

Dragonslayer Greatbow

In-Game Description

A greatbow said to be used to down ancient dragons flying high above the clouds. Extremely large for a mere bow, and more destructive than any ranged weapon imaginable.

Shooting this bow first requires the grounding of its stabilizing anchor, which takes time and leaves the shooter vulnerable. Also requires greatarrows.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Trade Old King Soul and 10,000 souls with Weaponsmith Ornifex.

General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	116/0/0/ 0/0 (Projectil e/Strike)	100	15	50	30 ¹ /20/0/0 B/C/-/-/-/-	0/0/0/0/0	10	70	10.0

Notes

- A list of greatarrow types can be found [here](#).
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Raw	Enchanted	Mundane
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Basic

Boss upgrade path.
Requires:

- Petrified Dragon Bone

Name	Damage	Stat Bonuses	Materials Cost	Souls
Dragonslayer Greatbow +1	116/0/0/0/0	B/C/-/-/-/-	-	-
Dragonslayer Greatbow +1	150/0/0/0/0	B/C/-/-/-/-	1x Petrified Dragon Bone	1,810
Dragonslayer Greatbow +2	185/0/0/0/0	B/C/-/-/-/-	2x Petrified Dragon Bone	2,260
Dragonslayer Greatbow +3	220/0/0/0/0	B/C/-/-/-/-	3x Petrified Dragon Bone	2,710
Dragonslayer Greatbow +4	255/0/0/0/0	B/C/-/-/-/-	4x Petrified Dragon Bone	3,610
Dragonslayer Greatbow +5	290/0/0/0/0	B/C/-/-/-/-	5x Petrified Dragon Bone	4,070

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 Dragonslayer Greatbow +0	81/81/0/0/0	B/D/C/-/-	0/16.6/0/0/0
Magic Dragonslayer Greatbow +1	105/105/0/0/0	B/D/C/-/-	0/16.6/0/0/0
Magic Dragonslayer Greatbow +2	129/129/0/0/0	B/D/C/-/-	0/16.6/0/0/0
Magic Dragonslayer Greatbow +3	154/154/0/0/0	B/D/B/-/-	0/16.6/0/0/0
Magic Dragonslayer Greatbow +4	178/178/0/0/0	B/D/B/-/-	0/16.6/0/0/0
Magic Dragonslayer Greatbow +5	203/203/0/0/0	B/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 Dragonslayer Greatbow +0	81/0/81/0/0	B/D/-/C/-	0/0/16.6/0/0
Fire Dragonslayer Greatbow +1	105/0/105/0/0	B/D/-/C/-	0/0/16.6/0/0
Fire Dragonslayer Greatbow +2	129/0/129/0/0	B/D/-/C/-	0/0/16.6/0/0
Fire Dragonslayer Greatbow +3	154/0/154/0/0	B/D/-/B/-	0/0/16.6/0/0
Fire Dragonslayer Greatbow +4	178/0/178/0/0	B/D/-/B/-	0/0/16.6/0/0
Fire Dragonslayer Greatbow +5	203/0/203/0/0	B/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 Dragonslayer Greatbow +0	81/0/0/81/0	B/D/-/-/C/-	0/0/0/16.6/0
Lightning Dragonslayer Greatbow +1	105/0/0/105/0	B/D/-/-/C/-	0/0/0/16.6/0
Lightning Dragonslayer Greatbow +2	129/0/0/129/0	B/D/-/-/C/-	0/0/0/16.6/0
Lightning Dragonslayer Greatbow +3	154/0/0/154/0	B/D/-/-/B/-	0/0/0/16.6/0
Lightning Dragonslayer Greatbow +4	178/0/0/178/0	B/D/-/-/B/-	0/0/0/16.6/0
Lightning Dragonslayer Greatbow +5	203/0/0/203/0	B/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 Dragonslayer Greatbow +0	81/0/0/0/81	B/D/-/-/-/C	0/0/0/0/16.6
Dark Dragonslayer Greatbow +1	105/0/0/0/105	B/D/-/-/-/C	0/0/0/0/16.6
Dark Dragonslayer Greatbow +2	129/0/0/0/129	B/D/-/-/-/C	0/0/0/0/16.6
Dark Dragonslayer Greatbow +3	154/0/0/0/154	B/D/-/-/-/B	0/0/0/0/16.6

Dark Dragonslayer Greatbow +4	178/0/0/0/178	B/D/-/-/-/B	0/0/0/0/16.6
Dark Dragonslayer Greatbow +5	203/0/0/0/203	B/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 Dragonslayer Greatbow +0	133/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Dragonslayer Greatbow +1	173/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Dragonslayer Greatbow +2	213/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Dragonslayer Greatbow +3	253/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Dragonslayer Greatbow +4	293/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Dragonslayer Greatbow +5	333/0/0/0/0	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 Dragonslayer Greatbow +0	116/0/0/0/0	D/E/D/-/-/-	0/0/0/0/0

Enchanted Dragonslayer Greatbow +1	150/0/0/0/0	D/E/D/-/-/-	0/0/0/0/0
Enchanted Dragonslayer Greatbow +2	185/0/0/0/0	D/E/D/-/-/-	0/0/0/0/0
Enchanted Dragonslayer Greatbow +3	220/0/0/0/0	D/E/D/-/-/-	0/0/0/0/0
Enchanted Dragonslayer Greatbow +4	255/0/0/0/0	D/E/D/-/-/-	0/0/0/0/0
Enchanted Dragonslayer Greatbow +5	290/0/0/0/0	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 Dragonslayer Greatbow +0	58/0/0/0/0	C/E/-/-/-/-	0/0/0/0/0
Mundane Dragonslayer Greatbow +1	75/0/0/0/0	C/E/-/-/-/-	0/0/0/0/0
Mundane Dragonslayer Greatbow +2	92/0/0/0/0	C/E/-/-/-/-	0/0/0/0/0
Mundane Dragonslayer Greatbow +3	110/0/0/0/0	C/E/-/-/-/-	0/0/0/0/0
Mundane Dragonslayer Greatbow +4	127/0/0/0/0	C/E/-/-/-/-	0/0/0/0/0
Mundane Dragonslayer Greatbow +5	145/0/0/0/0	C/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>
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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Footnotes 1. All Bows and Greatbows are wielded two-handed, therefore only 15 Strength is required to wield this weapon.

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