

# Bows

Bows enable precision ranged combat and scale well with Dexterity. Short Bows excel in PvP with their rapid firing rate, while Long Bows suit PvE sniping with longer range and higher headshot potential. Players can manually aim, allowing them to bypass shields, strike weak points, and execute headshots for critical damage. Although Bows are not as strong in close quarters, their ability to engage foes from a distance and strike with pinpoint accuracy makes them invaluable tools for cautious players or those who like to soften enemies before closing in.

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# Black Bow of Pharis

<https://jadepilld.github.io/souls-model-viewer/ds1/weapons.html?model=Black%20Bow%20of%20Pharis.glb>

<https://jadepilld.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Black%20Bow%20of%20Pharis>

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The preferred black bow of the heroic archer Pharis.  
  
Has a longer range than standard bows,  
  
but is more difficult to use. Without proper abilities, results will be  
underwhelming.


## Availability

Guaranteed drop from the Forest Hunter in the Darkroot Garden

## General Information

When firing the bow from a zoomed in state, it is positioned horizontally on the screen instead of vertically like other bows.

Highest Range with a Bow Dist Rate of 30, but generally low damage with low strength scaling. Useful for players with very high DEX stats only.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Black Bow of Pharis	34/0/0/0	65	100	1	9 <sup>1</sup> /18/0/0  E/S/-/-	50

# Upgrades

## Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

13% STR, 165% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Black Bow of Pharis +1	37/0/0/0	E/S/-/-	x1 Titanite Shard	200
Black Bow of Pharis +2	40/0/0/0	E/S/-/-	x1 Titanite Shard	200
Black Bow of Pharis +3	44/0/0/0	E/S/-/-	x2 Titanite Shard	200
Black Bow of Pharis +4	47/0/0/0	E/S/-/-	x2 Titanite shard	200
Black Bow of Pharis +5	51/0/0/0	E/S/-/-	x3 Titanite Shard	200
Black Bow of Pharis +6	54/0/0/0	E/S/-/-	x1 Large Titanite Shard	200
Black Bow of Pharis +7	57/0/0/0	E/S/-/-	x1 Large Titanite Shard	200
Black Bow of Pharis +8	61/0/0/0	E/S/-/-	x2 Large Titanite Shard	200
Black Bow of Pharis +9	64/0/0/0	E/S/-/-	x2 Large Titanite Shard	200
Black Bow of Pharis +10	68/0/0/0	E/S/-/-	x3 Large Titanite Shard	200
Black Bow of Pharis +11	71/0/0/0	E/S/-/-	x1 Titanite Chunk	200
Black Bow of Pharis +12	74/0/0/0	E/S/-/-	x1 Titanite Chunk	200
Black Bow of Pharis +13	78/0/0/0	E/S/-/-	x2 Titanite Chunk	200
Black Bow of Pharis +14	81/0/0/0	E/S/-/-	x3 Titanite Chunk	200
Black Bow of Pharis +15	85/0/0/0	E/S/-/-	x1 Titanite Slab	200

## Crystal

Black Bow of Pharis durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Black Bow of Pharis +10
- Titanite

13% STR, 165% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Crystal Black Bow of Pharis +0	74/0/0/0	E/S/-/-	1x Titanite Chunk	200
Crystal Black Bow of Pharis +1	78/0/0/0	E/S/-/-	1x Titanite Chunk	200
Crystal Black Bow of Pharis +2	81/0/0/0	E/S/-/-	1x Titanite Chunk	200
Crystal Black Bow of Pharis +3	85/0/0/0	E/S/-/-	2x Titanite Chunk	200
Crystal Black Bow of Pharis +4	88/0/0/0	E/S/-/-	3x Titanite Chunk	200
Crystal Black Bow of Pharis +5	91/0/0/0	E/S/-/-	1x Titanite Slab	200

## Lightning

Lighting Damage Added.  
Requires

- Black Bow of Pharis +10
- Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Lightning Black Bow of Pharis +0	125/0/0/139	-/-/-/-	1x Titanite Chunk	200
Lightning Black Bow of Pharis +1	131/0/0/145	-/-/-/-	1x Titanite Chunk	200
Lightning Black Bow of Pharis +2	138/0/0/151	-/-/-/-	1x Titanite Chunk	200
Lightning Black Bow of Pharis +3	144/0/0/157	-/-/-/-	2x Titanite Chunk	200
Lightning Black Bow of Pharis +4	150/0/0/163	-/-/-/-	3x Titanite Chunk	200
Lightning Black Bow of Pharis +5	156/0/0/170	-/-/-/-	1x Titanite Slab	200

