamina.
(**Note:** Using this method does not make a reticule appear in the middle of the screen to help you aim.)
- It can only be power-stanced with a Light Crossbow, Heavy Crossbow, or another Sanctum Crossbow.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Raw	Enchanted	Mundane
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Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Sanctum Crossbow +0	169/0/0/0/0	-/-/-/-/-/C	-	-

Sanctum Crossbow +1	174/0/0/0/0	-/-/-/-/C	1x Titanite Shard	630
Sanctum Crossbow +2	179/0/0/0/0	-/-/-/-/C	2x Titanite Shard	790
Sanctum Crossbow +3	184/0/0/0/0	-/-/-/-/C	3x Titanite Shard	940
Sanctum Crossbow +4	189/0/0/0/0	-/-/-/-/C	1x Large Titanite Shard	1,250
Sanctum Crossbow +5	194/0/0/0/0	-/-/-/-/C	2x Large Titanite Shard	1,410
Sanctum Crossbow +6	199/0/0/0/0	-/-/-/-/C	3x Large Titanite Shard	1,570
Sanctum Crossbow +7	204/0/0/0/0	-/-/-/-/C	1x Titanite Chunk	1,880
Sanctum Crossbow +8	209/0/0/0/0	-/-/-/-/C	2x Titanite Chunk	2,040
Sanctum Crossbow +9	214/0/0/0/0	-/-/-/-/C	3x Titanite Chunk	2,190
Sanctum Crossbow +10	220/0/0/0/0	-/-/-/-/C	1x Titanite Slab	2,500

Infusions

Magic

Reduces: Physical base damage.

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Sanctum Crossbow +0	143/44/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +1	147/46/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +2	152/48/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0

Magic Sanctum Crossbow +3	156/50/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +4	160/52/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +5	165/55/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +6	169/57/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +7	173/59/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +8	178/61/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +9	182/63/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Crossbow +10	186/65/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0

Fire

Reduces: Physical base damage.
Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.
Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Fire Sanctum Crossbow +0	143/0/44/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +1	147/0/46/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +2	152/0/48/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +3	156/0/50/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +4	160/0/52/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +5	165/0/55/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +6	169/0/57/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +7	173/0/59/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +8	178/0/61/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Crossbow +9	182/0/63/0/0	-/-/-/C/-/C	0/0/10.0/0/0

Fire Sanctum Crossbow +10	186/0/65/0/0	-/-/-/C/-/C	0/0/10.0/0/0
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Lightning

Reduces: Physical base damage.

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

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Lightning Sanctum Crossbow +0	143/0/0/44/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +1	147/0/0/46/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +2	152/0/0/48/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +3	156/0/0/50/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +4	160/0/0/52/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +5	165/0/0/55/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +6	169/0/0/57/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +7	173/0/0/59/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +8	178/0/0/61/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +9	182/0/0/63/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Crossbow +10	186/0/0/65/0	-/-/-/-/C/C	0/0/0/10.0/0

Dark

Reduces: Physical base damage.

Adds/Increases: Special attack damage, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Dark Sanctum Crossbow +0	118/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +1	121/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +2	125/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +3	129/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +4	132/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +5	136/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +6	139/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +7	143/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +8	146/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +9	150/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Crossbow +10	154/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0

Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Sanctum Crossbow +0	185/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +1	191/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +2	197/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +3	202/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +4	208/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +5	213/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +6	219/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +7	225/0/0/0/0	-/-/-/-/D	0/0/0/0/0

Raw Sanctum Crossbow +8	230/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +9	236/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Crossbow +10	242/0/0/0/0	-/-/-/-/D	0/0/0/0/0

Enchanted

Reduces: Stat bonuses.

