

# Bows and Greatbows

Icon	Name	Damag e	Poise Damag e	Counte r Strengt h	Durabili ty	Weight	Shot Range	Stats Needed Stat Bonuse s	Availab ility	Reinfor cement Materia l	Special Note
	Alonne Greatbo w	130/0/0/ 0/0  (Projectil e/Strike)	15	100	70	8.0	50	20/25/0/ 0  C/C/-/-/- /-	Alonne Knight drop.  Alonne Knight Captain drop.  Brume Tower treasure (+5 upgrade d).	Titanite	-
	Bell Keeper Bow	55/0/0/0 /0  (Projectil e/Strike)	5	100	70	0.5	50	4/11/0/0  C/B/-/-/- /-	Enhance d Undead drop.	Titanite	-
	Bow of Want	40/0/0/4 0/0  (Projectil e/Strike)	5	100	70	2	50	9/20/0/1 8  C/A/-/- /C/-	Traded by Weapon smith Ornifex for Soul of Nashand ra.	Petrified Dragon Bone	Has a special attack.
	Composi te Bow	82/0/0/0 /0  (Projectil e/Strike)	5	100	60	2.0	35	14/18/0/ 0  C/C/-/-/- /-	Sold by Weapon smith Ornifex.	Titanite	-
	Dragonri der Bow	72/80/0/ 0/0  (Projectil e/Strike)	5	100	40	3.0	35	20/18/0/ 0  B/D/C/-/- /-	Traded by Straid of Olaphis for Dragonri der Soul.	Petrified Dragon Bone	-
	Dragons layer Greatbo w	116/0/0/ 0/0  (Projectil e/Strike)	15	100	70	10	50	30/20/0/ 0  B/C/-/-/- /-	Traded by Weapon smith Ornifex for Old King Soul.	Petrified Dragon Bone	-
	Hunter's Blackbo w	77/0/0/0 /0  (Projectil e/Strike)	5	100	70	2	60	9/25/0/0  E/S/-/-/-/-	Dranglei c 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

<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>
<b>Stats Needed:</b>	<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"> <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, 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. (<math>14 \times 2 = 28</math>)</p>

<b>Stat Bonuses:</b>	<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>
<b>Damage Reduction:</b>	<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.</p> <p>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>	The durability of the weapon.
<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>	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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