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Black Bow of Pharis +5
- Titanite

10% STR, 124% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Raw Black Bow of Pharis +0	58/0/0/0	E/A/-/-	1x Lg. Titanite Shard	200
Raw Black Bow of Pharis +1	62/0/0/0	E/A/-/-	1x Lg. Titanite Shard	200
Raw Black Bow of Pharis +2	66/0/0/0	E/A/-/-	1x Lg. Titanite Shard	200
Raw Black Bow of Pharis +3	70/0/0/0	E/A/-/-	2x Lg. Titanite Shard	200
Raw Black Bow of Pharis +4	74/0/0/0	E/A/-/-	2x Lg. Titanite Shard	200
Raw Black Bow of Pharis +5	78/0/0/0	E/A/-/-	3x Lg. Titanite Shard	200

## Magic

Adds magic damage. Increased damage bonus from intelligence.

Requires

- Black Bow of Pharis +5
- Green Titanite
- Blue Titanite

4% STR, 46% DEX, 128% INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Magic Black Bow of Pharis +0	39/42/0/0	E/D/A/-	1x Green titanite shard	200
Magic Black Bow of Pharis +1	41/44/0/0	E/D/A/-	1x Green titanite shard	200
Magic Black Bow of Pharis +2	44/47/0/0	E/D/A/-	1x Green titanite shard	200
Magic Black Bow of Pharis +3	46/50/0/0	E/D/A/-	2x Green titanite shard	200
Magic Black Bow of Pharis +4	49/53/0/0	E/D/A/-	2x Green titanite shard	200
Magic Black Bow of Pharis +5	52/56/0/0	E/D/A/-	3x Green Titanite Shard	200
Magic Black Bow of Pharis +6	54/58/0/0	E/C/S/-	1x Blue Titanite Chunk	200
Magic Black Bow of Pharis +7	57/61/0/0	E/C/S/-	1x Blue Titanite Chunk	200
Magic Black Bow of Pharis +8	59/64/0/0	E/C/S/-	2x Blue Titanite Chunk	200
Magic Black Bow of Pharis +9	62/67/0/0	E/C/S/-	3x Blue Titanite Chunk	200
Magic Black Bow of Pharis +10	65/70/0/0	E/C/S/-	1x Blue Titanite Slab	200

## Enchanted

Adds magic damage. Increased damage bonus from intelligence.

Requires

- Magic Black Bow of Pharis +5
- Blue Titanite

3% STR, 33% DEX, 125% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Enchanted Black Bow of Pharis +0	52/54/0/0	E/D/A/-	1x Blue Titanite Chunk	200
Enchanted Black Bow of Pharis +1	54/55/0/0	E/D/A/-	1x Blue Titanite Chunk	200
Enchanted Black Bow of Pharis +2	56/57/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Enchanted Black Bow of Pharis +3	58/58/0/0	E/D/S/-	2x Blue Titanite Chunk	200
Enchanted Black Bow of Pharis +4	60/60/0/0	E/D/S/-	3x Blue Titanite Chunk	200
Enchanted Black Bow of Pharis +5	62/62/0/0	E/D/S/-	1x Blue Titanite Slab	200

# Divine

Adds magic damage. Increased damage bonus from faith. Divine effect 110.  
Requires

- Black Bow of Pharis +5
- Green Titanite
- White Titanite

5% STR, 64% DEX, and 127% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Divine Black Bow of Pharis +0	34/42/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Black Bow of Pharis +1	36/44/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Black Bow of Pharis +2	39/47/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Black Bow of Pharis +3	41/50/0/0	E/C/-/A	0/0/110/-	2x Green Titanite Shard	200
Divine Black Bow of Pharis +4	43/53/0/0	E/C/-/A	0/0/110/-	2x Green Titanite Shard	200
Divine Black Bow of Pharis +5	46/56/0/0	E/C/-/A	0/0/110/-	3x Green Titanite Shard	200
Divine Black Bow of Pharis +6	48/58/0/0	E/C/-/S	0/0/110/-	1x White Titanite Chunk	200
Divine Black Bow of Pharis +7	50/61/0/0	E/C/-/S	0/0/110/-	1x White Titanite Chunk	200
Divine Black Bow of Pharis +8	52/64/0/0	E/C/-/S	0/0/110/-	2x White Titanite Chunk	200
Divine Black Bow of Pharis +9	55/67/0/0	E/C/-/S	0/0/110/-	3x White Titanite Chunk	200
Divine Black Bow of Pharis +10	57/70/0/0	E/C/-/S	0/0/110/-	1x White Titanite Slab	200

# Occult

Adds magic damage. Increased damage bonus from faith. Occult effect 110.  
Requires

- Divine Black Bow of Pharis +5
- White Titanite

5% STR, 59% DEX, 150% FAI scaling.



Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Occult Black Bow of Pharis +0	46/52/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Black Bow of Pharis +1	48/54/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Black Bow of Pharis +2	51/57/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Black Bow of Pharis +3	54/59/0/0	E/C/-/S	0/0/-/110	2x White Titanite Chunk	200
Occult Black Bow of Pharis +4	57/62/0/0	E/C/-/S	0/0/-/110	3x White Titanite Chunk	200
Occult Black Bow of Pharis +5	59/65/0/0	E/C/-/S	0/0/-/110	1x White Titanite Slab	200

# Fire

Adds Fire damage. Stat bonuses reduced.  
Requires

- Black Bow of Pharis +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Fire Black Bow of Pharis +0	61/0/61/0	-/-/-	1x Green Titanite Shard	200
Fire Black Bow of Pharis +1	70/0/70/0	-/-/-	1x Green Titanite Shard	200
Fire Black Bow of Pharis +2	79/0/79/0	-/-/-	1x Green Titanite Shard	200
Fire Black Bow of Pharis +3	88/0/88/0	-/-/-	2x Green Titanite Shard	200
Fire Black Bow of Pharis +4	97/0/97/0	-/-/-	2x Green Titanite Shard	200
Fire Black Bow of Pharis +5	107/0/107/0	-/-/-	3x Green Titanite Shard	200
Fire Black Bow of Pharis +6	116/0/116/0	-/-/-	1x Red Titanite Chunk	200
Fire Black Bow of Pharis +7	125/0/125/0	-/-/-	1x Red Titanite Chunk	200
Fire Black Bow of Pharis +8	134/0/134/0	-/-/-	2x Red Titanite Chunk	200
Fire Black Bow of Pharis +9	143/0/143/0	-/-/-	3x Red Titanite Chunk	200
Fire Black Bow of Pharis +10	153/0/153/0	-/-/-	1x Red Titanite Slab	200

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.  
Requires

- Fire Black Bow of Pharis +5
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Chaos Black Bow of Pharis +0	75/0/91/0	-/-/-	1x Red Titanite Chunk	200
Chaos Black Bow of Pharis +1	84/0/103/0	-/-/-	1x Red Titanite Chunk	200
Chaos Black Bow of Pharis +2	93/0/114/0	-/-/-	1x Red Titanite Chunk	200
Chaos Black Bow of Pharis +3	102/0/126/0	-/-/-	2x Red Titanite Chunk	200
Chaos Black Bow of Pharis +4	111/0/138/0	-/-/-	3x Red Titanite Chunk	200
Chaos Black Bow of Pharis +5	120/0/149/0	-/-/-	1x Red Titanite Slab	200

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Damage is further modified by the types of arrows or bolts used.</p>
<b>Range:</b>	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
<b>Durability:</b>	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of user's Equip Weight will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<p><b>Requirements:</b></p>	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an weapon are W/X/Y/Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands (<math>18 \times 1.5 = 27</math>).</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>

## Footnotes

1. Because bows are always two-handed, only 7 Strength is required

# Composite Bow

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Composite%20Bow.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Composite%20Bow>

“

*Composite bow emphasizing power.*

*Requires more strength than standard bows.*


*However, its range is shorter, making it unfit for sniping.*

## Availability

Treasure from a corpse in New Londo Ruins. At the topmost level of the tower with the floodgate control.

## General Information

Has shortened range compared to other bows with a Bow Dist Rate of -24.