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

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Enchanted Sanctum Crossbow +0	169/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +1	174/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +2	179/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +3	184/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +4	189/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +5	194/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +6	199/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +7	204/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +8	209/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +9	214/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Crossbow +10	220/0/0/0/0	-/-/C/-/-/D	0/0/0/0/0

Mundane

Reduces: Physical base damage, stat bonuses.
Adds/Increases: Damage scaling from lowest stat.
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Mundane Sanctum Crossbow +0	25/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +1	26/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +2	26/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +3	27/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +4	28/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +5	29/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +6	29/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +7	30/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +8	31/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +9	32/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Crossbow +10	33/0/0/0/0	-/-/-/-/D	0/0/0/0/0

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>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. 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, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. 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>

Stat Bonuses:	<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).
Damage Reduction:	<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.</p> <p>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:	The durability of the weapon.
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:	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.
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Sanctum Repeating Crossbow

In-Game Description

*Repeating crossbow wielded by sanctum knights.
Strong attack fires dark bolts.*

*These guardian knights were sentenced to eternal
stewardship of the Sanctum in a clandestine ritual
carried out in the great depths, but today the
sanctum receives nary a visitor.*

Availability

Dark Souls 2 & Scholar of the First Sin:

Sanctum Knight drop - rare.

General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	76/0/0/0/ 0 (Projectil e/Strike)	100	10	40	20/15/10 /10 -/-/-/-/C	0/0/0/0/0	10	35	10.0

Notes

- Firing the weapon with less than three bolts of your selected ammo type will still fire three shots of that type.
- Fires several Dark Orb-like projectiles in a cone in front of you when the weapon is held two-handed, and the Strong Attack of the opposite hand is used (i.e., L2/LB if held in the right hand). Costs 10 durability to use.
 - This can be reduced to 5 with the use of a Bracing Knuckle Ring +2.
- Oddly, infusing it with Dark doesn't give it dark damage or increase its dark scaling. It also lowers the base physical damage more than the other elemental infusions. All the Dark infusion does is increases the damage of the special attack.
- A list of bolt types can be found [here](#).
- Two-handing the weapon will let you aim from a first-person perspective just like a Bow.
 - Alternatively, you can also use the Binoculars to aim from a first-person perspective while one-handling the weapon.
To do this, equip the Binoculars in one hand and the Light Crossbow in the other hand.
Aim with the Binoculars first and then fire the bolt. The bolt will always hit where you're aiming, even if it drains more than your remaining stamina.
(**Note:** Using this method does not make a reticule appear in the middle of the screen to help you aim.)
- It can only be power-stanced with a Avelyn or another Sanctum Repeating Crossbow.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Raw	Enchanted	Mundane
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Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Sanctum Repeating Crossbow +0	76/0/0/0/0	-/-/-/-/C	-	-

Sanctum Repeating Crossbow +1	78/0/0/0/0	-/-/-/-/C	1x Titanite Shard	630
Sanctum Repeating Crossbow +2	80/0/0/0/0	-/-/-/-/C	2x Titanite Shard	790
Sanctum Repeating Crossbow +3	83/0/0/0/0	-/-/-/-/C	3x Titanite Shard	940
Sanctum Repeating Crossbow +4	85/0/0/0/0	-/-/-/-/C	1x Large Titanite Shard	1,250
Sanctum Repeating Crossbow +5	88/0/0/0/0	-/-/-/-/C	2x Large Titanite Shard	1,410
Sanctum Repeating Crossbow +6	90/0/0/0/0	-/-/-/-/C	3x Large Titanite Shard	1,570
Sanctum Repeating Crossbow +7	92/0/0/0/0	-/-/-/-/C	1x Titanite Chunk	1,880
Sanctum Repeating Crossbow +8	95/0/0/0/0	-/-/-/-/C	2x Titanite Chunk	2,040
Sanctum Repeating Crossbow +9	97/0/0/0/0	-/-/-/-/C	3x Titanite Chunk	2,190
Sanctum Repeating Crossbow +10	100/0/0/0/0	-/-/-/-/C	1x Titanite Slab	2,500

Infusions

Magic

Reduces: Physical base damage.

