

# Alonne Greatbow


## In-Game Description

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*Unique bow equipped by Alonne Knights.*

*This very powerful bow uses greatarrows, but each draw of the string requires a great deal of time, leaving the shooter vulnerable.*

*In the heyday of his land, the Old Iron King fancied entertaining dubious and eccentric guests from faraway lands.*

*Most of them were charlatans, but among the riff-raff was an unusual knight from the far east. He trained the Iron King's men in the sword, in obeisance to his new lord.*

## Availability

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### **Dark Souls 2 & Scholar of the First Sin:**

- Brume Tower treasure (upgraded to +5). In the area near where Maldron the Assassin invades, on a corpse on one of the cogs in the middle of the tower.
- Alonne Knight (Bow) drop - rare.
- Alonne Knight Captain (Bow) drop - rare.

## General Information

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Image	Damage	Counter Strength	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reduction	Stability	Durability	Weight
	130/0/0/0/0  (Projectile/Strike)	100	15	50	20 <sup>1</sup> /25/0/0  C/C/-/-/-	0/0/0/0/0	10	70	8.0

# Notes

- A list of greatarrow types can be found [here](#).
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

# Upgrades

<div> Fold Unfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane </div>
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# Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Alonne Greatbow +0	130/0/0/0/0	C/C/-/-	-	-
Alonne Greatbow +1	143/0/0/0/0	C/C/-/-	1x Titanite Shard	850
Alonne Greatbow +2	156/0/0/0/0	C/C/-/-	2x Titanite Shard	1,060
Alonne Greatbow +3	169/0/0/0/0	C/C/-/-	3x Titanite Shard	1,270
Alonne Greatbow +4	182/0/0/0/0	C/C/-/-	1x Large Titanite Shard	1,690
Alonne Greatbow +5	195/0/0/0/0	C/C/-/-	2x Large Titanite Shard	1,900
Alonne Greatbow +6	208/0/0/0/0	C/C/-/-	3x Large Titanite Shard	2,110

Alonne Greatbow +7	221/0/0/0/0	C/C/-/-	1x Titanite Chunk	2,540
Alonne Greatbow +8	234/0/0/0/0	C/C/-/-	2x Titanite Chunk	2,750
Alonne Greatbow +9	247/0/0/0/0	C/C/-/-	3x Titanite Chunk	2,960
Alonne Greatbow +10	260/0/0/0/0	C/C/-/-	1x Titanite Slab	3,380

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses.  
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Alonne Greatbow +0	91/91/0/0/0	D/D/C/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +1	100/100/0/0/0	D/D/C/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +2	109/109/0/0/0	D/D/C/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +3	118/118/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +4	127/127/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +5	136/136/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +6	145/145/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +7	154/154/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +8	163/163/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +9	172/172/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Alonne Greatbow +10	182/182/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0

## Fire

Reduces: Base damage, STR and DEX stat bonuses.  
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 Alonne Greatbow +0	91/0/91/0/0	D/D/-/C/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +1	100/0/100/0/0	D/D/-/C/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +2	109/0/109/0/0	D/D/-/C/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +3	118/0/118/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +4	127/0/127/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +5	136/0/136/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +6	145/0/145/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +7	154/0/154/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +8	163/0/163/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +9	172/0/172/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Alonne Greatbow +10	182/0/182/0/0	C/D/-/B/-/-	0/0/16.6/0/0

## Lightning

Reduces: Base damage, STR and DEX stat bonuses.

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

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Lightning Alonne Greatbow +0	91/0/0/91/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Alonne Greatbow +1	100/0/0/100/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Alonne Greatbow +2	109/0/0/109/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Alonne Greatbow +3	118/0/0/118/0	C/D/-/-/B/-	0/0/0/16.6/0

Lightning Alonne Greatbow +4	127/0/0/127/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Alonne Greatbow +5	136/0/0/136/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Alonne Greatbow +6	145/0/0/145/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Alonne Greatbow +7	154/0/0/154/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Alonne Greatbow +8	163/0/0/163/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Alonne Greatbow +9	172/0/0/172/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Alonne Greatbow +10	182/0/0/182/0	C/D/-/-/B/-	0/0/0/16.6/0

## Dark

Reduces: Base damage, STR and DEX stat bonuses.  
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 Alonne Greatbow +0	91/0/0/0/91	D/D/-/-/C	0/0/0/0/16.6
Dark Alonne Greatbow +1	100/0/0/0/100	D/D/-/-/C	0/0/0/0/16.6
Dark Alonne Greatbow +2	109/0/0/0/109	D/D/-/-/C	0/0/0/0/16.6
Dark Alonne Greatbow +3	118/0/0/0/118	C/D/-/-/B	0/0/0/0/16.6
Dark Alonne Greatbow +4	127/0/0/0/127	C/D/-/-/B	0/0/0/0/16.6
Dark Alonne Greatbow +5	136/0/0/0/136	C/D/-/-/B	0/0/0/0/16.6
Dark Alonne Greatbow +6	145/0/0/0/145	C/D/-/-/B	0/0/0/0/16.6
Dark Alonne Greatbow +7	154/0/0/0/154	C/D/-/-/B	0/0/0/0/16.6
Dark Alonne Greatbow +8	163/0/0/0/163	C/D/-/-/B	0/0/0/0/16.6
Dark Alonne Greatbow +9	172/0/0/0/172	C/D/-/-/B	0/0/0/0/16.6
Dark Alonne Greatbow +10	182/0/0/0/182	C/D/-/-/B	0/0/0/0/16.6

# Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone and 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Alonne Greatbow +0	149/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +1	164/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +2	179/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +3	194/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +4	209/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +5	224/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +6	239/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +7	254/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +8	269/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +9	284/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Alonne Greatbow +10	299/0/0/0/0	E/E/-/-/-	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 Alonne Greatbow +0	130/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +1	143/0/0/0/0	E/E/D/-/-	0/0/0/0/0

Enchanted Alonne Greatbow +2	156/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +3	169/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +4	182/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +5	195/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +6	208/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +7	221/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +8	234/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +9	247/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Alonne Greatbow +10	260/0/0/0/0	E/E/C/-/-/-	0/0/0/0/0

## Mundane

Reduces: 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 Alonne Greatbow +0	65/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +1	71/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +2	78/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +3	84/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +4	91/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0

Mundane Alonne Greatbow +5	97/0/0/0/0	D/E/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +6	104/0/0/0/0	D/E/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +7	110/0/0/0/0	D/E/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +8	117/0/0/0/0	D/E/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +9	123/0/0/0/0	D/E/-/-/-	0/0/0/0/0
Mundane Alonne Greatbow +10	130/0/0/0/0	D/E/-/-/-	0/0/0/0/0

# Key

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



<p><b>Stats Needed:</b></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"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D 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,</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. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></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"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• 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).</li> </ul>
<p><b>Damage Reduction:</b></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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>

<b>Aux Effect Reduction:</b>	<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"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li><li>• C is Petrification Effect</li><li>• D is Curse Effect</li></ul>
<b>Stability:</b>	<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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<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>
<b>Enchantable? Items/Spells:</b>	<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>

Footnotes 1. All Bows and Greatbows are wielded two-handed, therefore only 10 Strength is required to wield this weapon.