

Shield Crossbow

In-Game Description

Crossbow created from the soul of the Executioner's Chariot. Iron plate serves as a shield while firing.

The merciless chariot inflicted agony upon others with utter impunity, and the crossbow created from its soul strives to protect from possible retribution.

Effect: guard while firing

Availability

Dark Souls 2 & Scholar of the First Sin:

- Trade Executioner's Chariot Soul and 1,500 souls with Straid of Olaphis.

General Information

Image	Damag e	Counte r Streng th	Poise Damag e	Shot Range	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	112/0/0 /0/0 (Projecti le/Strike)	100	10	45	19/10/0 /0 -/-/-/-/-	100/65/ 55/55/4 5	45/45/4 5/45	30	60	8.0

Notes

- This crossbow can block attacks while aiming/firing.
- 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't** be power-stanced with another crossbow, not even with another Shield 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

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane

Basic

Boss upgrade path.
Requires:

- Petrified Dragon Bone

Name	Damage	Stat Bonuses	Materials Cost	Souls
Shield Crossbow +0	112/0/0/0/0	-/-/-/-/-	-	-
Shield Crossbow +1	145/0/0/0/0	-/-/-/-/-	1x Petrified Dragon Bone	1,040

Shield Crossbow +2	179/0/0/0/0	-/-/-/-/-	2x Petrified Dragon Bone	1,290
Shield Crossbow +3	212/0/0/0/0	-/-/-/-/-	3x Petrified Dragon Bone	1,550
Shield Crossbow +4	246/0/0/0/0	-/-/-/-/-	4x Petrified Dragon Bone	2,070
Shield Crossbow +5	280/0/0/0/0	-/-/-/-/-	5x Petrified Dragon Bone	2,320

Infusions

Magic

Reduces: Physical base damage, damage and aux effects reduction.

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Magic Shield Crossbow +0	56/56/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +1	72/72/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +2	89/89/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +3	106/106/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +4	123/123/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9
Magic Shield Crossbow +5	140/140/0/0/0	-/-/C/-/-	97.9/81.6/52.9/52.9/42.9	42.9/42.9/42.9/42.9

Fire

Reduces: Physical base damage, damage and aux effects reduction.

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	Aux Effects Aux Effects Reduction
Fire Shield Crossbow +0	56/0/56/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +1	72/0/72/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +2	89/0/89/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +3	106/0/106/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +4	123/0/123/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9
Fire Shield Crossbow +5	140/0/140/0/0	-/-/C/-/-	97.9/62.9/71.6/52.9/42.9	42.9/42.9/42.9/42.9

Lightning

Reduces: Physical base damage, damage and aux effects reduction.

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

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Lightning Shield Crossbow +0	56/0/0/56/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +1	72/0/0/72/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +2	89/0/0/89/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +3	106/0/0/106/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9
Lightning Shield Crossbow +4	123/0/0/123/0	-/-/-/C/-	97.9/62.9/52.9/71.6/42.9	42.9/42.9/42.9/42.9

Lightning Shield Crossbow +5	140/0/0/140/0	-/-/-/-/C/-	97.9/62.9/52.9/71.6/4 2.9	42.9/42.9/42.9/42.9
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Dark

Reduces: Physical base damage, damage and aux effects reduction.
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	Aux Effects Aux Effects Reduction
Dark Shield Crossbow +0	56/0/0/0/56	-/-/-/-/C	97.9/62.9/52.9/52.9/6 1.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +1	72/0/0/0/72	-/-/-/-/C	97.9/62.9/52.9/52.9/6 1.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +2	89/0/0/0/89	-/-/-/-/C	97.9/62.9/52.9/52.9/6 1.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +3	106/0/0/0/106	-/-/-/-/C	97.9/62.9/52.9/52.9/6 1.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +4	123/0/0/0/123	-/-/-/-/C	97.9/62.9/52.9/52.9/6 1.6	42.9/42.9/42.9/42.9
Dark Shield Crossbow +5	140/0/0/0/140	-/-/-/-/C	97.9/62.9/52.9/52.9/6 1.6	42.9/42.9/42.9/42.9

Raw

Reduces: Nothing.
Adds/Increases: Physical base damage.
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Aux Effects Reduction
Raw Shield Crossbow +0	123/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0

Raw Shield Crossbow +1	160/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Raw Shield Crossbow +2	197/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Raw Shield Crossbow +3	234/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Raw Shield Crossbow +4	271/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Raw Shield Crossbow +5	308/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0

Enchanted

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	Aux Effects Aux Effects Reduction
Enchanted Shield Crossbow +0	112/0/0/0/0	-/-/D/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +1	145/0/0/0/0	-/-/D/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +2	179/0/0/0/0	-/-/D/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +3	212/0/0/0/0	-/-/D/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +4	246/0/0/0/0	-/-/D/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0
Enchanted Shield Crossbow +5	280/0/0/0/0	-/-/D/-/-	100.0/65.0/55.0/55.0/45.0	45.0/45.0/45.0/45.0

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	Aux Effects Aux Effects Reduction
Mundane Shield Crossbow +0	16/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +1	21/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +2	26/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +3	31/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +4	36/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0
Mundane Shield Crossbow +5	42/0/0/0/0	-/-/-/-/-	100.0/65.0/55.0/55.0/ 45.0	45.0/45.0/45.0/45.0

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:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	<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, 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>
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:	<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>

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