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Sanctum Repeating Crossbow +0	64/20/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +1	66/21/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +2	68/22/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0

Magic Sanctum Repeating Crossbow +3	70/23/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +4	72/24/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +5	74/25/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +6	76/26/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +7	78/27/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +8	80/28/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +9	82/29/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +10	85/29/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0

Fire

Reduces: Physical base damage.

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

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Fire Sanctum Repeating Crossbow +0	64/0/20/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +1	66/0/21/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +2	68/0/22/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +3	70/0/23/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +4	72/0/24/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +5	74/0/25/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +6	76/0/26/0/0	-/-/-/C/-/C	0/0/10.0/0/0

Fire Sanctum Repeating Crossbow +7	78/0/27/0/0	-/-/-C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +8	80/0/28/0/0	-/-/-C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +9	82/0/29/0/0	-/-/-C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +10	85/0/29/0/0	-/-/-C/-/C	0/0/10.0/0/0

Lightning

Reduces: Physical base damage.
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Lightning Sanctum Repeating Crossbow +0	64/0/0/20/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +1	66/0/0/21/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +2	68/0/0/22/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +3	70/0/0/23/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +4	72/0/0/24/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +5	74/0/0/25/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +6	76/0/0/26/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +7	78/0/0/27/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +8	80/0/0/28/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +9	82/0/0/29/0	-/-/-/-C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +10	85/0/0/29/0	-/-/-/-C/C	0/0/0/10.0/0

Dark

Reduces: Physical base damage.

Adds/Increases: Special attack damage, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Dark Sanctum Repeating Crossbow +0	53/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +1	54/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +2	56/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +3	58/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +4	59/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +5	61/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +6	63/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +7	64/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +8	66/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +9	68/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +10	70/0/0/0/0	-/-/-/-/C	0/0/0/0/10.0

Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Sanctum Repeating Crossbow +0	83/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +1	86/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +2	88/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +3	91/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +4	94/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +5	96/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +6	99/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +7	102/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +8	104/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +9	107/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +10	110/0/0/0/0	-/-/-/-/D	0/0/0/0/0

Enchanted

Reduces: Stat bonuses.

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

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Enchanted Sanctum Repeating Crossbow +0	76/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +1	78/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +2	80/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0

Enchanted Sanctum Repeating Crossbow +3	83/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +4	85/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +5	88/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +6	90/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +7	92/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +8	95/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +9	97/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +10	100/0/0/0/0	-/-/C/-/-/D	0/0/0/0/0

Mundane

Reduces: Physical base damage, stat bonuses.
Adds/Increases: Damage scaling from lowest stat.
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Mundane Sanctum Repeating Crossbow +0	11/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +1	11/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +2	12/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +3	12/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +4	12/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +5	13/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +6	13/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0

Mundane Sanctum Repeating Crossbow +7	13/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +8	14/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +9	14/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +10	15/0/0/0/0	-/-/-/-/D	0/0/0/0/0

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>

Shield Crossbow

In-Game Description

Crossbow created from the soul of the Executioner's Chariot. Iron plate serves as a shield while firing.

The merciless chariot inflicted agony upon others with utter impunity, and the crossbow created from its soul strives to protect from possible retribution.

Effect: guard while firing

Availability

Dark Souls 2 & Scholar of the First Sin:

- Trade Executioner's Chariot Soul and 1,500 souls with Straid of Olaphis.

General Information

Image	Damag e	Counte r Streng th	Poise Damag e	Shot Range	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	112/0/0 /0/0 (Projecti le/Strike)	100	10	45	19/10/0 /0 -/-/-/-/-	100/65/ 55/55/4 5	45/45/4 5/45	30	60	8.0

Notes

- This crossbow can block attacks while aiming/firing.
- A list of bolt types can be found [here](#).
- Two-handing the weapon will let you aim from a first-person perspective just like a Bow.
 - Alternatively, you can also use the Binoculars to aim from a first-person perspective while one-handing the weapon.

