

# Hunter's Blackbow


## In-Game Description

*A black bow designed for long distances.  
Difficult to handle at first, and requiring  
some amount of practice to master.*

*The hunting goddess Evlana was no goddess  
at all, but rather a brave and highly skilled  
bow huntress. Long after her demise,  
the passing of lore transformed her into a deity.*

## Availability

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

- Drangleic Castle treasure. Go down the ladder near the hidden Forgotten Chamber bonfire, the bow will be in a metal chest guarded by a Royal Swordsman.

## General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	77/0/0/0/ 0  (Projectil e/Strike)	100	5	60	9 <sup>1</sup> /25/0/0  E/S/-/-/-	0/0/0/0/0	10	70	2.0

## Notes

- The normal Long Bow does nearly the same amount of damage, even though it only has an A rating in Dexterity scaling.  
However, the Hunter's Blackbow shoots the fastest out of all the bows. (7 frames faster than Longbow)
- Because the difference in scaling from A to S is not that much of an increase, this bow is a good candidate for most infusions as it's scaling drops only to an A rating once infused.
- 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

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
Hunter's Blackbow +0	77/0/0/0/0	E/S/-/-/-	-	-
Hunter's Blackbow +1	84/0/0/0/0	E/S/-/-/-	1x Titanite Shard	630
Hunter's Blackbow +2	92/0/0/0/0	E/S/-/-/-	2x Titanite Shard	790
Hunter's Blackbow +3	100/0/0/0/0	E/S/-/-/-	3x Titanite Shard	940
Hunter's Blackbow +4	108/0/0/0/0	E/S/-/-/-	1x Large Titanite Shard	1,250
Hunter's Blackbow +5	116/0/0/0/0	E/S/-/-/-	2x Large Titanite Shard	1,410
Hunter's Blackbow +6	123/0/0/0/0	E/S/-/-/-	3x Large Titanite Shard	1,570

Hunter's Blackbow +7	131/0/0/0/0	E/S/-/-/-	1x Titanite Chunk	1,880
Hunter's Blackbow +8	139/0/0/0/0	E/S/-/-/-	2x Titanite Chunk	2,030
Hunter's Blackbow +9	147/0/0/0/0	E/S/-/-/-	3x Titanite Chunk	2,190
Hunter's Blackbow +10	155/0/0/0/0	E/S/-/-/-	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 Hunter's Blackbow +0	53/53/0/0/0	E/A/C/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +1	59/59/0/0/0	E/A/C/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +2	64/64/0/0/0	E/A/C/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +3	70/70/0/0/0	E/A/B/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +4	75/75/0/0/0	E/A/B/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +5	81/81/0/0/0	E/A/B/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +6	86/86/0/0/0	E/A/B/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +7	92/92/0/0/0	E/A/B/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +8	97/97/0/0/0	E/A/B/-/-	0/16.6/0/0/0

Magic Hunter's Blackbow +9	103/103/0/0/0	E/A/B/-/-/-	0/16.6/0/0/0
Magic Hunter's Blackbow +10	108/108/0/0/0	E/A/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 Hunter's Blackbow +0	53/0/53/0/0	E/A/-/C/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +1	59/0/59/0/0	E/A/-/C/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +2	64/0/64/0/0	E/A/-/C/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +3	70/0/70/0/0	E/A/-/B/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +4	75/0/75/0/0	E/A/-/B/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +5	81/0/81/0/0	E/A/-/B/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +6	86/0/86/0/0	E/A/-/B/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +7	92/0/92/0/0	E/A/-/B/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +8	97/0/97/0/0	E/A/-/B/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +9	103/0/103/0/0	E/A/-/B/-/-	0/0/16.6/0/0
Fire Hunter's Blackbow +10	108/0/108/0/0	E/A/-/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
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Lightning Hunter's Blackbow +0	53/0/0/53/0	E/A/-/-/C/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +1	59/0/0/59/0	E/A/-/-/C/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +2	64/0/0/64/0	E/A/-/-/C/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +3	70/0/0/70/0	E/A/-/-/B/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +4	75/0/0/75/0	E/A/-/-/B/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +5	81/0/0/81/0	E/A/-/-/B/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +6	86/0/0/86/0	E/A/-/-/B/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +7	92/0/0/92/0	E/A/-/-/B/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +8	97/0/0/97/0	E/A/-/-/B/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +9	103/0/0/103/0	E/A/-/-/B/-	0/0/0/16.6/0
Lightning Hunter's Blackbow +10	108/0/0/108/0	E/A/-/-/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 Hunter's Blackbow +0	53/0/0/0/53	E/A/-/-/-/C	0/0/0/0/16.6
Dark Hunter's Blackbow +1	59/0/0/0/59	E/A/-/-/-/C	0/0/0/0/16.6
Dark Hunter's Blackbow +2	64/0/0/0/64	E/A/-/-/-/C	0/0/0/0/16.6
Dark Hunter's Blackbow +3	70/0/0/0/70	E/A/-/-/-/B	0/0/0/0/16.6
Dark Hunter's Blackbow +4	75/0/0/0/75	E/A/-/-/-/B	0/0/0/0/16.6
Dark Hunter's Blackbow +5	81/0/0/0/81	E/A/-/-/-/B	0/0/0/0/16.6

Dark Hunter's Blackbow +6	86/0/0/0/86	E/A/-/-/-B	0/0/0/0/16.6
Dark Hunter's Blackbow +7	92/0/0/0/92	E/A/-/-/-B	0/0/0/0/16.6
Dark Hunter's Blackbow +8	97/0/0/0/97	E/A/-/-/-B	0/0/0/0/16.6
Dark Hunter's Blackbow +9	103/0/0/0/103	E/A/-/-/-B	0/0/0/0/16.6
Dark Hunter's Blackbow +10	108/0/0/0/108	E/A/-/-/-B	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 Hunter's Blackbow +0	88/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +1	97/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +2	106/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +3	115/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +4	124/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +5	133/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +6	142/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +7	151/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +8	160/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +9	169/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Raw Hunter's Blackbow +10	178/0/0/0/0	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 Hunter's Blackbow +0	77/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +1	84/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +2	92/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +3	100/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +4	108/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +5	116/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +6	123/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +7	131/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +8	139/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +9	147/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Hunter's Blackbow +10	155/0/0/0/0	E/D/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 Hunter's Blackbow +0	38/0/0/0/0	E/C/-/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +1	42/0/0/0/0	E/C/-/-/-/-	0/0/0/0/0

Mundane Hunter's Blackbow +2	46/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +3	50/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +4	54/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +5	58/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +6	61/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +7	65/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +8	69/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +9	73/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Hunter's Blackbow +10	78/0/0/0/0	E/C/-/-/-	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>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>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.</p> <p>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>	<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 4 Strength is required to wield this weapon.

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