

# Bow of Want


## In-Game Description

*A bow created from the soul of Nashandra.*

*The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land.*

*Light and Dark are two sides of the same coin, much like the soul and the curse. The beings who presented themselves to those in search of kingdom were drawn to their awesome strength.*

## Availability

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

- Trade Soul of Nashandra and 10,000 souls with Weaponsmith Ornifex.

## General Information

Image	Damage	Counter Strength	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reduction	Stability	Durability	Weight
	40/0/0/40/0  (Projectile/Strike)	100	5	50	9 <sup>1</sup> /20/0/18  C/A/-/- /C/-	0/0/0/0/0	10	70	2.0

## Notes

- Using a Light Attack with the opposite hand that the bow is equipped in fires a bolt of lightning that scales with Lightning bonus. (Uses 10 Durability)
  - This can be reduced to 5 with the use of a Bracing Knuckle Ring +2.
- Due to the light attack being used for the special attack, aiming can only be done with the heavy attack opposite to the hand that the bow is equipped in.
- The special attack has poor target tracking. Costs less stamina than regular shots.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.
  - You can still cause damage with either aux effects by using Poison Arrows or Lacerating Arrows though.

# Upgrades

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

Boss upgrade path.  
 Requires:

- Petrified Dragon Bone

Name	Damage	Stat Bonuses	Materials Cost	Souls
Bow of Want +0	40/0/0/40/0	C/A/-/C/-	-	-
Bow of Want +1	52/0/0/58/0	C/A/-/C/-	1x Petrified Dragon Bone	1,340
Bow of Want +2	64/0/0/76/0	C/A/-/C/-	2x Petrified Dragon Bone	1,670
Bow of Want +3	76/0/0/94/0	C/A/-/C/-	3x Petrified Dragon Bone	2,010
Bow of Want +4	88/0/0/112/0	C/A/-/C/-	4x Petrified Dragon Bone	2,680
Bow of Want +5	100/0/0/130/0	C/A/-/C/-	5x Petrified Dragon Bone	3,010

# 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 Bow of Want +0	36/24/0/36/0	D/B/C/-/C/-	0.0/16.6/0.0/0.0/0.0
Magic Bow of Want +1	46/34/0/52/0	D/B/C/-/C/-	0.0/16.6/0.0/0.0/0.0
Magic Bow of Want +2	57/45/0/68/0	D/B/C/-/C/-	0.0/16.6/0.0/0.0/0.0
Magic Bow of Want +3	68/56/0/84/0	D/B/C/-/C/-	0.0/16.6/0.0/0.0/0.0
Magic Bow of Want +4	79/67/0/100/0	D/B/C/-/C/-	0.0/16.6/0.0/0.0/0.0
Magic Bow of Want +5	90/78/0/117/0	D/B/C/-/C/-	0.0/16.6/0.0/0.0/0.0

# 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 Bow of Want +0	36/0/24/36/0	D/B/-/C/C/-	0.0/0.0/16.6/0.0/0.0
Fire Bow of Want +1	46/0/34/52/0	D/B/-/C/C/-	0.0/0.0/16.6/0.0/0.0
Fire Bow of Want +2	57/0/45/68/0	D/B/-/C/C/-	0.0/0.0/16.6/0.0/0.0
Fire Bow of Want +3	68/0/56/84/0	D/B/-/C/C/-	0.0/0.0/16.6/0.0/0.0
Fire Bow of Want +4	79/0/67/100/0	D/B/-/C/C/-	0.0/0.0/16.6/0.0/0.0
Fire Bow of Want +5	90/0/78/117/0	D/B/-/C/C/-	0.0/0.0/16.6/0.0/0.0

