

Possessed Armor Greatbow

In-Game Description

*Greatbow wielded by possessed armor.
Crafted with multiple layers of iron,
resulting in almost excessive sturdiness.*

*These suits of armor were once decorations,
until the black fog ruling the tower seized
control of them.*

Availability

Dark Souls 2 & Scholar of the First Sin:

- Possessed Armor drop - rare.

General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	153/0/0/ 0/40 (Projectil e/Strike)	100	15	50	25 ¹ /40/0/0 D/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

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Possessed Armor Greatbow +0	153/0/0/0/40	D/B/-/-/-/C	-	-
Possessed Armor Greatbow +1	157/0/0/0/42	D/B/-/-/-/C	1x Titanite Shard	850
Possessed Armor Greatbow +2	162/0/0/0/44	D/B/-/-/-/C	2x Titanite Shard	1,060
Possessed Armor Greatbow +3	167/0/0/0/46	D/B/-/-/-/C	3x Titanite Shard	1,270
Possessed Armor Greatbow +4	171/0/0/0/48	D/B/-/-/-/C	1x Large Titanite Shard	1,690
Possessed Armor Greatbow +5	176/0/0/0/50	D/B/-/-/-/C	2x Large Titanite Shard	1,900
Possessed Armor Greatbow +6	181/0/0/0/52	D/B/-/-/-/C	3x Large Titanite Shard	2,110
Possessed Armor Greatbow +7	185/0/0/0/54	D/B/-/-/-/C	1x Titanite Chunk	2,540
Possessed Armor Greatbow +8	190/0/0/0/56	D/B/-/-/-/C	2x Titanite Chunk	2,750
Possessed Armor Greatbow +9	195/0/0/0/58	D/B/-/-/-/C	3x Titanite Chunk	2,960
Possessed Armor Greatbow +10	200/0/0/0/60	D/A/-/-/-/C	1x Titanite Slab	3,380

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 Possessed Armor Greatbow +0	133/26/0/0/34	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +1	137/27/0/0/36	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +2	141/29/0/0/38	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +3	145/30/0/0/40	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +4	149/31/0/0/41	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +5	153/33/0/0/43	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +6	157/34/0/0/45	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +7	161/35/0/0/46	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +8	165/36/0/0/48	E/C/C/-/-/C	0/18.3/0/0/0
Magic Possessed Armor Greatbow +9	169/38/0/0/50	E/C/B/-/-/B	0/18.3/0/0/0
Magic Possessed Armor Greatbow +10	174/39/0/0/52	E/C/B/-/-/B	0/18.3/0/0/0

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 Possessed Armor Greatbow +0	133/0/26/0/34	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +1	137/0/27/0/36	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +2	141/0/29/0/38	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +3	145/0/30/0/40	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +4	149/0/31/0/41	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +5	153/0/33/0/43	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +6	157/0/34/0/45	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +7	161/0/35/0/46	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +8	165/0/36/0/48	E/C/-/C/-/C	0/0/18.3/0/0
Fire Possessed Armor Greatbow +9	169/0/38/0/50	E/C/-/B/-/B	0/0/18.3/0/0
Fire Possessed Armor Greatbow +10	174/0/39/0/52	E/C/-/B/-/B	0/0/18.3/0/0

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 Possessed Armor Greatbow +0	133/0/0/26/34	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +1	137/0/0/27/36	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +2	141/0/0/29/38	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +3	145/0/0/30/40	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +4	149/0/0/31/41	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +5	153/0/0/33/43	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +6	157/0/0/34/45	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +7	161/0/0/35/46	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +8	165/0/0/36/48	E/C/-/-/C/C	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +9	169/0/0/38/50	E/C/-/-/B/B	0/0/0/18.3/0
Lightning Possessed Armor Greatbow +10	174/0/0/39/52	E/C/-/-/B/B	0/0/0/18.3/0

