

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 Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
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	85/0/0/0/0 (Projectile/Strike)	100	10	35	25/15/0/0 -/-/-/-/-	0/0/0/0/0	10	40	6.0
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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

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
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
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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>
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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