Image	Name	Damage	Critical Bonus	Range	Durability	Weight	Stats Needed Stat Bonuses	Framppt Souls
	Composite Bow	55/0/0/0	100	38	100	1.0	11/12/0/0 <sup>1</sup> C/C/-/-	50

## Upgrades

### Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

60% STR, 60% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Composite Bow +0	55/0/0/0	C/C/-/-		
Composite Bow +1	60/0/0/0	C/C/-/-	x1 Titanite Shard	200
Composite Bow +2	66/0/0/0	C/C/-/-	x1 Titanite Shard	200
Composite Bow +3	71/0/0/0	C/C/-/-	x2 Titanite Shard	200
Composite Bow +4	77/0/0/0	C/C/-/-	x2 Titanite Shard	200
Composite Bow +5	82/0/0/0	C/C/-/-	x3 Titanite Shard	200
Composite Bow +6	88/0/0/0	C/C/-/-	x1 Lg. Titanite Shard	200
Composite Bow +7	93/0/0/0	C/C/-/-	x1 Lg. Titanite Shard	200
Composite Bow +8	99/0/0/0	C/C/-/-	x2 Lg. Titanite Shard	200
Composite Bow +9	104/0/0/0	C/C/-/-	x2 Lg. Titanite Shard	200
Composite Bow +10	110/0/0/0	C/C/-/-	x3 Lg. Titanite Shard	200
Composite Bow +11	115/0/0/0	C/C/-/-	x1 Titanite Chunk	200
Composite Bow +12	121/0/0/0	C/C/-/-	x1 Titanite Chunk	200
Composite Bow +13	126/0/0/0	C/C/-/-	x2 Titanite Chunk	200
Composite Bow +14	132/0/0/0	C/C/-/-	x3 Titanite Chunk	200
Composite Bow +15	137/0/0/0	C/C/-/-	x1 Titanite Slab	200

## Crystal

Composite Bow durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Composite Bow +10
- Titanite

60% STR, 60% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Crystal Composite Bow +0	121/0/0/0	C/C/-/-	1x Titanite Chunk	200
Crystal Composite Bow +1	126/0/0/0	C/C/-/-	1x Titanite Chunk	200
Crystal Composite Bow +2	132/0/0/0	C/C/-/-	1x Titanite Chunk	200
Crystal Composite Bow +3	137/0/0/0	C/C/-/-	2x Titanite Chunk	200
Crystal Composite Bow +4	143/0/0/0	C/C/-/-	3x Titanite Chunk	200
Crystal Composite Bow +5	148/0/0/0	C/C/-/-	1x Titanite Slab	200

## Lightning

Lighting Damage Added.  
Requires

- Composite Bow +10
- Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Lightning Composite Bow +0	132/0/0/154	-/-/-/-	1x Titanite Chunk	200
Lightning Composite Bow +1	141/0/0/163	-/-/-/-	1x Titanite Chunk	200
Lightning Composite Bow +2	151/0/0/173	-/-/-/-	1x Titanite Chunk	200
Lightning Composite Bow +3	161/0/0/183	-/-/-/-	2x Titanite Chunk	200
Lightning Composite Bow +4	171/0/0/193	-/-/-/-	3x Titanite Chunk	200
Lightning Composite Bow +5	181/0/0/203	-/-/-/-	1x Titanite Slab	200

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Composite Bow +5
- Titanite

45% STR, 45% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Raw Composite Bow +0	94/0/0/0	D/D/-/-	1x Lg. Titanite Shard	200
Raw Composite Bow +1	100/0/0/0	D/D/-/-	1x Lg. Titanite Shard	200
Raw Composite Bow +2	107/0/0/0	D/D/-/-	1x Lg. Titanite Shard	200
Raw Composite Bow +3	113/0/0/0	D/D/-/-	2x Lg. Titanite Shard	200
Raw Composite Bow +4	119/0/0/0	D/D/-/-	2x Lg. Titanite Shard	200
Raw Composite Bow +5	126/0/0/0	D/D/-/-	3x Lg. Titanite Shard	200

## Magic

Adds magic damage. Increased damage bonus from intelligence.  
Requires

- Composite Bow +5
- Green Titanite
- Blue Titanite

17% STR, 17% DEX, 86% INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Magic Composite Bow +0	61/67/0/0	E/E/B/-	x1 Green Titanite Shard	200
Magic Composite Bow +1	65/72/0/0	E/E/B/-	x1 Green Titanite Shard	200
Magic Composite Bow +2	69/76/0/0	E/E/B/-	x1 Green Titanite Shard	200
Magic Composite Bow +3	73/81/0/0	E/E/B/-	x2 Green Titanite Shard	200
Magic Composite Bow +4	77/85/0/0	E/E/B/-	x2 Green Titanite Shard	200
Magic Composite Bow +5	82/90/0/0	E/E/B/-	x3 Green Titanite Shard	200
Magic Composite Bow +6	86/94/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Magic Composite Bow +7	90/99/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Magic Composite Bow +8	94/103/0/0	E/E/B/-	x2 Blue Titanite Chunk	200
Magic Composite Bow +9	98/108/0/0	E/E/A/-	x1 Blue Titanite Chunk	200
Magic Composite Bow +10	102/112/0/0	E/E/A/-	x1 Blue Titanite Slab	200

