

# Sanctum Repeating Crossbow


## In-Game Description

*Repeating crossbow wielded by sanctum knights.  
Strong attack fires dark bolts.*

*These guardian knights were sentenced to eternal  
stewardship of the Sanctum in a clandestine ritual  
carried out in the great depths, but today the  
sanctum receives nary a visitor.*

## Availability

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

Sanctum Knight drop - rare.

## General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	76/0/0/0/ 0  (Projectil e/Strike)	100	10	40	20/15/10 /10  -/-/-/-/C	0/0/0/0/0	10	35	10.0

## Notes

- Firing the weapon with less than three bolts of your selected ammo type will still fire three shots of that type.
- Fires several Dark Orb-like projectiles in a cone in front of you when the weapon is held two-handed, and the Strong Attack of the opposite hand is used (i.e., L2/LB if held in the right hand). Costs 10 durability to use.
  - This can be reduced to 5 with the use of a Bracing Knuckle Ring +2.
- Oddly, infusing it with Dark doesn't give it dark damage or increase its dark scaling. It also lowers the base physical damage more than the other elemental infusions. All the Dark infusion does is increases the damage of the special attack.
- 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-handing the weapon.  
To do this, equip the Binoculars in one hand and the Light 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 Avelyn or another Sanctum Repeating Crossbow.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.

# Upgrades

<div> Fold Unfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane </div>
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## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
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Sanctum Repeating Crossbow +0	76/0/0/0/0	-/-/-/-/C	-	-
Sanctum Repeating Crossbow +1	78/0/0/0/0	-/-/-/-/C	1x Titanite Shard	630
Sanctum Repeating Crossbow +2	80/0/0/0/0	-/-/-/-/C	2x Titanite Shard	790
Sanctum Repeating Crossbow +3	83/0/0/0/0	-/-/-/-/C	3x Titanite Shard	940
Sanctum Repeating Crossbow +4	85/0/0/0/0	-/-/-/-/C	1x Large Titanite Shard	1,250
Sanctum Repeating Crossbow +5	88/0/0/0/0	-/-/-/-/C	2x Large Titanite Shard	1,410
Sanctum Repeating Crossbow +6	90/0/0/0/0	-/-/-/-/C	3x Large Titanite Shard	1,570
Sanctum Repeating Crossbow +7	92/0/0/0/0	-/-/-/-/C	1x Titanite Chunk	1,880
Sanctum Repeating Crossbow +8	95/0/0/0/0	-/-/-/-/C	2x Titanite Chunk	2,040
Sanctum Repeating Crossbow +9	97/0/0/0/0	-/-/-/-/C	3x Titanite Chunk	2,190
Sanctum Repeating Crossbow +10	100/0/0/0/0	-/-/-/-/C	1x Titanite Slab	2,500

# 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 Sanctum Repeating Crossbow +0	64/20/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +1	66/21/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0

Magic Sanctum Repeating Crossbow +2	68/22/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +3	70/23/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +4	72/24/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +5	74/25/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +6	76/26/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +7	78/27/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +8	80/28/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +9	82/29/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0
Magic Sanctum Repeating Crossbow +10	85/29/0/0/0	-/-/C/-/-/C	0/10.0/0/0/0

## Fire

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 Sanctum Repeating Crossbow +0	64/0/20/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +1	66/0/21/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +2	68/0/22/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +3	70/0/23/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +4	72/0/24/0/0	-/-/-/C/-/C	0/0/10.0/0/0

Fire Sanctum Repeating Crossbow +5	74/0/25/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +6	76/0/26/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +7	78/0/27/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +8	80/0/28/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +9	82/0/29/0/0	-/-/-/C/-/C	0/0/10.0/0/0
Fire Sanctum Repeating Crossbow +10	85/0/29/0/0	-/-/-/C/-/C	0/0/10.0/0/0

## Lightning

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 Sanctum Repeating Crossbow +0	64/0/0/20/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +1	66/0/0/21/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +2	68/0/0/22/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +3	70/0/0/23/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +4	72/0/0/24/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +5	74/0/0/25/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +6	76/0/0/26/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +7	78/0/0/27/0	-/-/-/-/C/C	0/0/0/10.0/0

Lightning Sanctum Repeating Crossbow +8	80/0/0/28/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +9	82/0/0/29/0	-/-/-/-/C/C	0/0/0/10.0/0
Lightning Sanctum Repeating Crossbow +10	85/0/0/29/0	-/-/-/-/C/C	0/0/0/10.0/0

# Dark

Reduces: Physical base damage.

Adds/Increases: Special attack damage, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Dark Sanctum Repeating Crossbow +0	53/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +1	54/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +2	56/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +3	58/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +4	59/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +5	61/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +6	63/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +7	64/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +8	66/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +9	68/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0
Dark Sanctum Repeating Crossbow +10	70/0/0/0/0	-/-/-/-/-/C	0/0/0/0/10.0

# 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 Sanctum Repeating Crossbow +0	83/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +1	86/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +2	88/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +3	91/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +4	94/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +5	96/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +6	99/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +7	102/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +8	104/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +9	107/0/0/0/0	-/-/-/-/D	0/0/0/0/0
Raw Sanctum Repeating Crossbow +10	110/0/0/0/0	-/-/-/-/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 Sanctum Repeating Crossbow +0	76/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +1	78/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +2	80/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +3	83/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +4	85/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +5	88/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +6	90/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +7	92/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +8	95/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +9	97/0/0/0/0	-/-/D/-/-/E	0/0/0/0/0
Enchanted Sanctum Repeating Crossbow +10	100/0/0/0/0	-/-/C/-/-/D	0/0/0/0/0

## Mundane

Reduces: Physical 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 Sanctum Repeating Crossbow +0	11/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +1	11/0/0/0/0	-/-/-/-/-/E	0/0/0/0/0



Mundane Sanctum Repeating Crossbow +2	12/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +3	12/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +4	12/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +5	13/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +6	13/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +7	13/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +8	14/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +9	14/0/0/0/0	-/-/-/-/E	0/0/0/0/0
Mundane Sanctum Repeating Crossbow +10	15/0/0/0/0	-/-/-/-/D	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>	<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>

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