

Sea Bow

In-Game Description

*A bow built for sea-faring marine warriors.
Has an extended range for hunting down
sea monsters from afar.*

*A great sea lies to the north of Drangleic,
and beyond that is an unexplored continent
that is home to things inhuman.*

Availability

Dark Souls 2 & Scholar of the First Sin:

- Varangian Sailor (Sword & Shield, Bow) drop - very rare.

General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	72/0/0/0/ 0 (Projectil e/Strike)	100	5	65	16 ¹ /15/0/0 C/C/-/-/-	0/0/0/0/0	10	60	2.0

Notes

- The longest-ranged bow in the game by a hair, but otherwise a very normal bow with an unusual Strength-focused scaling.

- 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
Sea Bow +0	72/0/0/0/0	C/C/-/-	-	-
Sea Bow +1	79/0/0/0/0	C/C/-/-	1x Titanite Shard	470
Sea Bow +2	86/0/0/0/0	C/C/-/-	2x Titanite Shard	580
Sea Bow +3	93/0/0/0/0	C/C/-/-	3x Titanite Shard	700
Sea Bow +4	101/0/0/0/0	C/C/-/-	1x Large Titanite Shard	930
Sea Bow +5	108/0/0/0/0	C/C/-/-	2x Large Titanite Shard	1,050
Sea Bow +6	115/0/0/0/0	C/C/-/-	3x Large Titanite Shard	1,160
Sea Bow +7	123/0/0/0/0	C/C/-/-	1x Titanite Chunk	1,390
Sea Bow +8	130/0/0/0/0	C/C/-/-	2x Titanite Chunk	1,510
Sea Bow +9	137/0/0/0/0	C/C/-/-	3x Titanite Chunk	1,620
Sea Bow +10	145/0/0/0/0	C/C/-/-	1x Titanite Slab	1,850

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 Sea Bow +0	50/50/0/0/0	D/D/C/-/-/-	0/16.6/0/0/0
Magic Sea Bow +1	55/55/0/0/0	D/D/C/-/-/-	0/16.6/0/0/0
Magic Sea Bow +2	60/60/0/0/0	D/D/C/-/-/-	0/16.6/0/0/0
Magic Sea Bow +3	65/65/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Sea Bow +4	70/70/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Sea Bow +5	75/75/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Sea Bow +6	81/81/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Sea Bow +7	86/86/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Sea Bow +8	91/91/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Sea Bow +9	96/96/0/0/0	C/D/B/-/-/-	0/16.6/0/0/0
Magic Sea Bow +10	101/101/0/0/0	C/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 Sea Bow +0	50/0/50/0/0	D/D/-/B/-/-	0/0/16.6/0/0
Fire Sea Bow +1	55/0/55/0/0	D/D/-/C/-/-	0/0/16.6/0/0
Fire Sea Bow +2	60/0/60/0/0	D/D/-/C/-/-	0/0/16.6/0/0
Fire Sea Bow +3	65/0/65/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Sea Bow +4	70/0/70/0/0	C/D/-/B/-/-	0/0/16.6/0/0

Fire Sea Bow +5	75/0/75/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Sea Bow +6	81/0/81/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Sea Bow +7	86/0/86/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Sea Bow +8	91/0/91/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Sea Bow +9	96/0/96/0/0	C/D/-/B/-/-	0/0/16.6/0/0
Fire Sea Bow +10	101/0/101/0/0	C/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 Sea Bow +0	50/0/0/50/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Sea Bow +1	55/0/0/55/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Sea Bow +2	60/0/0/60/0	D/D/-/-/C/-	0/0/0/16.6/0
Lightning Sea Bow +3	65/0/0/65/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Sea Bow +4	70/0/0/70/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Sea Bow +5	75/0/0/75/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Sea Bow +6	81/0/0/81/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Sea Bow +7	86/0/0/86/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Sea Bow +8	91/0/0/91/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Sea Bow +9	96/0/0/96/0	C/D/-/-/B/-	0/0/0/16.6/0
Lightning Sea Bow +10	101/0/0/101/0	C/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 Sea Bow +0	50/0/0/0/50	D/D/-/-/-/C	0/0/0/0/16.6
Dark Sea Bow +1	55/0/0/0/55	D/D/-/-/-/C	0/0/0/0/16.6
Dark Sea Bow +2	60/0/0/0/60	D/D/-/-/-/C	0/0/0/0/16.6
Dark Sea Bow +3	65/0/0/0/65	C/D/-/-/-/B	0/0/0/0/16.6
Dark Sea Bow +4	70/0/0/0/70	C/D/-/-/-/B	0/0/0/0/16.6
Dark Sea Bow +5	75/0/0/0/75	C/D/-/-/-/B	0/0/0/0/16.6
Dark Sea Bow +6	81/0/0/0/81	C/D/-/-/-/B	0/0/0/0/16.6
Dark Sea Bow +7	86/0/0/0/86	C/D/-/-/-/B	0/0/0/0/16.6
Dark Sea Bow +8	91/0/0/0/91	C/D/-/-/-/B	0/0/0/0/16.6
Dark Sea Bow +9	96/0/0/0/96	C/D/-/-/-/B	0/0/0/0/16.6
Dark Sea Bow +10	101/0/0/0/101	C/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 Sea Bow +0	82/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Sea Bow +1	91/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Sea Bow +2	99/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Sea Bow +3	107/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Sea Bow +4	116/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Sea Bow +5	124/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Sea Bow +6	133/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Sea Bow +7	141/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Sea Bow +8	149/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0

Raw Sea Bow +9	158/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Sea Bow +10	166/0/0/0/0	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 Sea Bow +0	72/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +1	79/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +2	86/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +3	93/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +4	101/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +5	108/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +6	115/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +7	123/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +8	130/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +9	137/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Sea Bow +10	145/0/0/0/0	E/E/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 Sea Bow +0	36/0/0/0/0	D/E/-/-/-	0/0/0/0/0

Mundane Sea Bow +1	39/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +2	43/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +3	46/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +4	50/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +5	54/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +6	57/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +7	61/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +8	65/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +9	68/0/0/0/0	D/E/-/-/-/-	0/0/0/0/0
Mundane Sea Bow +10	72/0/0/0/0	D/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>

<p>Stats Needed:</p>	<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"> • 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,</p> <p>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. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</p>	<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).
<p>Damage Reduction:</p>	<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. 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:	<p>The durability of the weapon.</p>
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:	<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 8 Strength is required to wield this weapon.