## Enchanted



Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Composite Bow +5
- Blue Titanite

12% STR, 12% DEX, 84% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Enchanted Composite Bow +0	82/88/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Enchanted Composite Bow +1	85/90/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Enchanted Composite Bow +2	88/93/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Enchanted Composite Bow +3	91/95/0/0	E/E/A/-	x2 Blue Titanite Chunk	200
Enchanted Composite Bow +4	95/98/0/0	E/E/A/-	x3 Blue Titanite Chunk	200
Enchanted Composite Bow +5	98/102/0/0	E/E/A/-	x1 Blue Titanite Slab	200

## Divine

Adds magic damage. Increased damage bonus from faith. Divine effect 110.  
Requires

- Composite Bow +5
- Green Titanite
- White Titanite

23% STR, 23% DEX, 86% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Divine Composite Bow +0	55/67/0/0	D/D/-/B	0/0/110/-	1x Green Titanite Shard	200
Divine Composite Bow +1	59/72/0/0	D/D/-/B	0/0/110/-	1x Green Titanite Shard	200
Divine Composite Bow +2	62/76/0/0	D/D/-/B	0/0/110/-	1x Green Titanite Shard	200
Divine Composite Bow +3	66/81/0/0	D/D/-/B	0/0/110/-	2x Green Titanite Shard	200
Divine Composite Bow +4	70/85/0/0	D/D/-/B	0/0/110/-	2x Green Titanite Shard	200
Divine Composite Bow +5	74/90/0/0	D/D/-/B	0/0/110/-	3x Green Titanite Shard	200
Divine Composite Bow +6	77/94/0/0	D/D/-/B	0/0/110/-	1x White Titanite Chunk	200
Divine Composite Bow +7	81/99/0/0	D/D/-/B	0/0/110/-	1x White Titanite Chunk	200
Divine Composite Bow +8	85/103/0/0	D/D/-/B	0/0/110/-	2x White Titanite Chunk	200
Divine Composite Bow +9	88/108/0/0	D/D/-/A	0/0/110/-	3x White Titanite Chunk	200
Divine Composite Bow +10	92/112/0/0	D/D/-/A	0/0/110/-	1x White Titanite Slab	200

# Occult

Adds magic damage. Increased damage bonus from faith. Occult effect 110.  
Requires

- Divine Composite Bow +5
- White Titanite

22% STR, 22% DEX, 101% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Occult Composite Bow +0	76/82/0/0	D/D/-/A	0/0/-/110	1x White Titanite Chunk	200
Occult Composite Bow +1	80/86/0/0	D/D/-/A	0/0/-/110	1x White Titanite Chunk	200
Occult Composite Bow +2	85/90/0/0	D/D/-/A	0/0/-/110	1x White Titanite Chunk	200
Occult Composite Bow +3	89/94/0/0	D/D/-/A	0/0/-/110	2x White Titanite Chunk	200
Occult Composite Bow +4	94/98/0/0	D/D/-/A	0/0/-/110	3x White Titanite Chunk	200
Occult Composite Bow +5	98/102/0/0	D/D/-/A	0/0/-/110	1x White Titanite Slab	200

## Fire

Adds Fire damage [Note: does not seem to be working properly - arrows do not get the fire damage effect]. Stat bonuses reduced.

Requires

- Composite Bow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Fire Composite Bow +0	82/0/82/0	-/-/-/-	1x Green Titanite Shard	200
Fire Composite Bow +1	92/0/92/0	-/-/-/-	1x Green Titanite Shard	200
Fire Composite Bow +2	102/0/102/0	-/-/-/-	1x Green Titanite Shard	200
Fire Composite Bow +3	112/0/112/0	-/-/-/-	2x Green Titanite Shard	200
Fire Composite Bow +4	122/0/122/0	-/-/-/-	2x Green Titanite Shard	200
Fire Composite Bow +5	132/0/132/0	-/-/-/-	3x Green Titanite Shard	200
Fire Composite Bow +6	141/0/141/0	-/-/-/-	1x Red Titanite Chunk	200
Fire Composite Bow +7	151/0/151/0	-/-/-/-	1x Red Titanite Chunk	200
Fire Composite Bow +8	161/0/161/0	-/-/-/-	2x Red Titanite Chunk	200
Fire Composite Bow +9	171/0/171/0	-/-/-/-	3x Red Titanite Chunk	200
Fire Composite Bow +10	181/0/181/0	-/-/-/-	1x Red Titanite Slab	200

