

# Dragonrider Bow


## In-Game Description

*Bow wielded by Dragonriders,  
King Vendrick's royal guard.  
Merely drawing this bow requires inhuman  
strength, but each shot has deadly potential.*

*Demands great skill of its wielder, and thus  
Served to test the worthiness of those  
who aspired to join the Dragonriders.*

## Availability

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

- Trade Dragonrider Soul and 1,500 souls with Straid of Olaphis.

## General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	72/80/0/ 0/0  (Projectil e/Strike)	100	5	35	20 <sup>1</sup> /18/0/0  B/D/C/-/- /-	0/0/0/0/0	10	40	3.0

## Notes

- This weapon only uses arrow ammunition, contrary to the blue Dragonrider who shoots the player with greatarrows during the bossfight.
- Fires much slower than other bows and consumes 50% more stamina per shot.
- 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

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## Basic

Boss upgrade path.  
 Requires:

- Petrified Dragon Bone

Name	Damage	Stat Bonuses	Materials Cost	Souls
Dragonrider Bow +0	72/80/0/0/0	B/D/C/-/-/-	-	-
Dragonrider Bow +1	93/84/0/0/0	B/D/C/-/-/-	1x Petrified Dragon Bone	1,040
Dragonrider Bow +2	115/88/0/0/0	B/D/C/-/-/-	2x Petrified Dragon Bone	1,290
Dragonrider Bow +3	136/92/0/0/0	B/D/C/-/-/-	3x Petrified Dragon Bone	1,550
Dragonrider Bow +4	158/96/0/0/0	B/D/C/-/-/-	4x Petrified Dragon Bone	2,070
Dragonrider Bow +5	180/100/0/0/0	B/D/C/-/-/-	5x Petrified Dragon Bone	2,320

# 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 Dragonrider Bow +0	69/115/0/0/0	B/E/C/-/-	0/6.6/0/0/0
Magic Dragonrider Bow +1	89/120/0/0/0	B/E/C/-/-	0/6.6/0/0/0
Magic Dragonrider Bow +2	110/126/0/0/0	B/E/C/-/-	0/6.6/0/0/0
Magic Dragonrider Bow +3	131/132/0/0/0	B/E/C/-/-	0/6.6/0/0/0
Magic Dragonrider Bow +4	152/138/0/0/0	B/E/C/-/-	0/6.6/0/0/0
Magic Dragonrider Bow +5	172/144/0/0/0	B/E/C/-/-	0/6.6/0/0/0

## Fire

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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 Dragonrider Bow +0	64/72/48/0/0	B/E/C/C/-/-	0/0/16.6/0/0
Fire Dragonrider Bow +1	84/75/50/0/0	B/E/C/C/-/-	0/0/16.6/0/0
Fire Dragonrider Bow +2	103/79/52/0/0	B/E/C/C/-/-	0/0/16.6/0/0
Fire Dragonrider Bow +3	123/82/55/0/0	B/E/C/C/-/-	0/0/16.6/0/0
Fire Dragonrider Bow +4	142/86/57/0/0	B/E/C/C/-/-	0/0/16.6/0/0
Fire Dragonrider Bow +5	162/90/60/0/0	B/E/C/C/-/-	0/0/16.6/0/0

## Lightning

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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 Dragonrider Bow +0	64/72/0/48/0	B/E/C/-/C/-	0/0/0/16.6/0
Lightning Dragonrider Bow +1	84/75/0/50/0	B/E/C/-/C/-	0/0/0/16.6/0
Lightning Dragonrider Bow +2	103/79/0/52/0	B/E/C/-/C/-	0/0/0/16.6/0
Lightning Dragonrider Bow +3	123/82/0/55/0	B/E/C/-/C/-	0/0/0/16.6/0
Lightning Dragonrider Bow +4	142/86/0/57/0	B/E/C/-/C/-	0/0/0/16.6/0
Lightning Dragonrider Bow +5	162/90/0/60/0	B/E/C/-/C/-	0/0/0/16.6/0

## 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 Dragonrider Bow +0	64/72/0/0/48	B/E/C/-/-/C	0/0/0/0/16.6
Dark Dragonrider Bow +1	84/75/0/0/50	B/E/C/-/-/C	0/0/0/0/16.6
Dark Dragonrider Bow +2	103/79/0/0/52	B/E/C/-/-/C	0/0/0/0/16.6
Dark Dragonrider Bow +3	123/82/0/0/55	B/E/C/-/-/C	0/0/0/0/16.6
Dark Dragonrider Bow +4	142/86/0/0/57	B/E/C/-/-/C	0/0/0/0/16.6
Dark Dragonrider Bow +5	162/90/0/0/60	B/E/C/-/-/C	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 Dragonrider Bow +0	82/92/0/0/0	E/E/D/-/-	0/0/0/0/0
Raw Dragonrider Bow +1	107/96/0/0/0	E/E/D/-/-	0/0/0/0/0
Raw Dragonrider Bow +2	132/101/0/0/0	E/E/D/-/-	0/0/0/0/0
Raw Dragonrider Bow +3	157/105/0/0/0	E/E/D/-/-	0/0/0/0/0
Raw Dragonrider Bow +4	182/110/0/0/0	E/E/D/-/-	0/0/0/0/0
Raw Dragonrider Bow +5	207/115/0/0/0	E/E/D/-/-	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 Dragonrider Bow +0	72/80/0/0/0	D/E/D/-/-	0/0/0/0/0
Enchanted Dragonrider Bow +1	93/84/0/0/0	D/E/D/-/-	0/0/0/0/0
Enchanted Dragonrider Bow +2	115/88/0/0/0	D/E/D/-/-	0/0/0/0/0
Enchanted Dragonrider Bow +3	136/92/0/0/0	D/E/D/-/-	0/0/0/0/0
Enchanted Dragonrider Bow +4	158/96/0/0/0	D/E/D/-/-	0/0/0/0/0
Enchanted Dragonrider Bow +5	180/100/0/0/0	D/E/D/-/-	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 Dragonrider Bow +0	36/40/0/0/0	C/E/E/-/-	0/0/0/0/0
Mundane Dragonrider Bow +1	46/42/0/0/0	C/E/E/-/-	0/0/0/0/0
Mundane Dragonrider Bow +2	57/44/0/0/0	C/E/E/-/-	0/0/0/0/0
Mundane Dragonrider Bow +3	68/46/0/0/0	C/E/E/-/-	0/0/0/0/0
Mundane Dragonrider Bow +4	79/48/0/0/0	C/E/E/-/-	0/0/0/0/0
Mundane Dragonrider Bow +5	90/50/0/0/0	C/E/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>
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<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. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. 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>	<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 10 Strength is required to wield this weapon.

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