

# Heavy Crossbow

## In-Game Description

*A large crossbow that deals heavy damage.*

*Equip bolts to use. Unlike bows, a crossbow can be held in one hand.*

*Equip up to two types of bolts to give yourself immediate options in battle.*

## Availability

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

- Sold by Weaponsmith Ornifex for 4,000 souls.
- Earthen Peak treasure (upgraded to +3). In the area before the Covetous Demon's room, make a running jump onto the platform hanging above the bottomless poison pit (stop your momentum with a plunging attack). There will be a short hallway with a pressure plate arrow trap and three claw wielding Manikins. At the end of this hallway is a wooden chest with the weapon.
- Royal Swordsman (Crossbow) drop - uncommon.
- Invader Rhoj the Explorer drop - rare (upgraded to +5).
- Roaming Soul Catarina Knight drop - rare (upgraded to +5).

## General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
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	145/0/0/0/0  (Projectile/Strike)	100	10	40	20/6/0/0  -/-/-/-/-	0/0/0/0/0	10	70	4.0
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# Notes

- A list of bolt types can be found [here](#).
- Two-handing the weapon will let you aim from a first-person perspective just like a Bow.
  - Alternatively, you can also use the Binoculars to aim from a first-person perspective while one-handling the weapon.  
 To do this, equip the Binoculars in one hand and the Heavy Crossbow in the other hand.  
 Aim with the Binoculars first and then fire the bolt. The bolt will always hit where you're aiming, even if it drains more than your remaining stamina.  
**(Note:** Using this method does not make a reticule appear in the middle of the screen to help you aim.)
- It can only be power-stanced with a Light Crossbow, Sanctum Crossbow or another Heavy Crossbow.
- It is recommended that you infuse it with Raw, that is if you're not infusing it with anything else, due to the weapon having no stat scaling and gaining increased physical damage.
- 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

Standard upgrade path.  
 Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
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Heavy Crossbow +0	145/0/0/0/0	-/-/-/-/-	-	-
Heavy Crossbow +1	159/0/0/0/0	-/-/-/-/-	1x [Titanite Shard	470
Heavy Crossbow +2	174/0/0/0/0	-/-/-/-/-	2x Titanite Shard	580
Heavy Crossbow +3	188/0/0/0/0	-/-/-/-/-	3x Titanite Shard	700
Heavy Crossbow +4	203/0/0/0/0	-/-/-/-/-	1x Large Titanite Shard	930
Heavy Crossbow +5	217/0/0/0/0	-/-/-/-/-	2x Large Titanite Shard	1,050
Heavy Crossbow +6	232/0/0/0/0	-/-/-/-/-	3x Large Titanite Shard	1,160
Heavy Crossbow +7	246/0/0/0/0	-/-/-/-/-	1x Titanite Chunk	1,390
Heavy Crossbow +8	261/0/0/0/0	-/-/-/-/-	2x Titanite Chunk	1,510
Heavy Crossbow +9	275/0/0/0/0	-/-/-/-/-	3x Titanite Chunk	1,620
Heavy Crossbow +10	290/0/0/0/0	-/-/-/-/-	1x Titanite Slab	1,850

# Infusions

## Magic

Reduces: Physical base damage.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Heavy Crossbow +0	72/72/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +1	79/79/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +2	87/87/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +3	94/94/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +4	101/101/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +5	108/108/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +6	116/116/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0

Magic Heavy Crossbow +7	123/123/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +8	130/130/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +9	137/137/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0
Magic Heavy Crossbow +10	145/145/0/0/0	-/-/C/-/-/-	0/16.6/0/0/0

## Fire

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Reduces: Physical base damage.

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 Heavy Crossbow +0	72/0/72/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +1	79/0/79/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +2	87/0/87/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +3	94/0/94/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +4	101/0/101/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +5	108/0/108/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +6	116/0/116/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +7	123/0/123/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +8	130/0/130/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +9	137/0/137/0/0	-/-/-/C/-/-	0/0/16.6/0/0
Fire Heavy Crossbow +10	145/0/145/0/0	-/-/-/C/-/-	0/0/16.6/0/0

## Lightning

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Reduces: Physical base damage.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Lightning Heavy Crossbow +0	72/0/0/72/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +1	79/0/0/79/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +2	87/0/0/87/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +3	94/0/0/94/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +4	101/0/0/101/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +5	108/0/0/108/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +6	116/0/0/116/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +7	123/0/0/123/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +8	130/0/0/130/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +9	137/0/0/137/0	-/-/-/C/-	0/0/0/16.6/0
Lightning Heavy Crossbow +10	145/0/0/145/0	-/-/-/C/-	0/0/0/16.6/0

## Dark

Reduces: Physical base damage.

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 Heavy Crossbow +0	72/0/0/0/72	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +1	79/0/0/0/79	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +2	87/0/0/0/87	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +3	94/0/0/0/94	-/-/-/-/C	0/0/0/0/16.6

Dark Heavy Crossbow +4	101/0/0/0/101	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +5	108/0/0/0/108	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +6	116/0/0/0/116	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +7	123/0/0/0/123	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +8	130/0/0/0/130	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +9	137/0/0/0/137	-/-/-/-/C	0/0/0/0/16.6
Dark Heavy Crossbow +10	145/0/0/0/145	-/-/-/-/C	0/0/0/0/16.6

## Raw

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Reduces: Nothing.  
Adds/Increases: Base damage.  
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Heavy Crossbow +0	159/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +1	175/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +2	191/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +3	207/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +4	223/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +5	239/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +6	255/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +7	271/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +8	287/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +9	303/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Raw Heavy Crossbow +10	319/0/0/0/0	-/-/-/-/-	0/0/0/0/0

## Enchanted

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Reduces: Nothing.  
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 Heavy Crossbow +0	145/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +1	159/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +2	174/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +3	188/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +4	203/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +5	217/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +6	232/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +7	246/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +8	261/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +9	275/0/0/0/0	-/-/D/-/-/-	0/0/0/0/0
Enchanted Heavy Crossbow +10	290/0/0/0/0	-/-/C/-/-/-	0/0/0/0/0

## Mundane

Reduces: Physical base damage.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Mundane Heavy Crossbow +0	21/0/0/0/0	-/-/-/-/-/-	0/0/0/0/0

Mundane Heavy Crossbow +1	23/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +2	26/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +3	28/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +4	30/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +5	32/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +6	34/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +7	36/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +8	39/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +9	41/0/0/0/0	-/-/-/-/-	0/0/0/0/0
Mundane Heavy Crossbow +10	43/0/0/0/0	-/-/-/-/-	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>	<p>The durability of the weapon.</p>
<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>

Revision #1

Created 17 December 2024 08:10:01 by jade

Updated 17 December 2024 08:10:01 by jade