## Chaos

Base damage increased. Stat bonuses reduced.  
Requires

- Fire Composite Bow +5
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Chaos Composite Bow +0	91/0/117/0	-/-/-	1x Red Titanite Chunk	200
Chaos Composite Bow +1	98/0/128/0	-/-/-	1x Red Titanite Chunk	200
Chaos Composite Bow +2	105/0/138/0	-/-/-	1x Red Titanite Chunk	200
Chaos Composite Bow +3	112/0/149/0	-/-/-	2x Red Titanite Chunk	200
Chaos Composite Bow +4	120/0/160/0	-/-/-	3x Red Titanite Chunk	200
Chaos Composite Bow +5	127/0/170/0	-/-/-	1x Red Titanite Slab	200

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Damage is further modified by the types of arrows or bolts used.</p>
<b>Range:</b>	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
<b>Durability:</b>	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of user's Equip Weight will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<p><b>Requirements:</b></p>	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an weapon are W/X/Y/Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands (<math>18 \times 1.5 = 27</math>).</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>

## Footnotes

1. Even though bows are always two handed, 11 strength is required to use effectively

# Darkmoon Bow

<https://jadepilld.github.io/souls-model-viewer/ds1/weapons.html?model=Darkmoon%20Bow.glb>

<https://jadepilld.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Darkmoon%20Bow>

“ Bow born from the soul of the Dark Sun Gwyndolin, Darkmoon deity who watches over the abandoned city of Gods, Anor Londo.


This golden bow is imbued with powerful magic and is most impressive with Moonlight Arrows.

## Availability

Created by the Giant Blacksmith in Anor Londo from the Soul of Gwyndolin and any +10 Bow for 5,000 Souls

## General Information

Has a Bow Dist Rate of 0.

Image	Name	Damage	Critical	Range	Durability	Weight	Stats Needed Stat Bonuses	Framp Souls
	Darkmoon Bow	85/85/0/0	100	50	400	1.0	7 <sup>1</sup> /16/0/16 E/D/-/D	1,000

## Upgrades

Requires Demon Titanite

18% STR, 32% DEX, 50% FAI scaling.

Name	Damage	Stat Bonuses	Demon Titanite	Souls
Darkmoon Bow +0	85/85/0/0	E/D/-/D		5,000
Darkmoon Bow +1	93/93/0/0	E/D/-/D	1	5,000
Darkmoon Bow +2	102/102/0/0	E/D/-/D	1	5,000
Darkmoon Bow +3	110/110/0/0	E/D/-/D	2	5,000
Darkmoon Bow +4	119/119/0/0	E/D/-/D	2	5,000
Darkmoon Bow +5	127/127/0/0	E/D/-/D	4	5,000

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Damage is further modified by the types of arrows or bolts used.</p>
<b>Range:</b>	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
<b>Durability:</b>	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of user's Equip Weight will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<p><b>Requirements:</b></p>	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an weapon are W/X/Y/Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands (<math>18 \times 1.5 = 27</math>).</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>

## Footnotes

1. because bows are always two handed, only 5 strength is required



# Longbow

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Longbow.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Longbow>

“ Large bow. Projectile weapon for experienced hunters. Equip arrows to use.

Hold bow to aim.

Aim for heads of humanoid foes.

May change type of arrows.

## Availability


Found on a ledge in Darkroot Basin on a dead body with the Hunter Armor Set and some arrows.

Dropped by Undead Crystal Soldier (Bow) (2% drop rate).

Dropped by Giant Skeleton Archer (Bow) (2% drop rate).

## General Information

Has a Bow Dist Rate of 0.

