

# Composite Bow


## In-Game Description

*A bow crafted from various materials.*

*Inflicts more damage than ordinary bows, but has a shorter ranger making it unfit for sniping.*

## Availability

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

- Unlimited sold by Weaponsmith Ornifex for 5,500 souls.

## General Information

Image	Damage	Counter Strength	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reduction	Stability	Durability	Weight
	82/0/0/0/0  (Projectile/Strike)	100	5	35	14 <sup>1</sup> /18/0/0  C/C/-/-/-	0/0/0/0/0	10	60	2.0

## Notes

- 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

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane

## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Composite Bow +0	82/0/0/0/0	C/C/-/-/-	-	-
Composite Bow +1	90/0/0/0/0	C/C/-/-/-	1x Titanite Shard	630
Composite Bow +2	98/0/0/0/0	C/C/-/-/-	2x Titanite Shard	790
Composite Bow +3	106/0/0/0/0	C/C/-/-/-	3x Titanite Shard	940
Composite Bow +4	115/0/0/0/0	C/C/-/-/-	1x Large Titanite Shard	1,250
Composite Bow +5	123/0/0/0/0	C/C/-/-/-	2x Large Titanite Shard	1,410
Composite Bow +6	131/0/0/0/0	C/C/-/-/-	3x Large Titanite Shard	1,570
Composite Bow +7	140/0/0/0/0	C/C/-/-/-	1x Titanite Chunk	1,880
Composite Bow +8	148/0/0/0/0	C/C/-/-/-	2x Titanite Chunk	2,030
Composite Bow +9	156/0/0/0/0	C/C/-/-/-	3x Titanite Chunk	2,190
Composite Bow +10	165/0/0/0/0	C/C/-/-/-	1x Titanite Slab	2,500

## 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 Composite Bow +0	57/57/0/0/0	D/D/C/-/-	0/16.6/0/0/0
Magic Composite Bow +1	63/63/0/0/0	D/D/C/-/-	0/16.6/0/0/0
Magic Composite Bow +2	69/69/0/0/0	D/D/C/-/-	0/16.6/0/0/0
Magic Composite Bow +3	74/74/0/0/0	C/D/B/-/-	0/16.6/0/0/0
Magic Composite Bow +4	80/80/0/0/0	C/D/B/-/-	0/16.6/0/0/0
Magic Composite Bow +5	86/86/0/0/0	C/D/B/-/-	0/16.6/0/0/0
Magic Composite Bow +6	92/92/0/0/0	C/D/B/-/-	0/16.6/0/0/0
Magic Composite Bow +7	98/98/0/0/0	C/D/B/-/-	0/16.6/0/0/0
Magic Composite Bow +8	103/103/0/0/0	C/D/B/-/-	0/16.6/0/0/0
Magic Composite Bow +9	109/109/0/0/0	C/D/B/-/-	0/16.6/0/0/0
Magic Composite Bow +10	115/115/0/0/0	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 Composite Bow +0	57/0/57/0/0	D/D/-/C/-	0/0/16.6/0/0
Fire Composite Bow +1	63/0/63/0/0	D/D/-/C/-	0/0/16.6/0/0
Fire Composite Bow +2	69/0/69/0/0	D/D/-/C/-	0/0/16.6/0/0
Fire Composite Bow +3	74/0/74/0/0	C/D/-/B/-	0/0/16.6/0/0
Fire Composite Bow +4	80/0/80/0/0	C/D/-/B/-	0/0/16.6/0/0
Fire Composite Bow +5	86/0/86/0/0	C/D/-/B/-	0/0/16.6/0/0
Fire Composite Bow +6	92/0/92/0/0	C/D/-/B/-	0/0/16.6/0/0
Fire Composite Bow +7	98/0/98/0/0	C/D/-/B/-	0/0/16.6/0/0
Fire Composite Bow +8	103/0/103/0/0	C/D/-/B/-	0/0/16.6/0/0

Fire Composite Bow +9	109/0/109/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Composite Bow +10	115/0/115/0/0	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 Composite Bow +0	57/0/0/57/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Composite Bow +1	63/0/0/63/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Composite Bow +2	69/0/0/69/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Composite Bow +3	74/0/0/74/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Composite Bow +4	80/0/0/80/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Composite Bow +5	86/0/0/86/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Composite Bow +6	92/0/0/92/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Composite Bow +7	98/0/0/98/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Composite Bow +8	103/0/0/103/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Composite Bow +9	109/0/0/109/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Composite Bow +10	115/0/0/115/0	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 Composite Bow +0	57/0/0/0/57	D/D/-/-/-/C	0/0/0/0/16.6
Dark Composite Bow +1	63/0/0/0/63	D/D/-/-/-/C	0/0/0/0/16.6
Dark Composite Bow +2	69/0/0/0/69	D/D/-/-/-/C	0/0/0/0/16.6
Dark Composite Bow +3	74/0/0/0/74	D/D/-/-/-/B	0/0/0/0/16.6
Dark Composite Bow +4	80/0/0/0/80	D/D/-/-/-/B	0/0/0/0/16.6
Dark Composite Bow +5	86/0/0/0/86	D/D/-/-/-/B	0/0/0/0/16.6
Dark Composite Bow +6	92/0/0/0/92	D/D/-/-/-/B	0/0/0/0/16.6
Dark Composite Bow +7	98/0/0/0/98	D/D/-/-/-/B	0/0/0/0/16.6
Dark Composite Bow +8	103/0/0/0/103	D/D/-/-/-/B	0/0/0/0/16.6
Dark Composite Bow +9	109/0/0/0/109	D/D/-/-/-/B	0/0/0/0/16.6
Dark Composite Bow +10	115/0/0/0/115	D/D/-/-/-/B	0/0/0/0/16.6

## Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Composite Bow +0	94/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Composite Bow +1	103/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Composite Bow +2	113/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Composite Bow +3	122/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Composite Bow +4	132/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Composite Bow +5	142/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Composite Bow +6	151/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0

Raw Composite Bow +7	161/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Composite Bow +8	170/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Composite Bow +9	180/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Composite Bow +10	189/0/0/0/0	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 Composite Bow +0	82/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +1	90/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +2	98/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +3	106/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +4	115/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +5	123/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +6	131/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +7	140/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +8	148/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +9	156/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Composite Bow +10	165/0/0/0/0	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 Composite Bow +0	41/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +1	45/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +2	49/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +3	53/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +4	57/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +5	61/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +6	65/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +7	70/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +8	74/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +9	78/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Composite Bow +10	82/0/0/0/0	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>
<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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Footnotes 1. All Bows and Greatbows are wielded two-handed, therefore only 7 Strength is required to wield this weapon.

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