# 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 Bow of Want +0	24/0/0/72/0	D/B/-/-/C/-	0.0/0.0/0.0/16.6/0.0
Lightning Bow of Want +1	31/0/0/104/0	D/B/-/-/C/-	0.0/0.0/0.0/16.6/0.0
Lightning Bow of Want +2	38/0/0/136/0	D/B/-/-/C/-	0.0/0.0/0.0/16.6/0.0
Lightning Bow of Want +3	45/0/0/169/0	D/B/-/-/C/-	0.0/0.0/0.0/16.6/0.0
Lightning Bow of Want +4	52/0/0/201/0	D/B/-/-/C/-	0.0/0.0/0.0/16.6/0.0
Lightning Bow of Want +5	60/0/0/234/0	D/B/-/-/C/-	0.0/0.0/0.0/16.6/0.0

## Dark

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Reduces: Physical 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 Bow of Want +0	36/0/0/36/24	D/B/-/-/C/C	0.0/0.0/0.0/0.0/16.6
Dark Bow of Want +1	46/0/0/52/34	D/B/-/-/C/C	0.0/0.0/0.0/0.0/16.6
Dark Bow of Want +2	57/0/0/68/45	D/B/-/-/C/C	0.0/0.0/0.0/0.0/16.6
Dark Bow of Want +3	68/0/0/84/56	D/B/-/-/C/C	0.0/0.0/0.0/0.0/16.6
Dark Bow of Want +4	79/0/0/100/67	D/B/-/-/C/C	0.0/0.0/0.0/0.0/16.6
Dark Bow of Want +5	90/0/0/117/78	D/B/-/-/C/C	0.0/0.0/0.0/0.0/16.6

## Raw

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Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Bow of Want +0	46/0/0/46/0	E/E/-/-/D/-	0.0/0.0/0.0/0.0/0.0
Raw Bow of Want +1	59/0/0/66/0	E/E/-/-/D/-	0.0/0.0/0.0/0.0/0.0
Raw Bow of Want +2	73/0/0/87/0	E/E/-/-/D/-	0.0/0.0/0.0/0.0/0.0
Raw Bow of Want +3	87/0/0/108/0	E/E/-/-/D/-	0.0/0.0/0.0/0.0/0.0
Raw Bow of Want +4	101/0/0/128/0	E/E/-/-/D/-	0.0/0.0/0.0/0.0/0.0
Raw Bow of Want +5	115/0/0/149/0	E/E/-/-/D/-	0.0/0.0/0.0/0.0/0.0

## Enchanted

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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 Bow of Want +0	40/0/0/40/0	E/D/D/-/E/-	0.0/0.0/0.0/0.0/0.0
Enchanted Bow of Want +1	52/0/0/58/0	E/D/D/-/E/-	0.0/0.0/0.0/0.0/0.0
Enchanted Bow of Want +2	64/0/0/76/0	E/D/D/-/E/-	0.0/0.0/0.0/0.0/0.0
Enchanted Bow of Want +3	76/0/0/94/0	E/D/D/-/E/-	0.0/0.0/0.0/0.0/0.0
Enchanted Bow of Want +4	88/0/0/112/0	E/D/D/-/E/-	0.0/0.0/0.0/0.0/0.0
Enchanted Bow of Want +5	100/0/0/130/0	E/D/D/-/E/-	0.0/0.0/0.0/0.0/0.0

## Mundane

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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 Bow of Want +0	20/0/0/20/0	D/C/-/-E/-	0.0/0.0/0.0/0.0/0.0
Mundane Bow of Want +1	26/0/0/29/0	D/C/-/-E/-	0.0/0.0/0.0/0.0/0.0
Mundane Bow of Want +2	32/0/0/38/0	D/C/-/-E/-	0.0/0.0/0.0/0.0/0.0
Mundane Bow of Want +3	38/0/0/47/0	D/C/-/-E/-	0.0/0.0/0.0/0.0/0.0
Mundane Bow of Want +4	44/0/0/56/0	D/C/-/-E/-	0.0/0.0/0.0/0.0/0.0
Mundane Bow of Want +5	50/0/0/65/0	D/C/-/-E/-	0.0/0.0/0.0/0.0/0.0

# 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 4 Strength is required to wield this weapon.