Image	Name	Damage	Critical Bonus	Range	Durability	Weight	Stats Needed Stat Bonuses	Framp Souls
	Longbow	36/0/0/0	100	50	100	1.0	9 <sup>1</sup> /14/0/0  D/A/-/-	50

## Upgrades

# Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

38% STR, 140% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Longbow +0	36/0/0/0	D/A/-/-		
Longbow +1	39/0/0/0	D/S/-/-	x1 Titanite Shard	200
Longbow +2	43/0/0/0	D/S/-/-	x1 Titanite Shard	200
Longbow +3	46/0/0/0	D/S/-/-	x2 Titanite Shard	200
Longbow +4	50/0/0/0	D/S/-/-	x2 Titanite Shard	200
Longbow +5	54/0/0/0	D/S/-/-	x3 Titanite Shard	200
Longbow +6	57/0/0/0	D/S/-/-	x1 Lg. Titanite Shard	200
Longbow +7	61/0/0/0	D/S/-/-	x1 Lg. Titanite Shard	200
Longbow +8	64/0/0/0	D/S/-/-	x2 Lg. Titanite Shard	200
Longbow +9	68/0/0/0	D/S/-/-	x2 Lg. Titanite Shard	200
Longbow +10	72/0/0/0	D/S/-/-	x3 Lg. Titanite Shard	200
Longbow +11	75/0/0/0	D/S/-/-	x1 Titanite Chunk	200
Longbow +12	79/0/0/0	D/S/-/-	x1 Titanite Chunk	200
Longbow +13	82/0/0/0	D/S/-/-	x2 Titanite Chunk	200
Longbow +14	86/0/0/0	D/S/-/-	x3 Titanite Chunk	200
Longbow +15	90/0/0/0	D/S/-/-	x1 Titanite Slab	200

# Crystal

Longbow durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Longbow +10
- Titanite

38% STR, 140% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Crystal Longbow +0	79/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Longbow +1	82/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Longbow +2	86/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Longbow +3	90/0/0/0	D/S/-/-	2x Titanite Chunk	200
Crystal Longbow +4	93/0/0/0	D/S/-/-	3x Titanite Chunk	200
Crystal Longbow +5	97/0/0/0	D/S/-/-	1x Titanite Slab	200

# Lightning

Lighting Damage Added.  
Requires

- Longbow +10
- Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Lightning Longbow +0	133/0/0/147	-/-/-/-	1x Titanite Chunk	200
Lightning Longbow +1	139/0/0/154	-/-/-/-	1x Titanite Chunk	200
Lightning Longbow +2	146/0/0/160	-/-/-/-	1x Titanite Chunk	200
Lightning Longbow +3	152/0/0/167	-/-/-/-	2x Titanite Chunk	200
Lightning Longbow +4	159/0/0/173	-/-/-/-	3x Titanite Chunk	200
Lightning Longbow +5	165/0/0/180	-/-/-/-	1x Titanite Slab	200

# Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Longbow +5
- Titanite

29% STR, 105% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Raw Longbow +0	61/0/0/0	D/A/-/-	1x Lg. Titanite Shard	200
Raw Longbow +1	65/0/0/0	D/A/-/-	1x Lg. Titanite Shard	200
Raw Longbow +2	69/0/0/0	D/A/-/-	1x Lg. Titanite Shard	200
Raw Longbow +3	73/0/0/0	D/A/-/-	2x Lg. Titanite Shard	200
Raw Longbow +4	77/0/0/0	D/A/-/-	2x Lg. Titanite Shard	200
Raw Longbow +5	82/0/0/0	D/A/-/-	3x Lg. Titanite Shard	200

## Magic

Adds magic damage. Increased damage bonus from intelligence.  
Requires

- Longbow +5
- Green Titanite
- Blue Titanite

11% STR, 39% DEX, 128% INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Magic Longbow +0	40/43/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Longbow +1	43/46/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Longbow +2	45/49/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Longbow +3	48/52/0/0	E/D/A/-	2x Green Titanite Shard	200
Magic Longbow +4	51/55/0/0	E/D/A/-	2x Green Titanite Shard	200
Magic Longbow +5	54/58/0/0	E/D/A/-	3x Green Titanite Shard	200
Magic Longbow +6	56/60/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Magic Longbow +7	59/63/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Magic Longbow +8	62/66/0/0	E/D/S/-	2x Blue Titanite Chunk	200
Magic Longbow +9	64/69/0/0	E/D/S/-	3x Blue Titanite Chunk	200
Magic Longbow +10	67/72/0/0	E/D/S/-	1x Blue Titanite Slab	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Longbow +5
- Blue Titanite

8% STR, 28% DEX, 125% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Enchanted Longbow +0	54/58/0/0	E/D/A/-	1x Blue Titanite Chunk	200
Enchanted Longbow +1	56/59/0/0	E/D/A/-	1x Blue Titanite Chunk	200
Enchanted Longbow +2	58/61/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Enchanted Longbow +3	60/63/0/0	E/D/S/-	2x Blue Titanite Chunk	200
Enchanted Longbow +4	62/64/0/0	E/D/S/-	3x Blue Titanite Chunk	200
Enchanted Longbow +5	64/67/0/0	E/D/S/-	1x Blue Titanite Slab	200