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 Possessed Armor Greatbow +0	128/0/0/0/78	E/C/-/-/-/C	0/0/0/0/13.3
Dark Possessed Armor Greatbow +1	132/0/0/0/82	E/C/-/-/-/C	0/0/0/0/13.3
Dark Possessed Armor Greatbow +2	136/0/0/0/86	E/C/-/-/-/C	0/0/0/0/13.3

Dark Possessed Armor Greatbow +3	140/0/0/0/90	E/C/-/-/-B	0/0/0/0/13.3
Dark Possessed Armor Greatbow +4	144/0/0/0/94	E/C/-/-/-B	0/0/0/0/13.3
Dark Possessed Armor Greatbow +5	148/0/0/0/98	E/C/-/-/-B	0/0/0/0/13.3
Dark Possessed Armor Greatbow +6	152/0/0/0/101	E/C/-/-/-B	0/0/0/0/13.3
Dark Possessed Armor Greatbow +7	156/0/0/0/105	E/C/-/-/-B	0/0/0/0/13.3
Dark Possessed Armor Greatbow +8	160/0/0/0/109	E/C/-/-/-B	0/0/0/0/13.3
Dark Possessed Armor Greatbow +9	164/0/0/0/113	E/C/-/-/-B	0/0/0/0/13.3
Dark Possessed Armor Greatbow +10	167/0/0/0/117	E/C/-/-/-B	0/0/0/0/13.3

Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Possessed Armor Greatbow +0	175/0/0/0/46	E/E/-/-/-D	0/0/0/0/0
Raw Possessed Armor Greatbow +1	181/0/0/0/48	E/E/-/-/-D	0/0/0/0/0
Raw Possessed Armor Greatbow +2	186/0/0/0/50	E/E/-/-/-D	0/0/0/0/0
Raw Possessed Armor Greatbow +3	192/0/0/0/52	E/E/-/-/-D	0/0/0/0/0
Raw Possessed Armor Greatbow +4	197/0/0/0/55	E/E/-/-/-D	0/0/0/0/0
Raw Possessed Armor Greatbow +5	202/0/0/0/57	E/E/-/-/-D	0/0/0/0/0

Raw Possessed Armor Greatbow +6	208/0/0/0/59	E/E/-/-/-/D	0/0/0/0/0
Raw Possessed Armor Greatbow +7	213/0/0/0/62	E/E/-/-/-/D	0/0/0/0/0
Raw Possessed Armor Greatbow +8	219/0/0/0/64	E/E/-/-/-/D	0/0/0/0/0
Raw Possessed Armor Greatbow +9	224/0/0/0/66	E/E/-/-/-/D	0/0/0/0/0
Raw Possessed Armor Greatbow +10	230/0/0/0/69	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 Possessed Armor Greatbow +0	153/0/0/0/40	E/E/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +1	157/0/0/0/42	E/E/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +2	162/0/0/0/44	E/E/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +3	167/0/0/0/46	E/E/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +4	171/0/0/0/48	E/E/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +5	176/0/0/0/50	E/D/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +6	181/0/0/0/52	E/D/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +7	185/0/0/0/54	E/D/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +8	190/0/0/0/56	E/D/D/-/-/E	0/0/0/0/0

Enchanted Possessed Armor Greatbow +9	195/0/0/0/58	E/D/D/-/-/E	0/0/0/0/0
Enchanted Possessed Armor Greatbow +10	200/0/0/0/60	E/D/C/-/-/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 Possessed Armor Greatbow +0	76/0/0/0/20	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +1	78/0/0/0/21	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +2	81/0/0/0/22	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +3	83/0/0/0/23	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +4	85/0/0/0/24	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +5	88/0/0/0/25	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +6	90/0/0/0/26	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +7	92/0/0/0/27	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +8	95/0/0/0/28	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +9	97/0/0/0/29	E/D/-/-/-/E	0/0/0/0/0
Mundane Possessed Armor Greatbow +10	100/0/0/0/30	E/D/-/-/-/D	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 12 Strength is required to wield this weapon.

Revision #1
Created 17 December 2024 08:09:29 by jade
Updated 17 December 2024 08:09:29 by jade