

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 Strength	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reduction	Stability	Durability	Weight
	72/80/0/0/0 (Projectile/Strike)	100	5	35	20 ¹ /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

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane

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

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

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

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

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

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

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

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>
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<p>Aux Effect:</p>	<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
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p>Stats Needed:</p>	<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>
<p>Stat Bonuses:</p>	<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"> • 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:	<p>The durability of the weapon.</p>
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:	<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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