

Bows and Greatbows

Icon	Name	Damage	Poise Damage	Counter Strength	Durability	Weight	Shot Range	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Alonne Greatbow	130/0/0/0/0 (Projectile/Strike)	15	100	70	8.0	50	20/25/0/0 C/C/-/-/-/-	Alonne Knight drop. Alonne Knight Captain drop. Brume Tower treasure (+5 upgraded).	Titanite	-
	Bell Keeper Bow	55/0/0/0/0 (Projectile/Strike)	5	100	70	0.5	50	4/11/0/0 C/B/-/-/-/-	Enhanced Undead drop.	Titanite	-
	Bow of Want	40/0/0/40/0 (Projectile/Strike)	5	100	70	2	50	9/20/0/18 C/A/-/-/C/-	Traded by Weaponsmith Ornifex for Soul of Nashandra.	Petrified Dragon Bone	Has a special attack.
	Composite Bow	82/0/0/0/0 (Projectile/Strike)	5	100	60	2.0	35	14/18/0/0 C/C/-/-/-/-	Sold by Weaponsmith Ornifex.	Titanite	-
	Dragonrider Bow	72/80/0/0/0 (Projectile/Strike)	5	100	40	3.0	35	20/18/0/0 B/D/C/-/-/-	Traded by Straid of Olaphis for Dragonrider Soul.	Petrified Dragon Bone	-
	Dragonlayer Greatbow	116/0/0/0/0 (Projectile/Strike)	15	100	70	10	50	30/20/0/0 B/C/-/-/-/-	Traded by Weaponsmith Ornifex for Old King Soul.	Petrified Dragon Bone	-
	Hunter's Blackbow	77/0/0/0/0 (Projectile/Strike)	5	100	70	2	60	9/25/0/0 E/S/-/-/-/-	Drangleic Castle treasure.	Titanite	-

	Long Bow	75/0/0/0/0 (Projectile/Strike)	5	100	60	2	50	10/16/0/0 D/A/-/-/-/-	Armored Skeleton drop. Sold by Steady Hand McDuff. Shulva, Sanctum City treasure (+7 upgraded).	Titanite	-
	Possessed Armor Greatbow	153/0/0/0/40 (Projectile/Strike)	15	100	70	10.0	50	25/40/0/0 D/B/-/-/-/-/C	Possessed Armor drop.	Titanite	DLC item.
	Sea Bow	72/0/0/0/0 (Projectile/Strike)	5	100	60	2.0	65	16/15/0/0 C/C/-/-/-/-	Varangian Sailor drop.	Titanite	-
	Short Bow	65/0/0/0/0 (Projectile/Strike)	5	100	60	1.0	45	7/12/0/0 D/A/-/-/-/-	Majula treasure. Iron Keep treasure (Lightning-infused). Rogue drop. Hollow Infantry drop.	Titanite	-
	Twin Headed Greatbow	185/0/0/0/0 (Projectile/Strike)	15	100	70	15.0	60	45/15/0/0 A/-/-/-/-/-	Frozen Eleum Loyce treasure.	Twinkling Titanite	DLC item

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

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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