To do this, equip the Binoculars in one hand and the Light Crossbow in the other hand.

Aim with the Binoculars first and then fire the bolt. The bolt will always hit where you're aiming, even if it drains more than your remaining stamina.

(**Note:** Using this method does not make a reticule appear in the middle of the screen to help you aim.)
- It **can't** be power-stanced with another crossbow, not even with another Shield Crossbow.
- It is recommended that you infuse it with Raw, that is if you're not infusing it with anything else, due to the weapon having no stat scaling and gaining increased physical damage.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane

Basic

Boss upgrade path.
Requires:

- Petrified Dragon Bone

Name	Damage	Stat Bonuses	Materials Cost	Souls
Shield Crossbow +0	112/0/0/0/0	-/-/-/-/-	-	-
Shield Crossbow +1	145/0/0/0/0	-/-/-/-/-	1x Petrified Dragon Bone	1,040
Shield Crossbow +2	179/0/0/0/0	-/-/-/-/-	2x Petrified Dragon Bone	1,290

Shield Crossbow +3	212/0/0/0/0	-/-/-/-/-	3x Petrified Dragon Bone	1,550
Shield Crossbow +4	246/0/0/0/0	-/-/-/-/-	4x Petrified Dragon Bone	2,070
Shield Crossbow +5	280/0/0/0/0	-/-/-/-/-	5x Petrified Dragon Bone	2,320

Infusions

Magic

Reduces: Physical base damage, damage and aux effects reduction.
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Magic Shield Crossbow +0	56/56/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +1	72/72/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +2	89/89/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +3	106/106/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +4	123/123/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +5	140/140/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9

Fire

Reduces: Physical base damage, 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	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Fire Shield Crossbow +0	56/0/56/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +1	72/0/72/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +2	89/0/89/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +3	106/0/106/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +4	123/0/123/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +5	140/0/140/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9

Lightning

Reduces: Physical base damage, damage and aux effects reduction.

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

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Lightning Shield Crossbow +0	56/0/0/56/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +1	72/0/0/72/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +2	89/0/0/89/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +3	106/0/0/106/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +4	123/0/0/123/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +5	140/0/0/140/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9

Dark

Reduces: Physical base damage, 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	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Dark Shield Crossbow +0	56/0/0/0/56	-/-/-/-/C	97.9/62.9/52.9/52.9/61.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +1	72/0/0/0/72	-/-/-/-/C	97.9/62.9/52.9/52.9/61.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +2	89/0/0/0/89	-/-/-/-/C	97.9/62.9/52.9/52.9/61.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +3	106/0/0/0/106	-/-/-/-/C	97.9/62.9/52.9/52.9/61.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +4	123/0/0/0/123	-/-/-/-/C	97.9/62.9/52.9/52.9/61.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +5	140/0/0/0/140	-/-/-/-/C	97.9/62.9/52.9/52.9/61.6	42.9/42.9/42.9/42.9

Raw

Reduces: Nothing.
Adds/Increases: Physical base damage.
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Raw Shield Crossbow +0	123/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Raw Shield Crossbow +1	160/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Raw Shield Crossbow +2	197/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0

Raw Shield Crossbow +3	234/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Raw Shield Crossbow +4	271/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Raw Shield Crossbow +5	308/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0

Enchanted

Reduces: Nothing.
Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Enchanted Shield Crossbow +0	112/0/0/0/0	-/-/D/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +1	145/0/0/0/0	-/-/D/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +2	179/0/0/0/0	-/-/D/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +3	212/0/0/0/0	-/-/D/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +4	246/0/0/0/0	-/-/D/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +5	280/0/0/0/0	-/-/D/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0

Mundane

Reduces: Physical base damage.
Adds/Increases: Damage scaling from lowest stat.
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Mundane Shield Crossbow +0	16/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +1	21/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +2	26/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +3	31/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +4	36/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +5	42/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0

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>