## Divine

Adds magic damage. Increased damage bonus from faith. Divine effect 110.  
Requires

- Longbow +5
- Green Titanite
- White Titanite

15% STR, 54% DEX, 127% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Divine Longbow +0	36/45/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Longbow +1	38/48/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Longbow +2	40/51/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Longbow +3	43/54/0/0	E/C/-/A	0/0/110/-	2x Green Titanite Shard	200
Divine Longbow +4	45/57/0/0	E/C/-/A	0/0/110/-	2x Green Titanite Shard	200
Divine Longbow +5	48/60/0/0	E/C/-/A	0/0/110/-	3x Green Titanite Shard	200
Divine Longbow +6	50/62/0/0	E/C/-/S	0/0/110/-	1x White Titanite Chunk	200
Divine Longbow +7	52/66/0/0	E/C/-/S	0/0/110/-	1x White Titanite Chunk	200
Divine Longbow +8	55/69/0/0	E/C/-/S	0/0/110/-	2x White Titanite Chunk	200
Divine Longbow +9	57/72/0/0	E/C/-/S	0/0/110/-	3x White Titanite Chunk	200
Divine Longbow +10	60/75/0/0	E/C/-/S	0/0/110/-	1x White Titanite Slab	200

# Occult

Adds magic damage. Increased damage bonus from faith. Occult effect 110.  
Requires

- Divine Longbow +5
- White Titanite

14% STR, 50% DEX, 150% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Occult Longbow +0	50/54/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Longbow +1	52/56/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Longbow +2	56/59/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Longbow +3	58/62/0/0	E/C/-/S	0/0/-/110	2x White Titanite Chunk	200
Occult Longbow +4	62/64/0/0	E/C/-/S	0/0/-/110	3x White Titanite Chunk	200
Occult Longbow +5	65/67/0/0	E/C/-/S	0/0/-/110	1x White Titanite Slab	200

## Fire

Adds Fire damage [Note: does not seem to be working properly - arrows do not get the fire damage effect]. Stat bonuses reduced.  
Requires

- Longbow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Fire Longbow +0	64/0/64/0	-/-/-	1x Green Titanite Shard	200
Fire Longbow +1	74/0/74/0	-/-/-	1x Green Titanite Shard	200
Fire Longbow +2	84/0/84/0	-/-/-	1x Green Titanite Shard	200
Fire Longbow +3	93/0/93/0	-/-/-	2x Green Titanite Shard	200
Fire Longbow +4	103/0/103/0	-/-/-	2x Green Titanite Shard	200
Fire Longbow +5	113/0/113/0	-/-/-	3x Green Titanite Shard	200
Fire Longbow +6	123/0/123/0	-/-/-	1x Red Titanite Chunk	200
Fire Longbow +7	132/0/132/0	-/-/-	1x Red Titanite Chunk	200
Fire Longbow +8	142/0/142/0	-/-/-	2x Red Titanite Chunk	200
Fire Longbow +9	152/0/152/0	-/-/-	3x Red Titanite Chunk	200
Fire Longbow +10	162/0/162/0	-/-/-	1x Red Titanite Slab	200

## Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.  
Requires

- Fire Longbow +5
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Chaos Longbow +0	80/0/97/0	-/-/-	1x Red Titanite Chunk	200
Chaos Longbow +1	89/0/109/0	-/-/-	1x Red Titanite Chunk	200
Chaos Longbow +2	99/0/121/0	-/-/-	1x Red Titanite Chunk	200
Chaos Longbow +3	108/0/133/0	-/-/-	2x Red Titanite Chunk	200
Chaos Longbow +4	118/0/146/0	-/-/-	3x Red Titanite Chunk	200
Chaos Longbow +5	128/0/158/0	-/-/-	1x Red Titanite Slab	200

## Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Damage is further modified by the types of arrows or bolts used.</p>
<b>Range:</b>	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
<b>Durability:</b>	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of user's Equip Weight will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>



<p><b>Requirements:</b></p>	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an weapon are W/X/Y/Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands (<math>18 \times 1.5 = 27</math>).</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>

## Footnotes

1. because bows are always two handed, only 6 strength is required

# Short Bow

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Short%20Bow.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Short%20Bow>

“

*Small bow. Standard projectile weapon.*

*Equip arrows to use.*

*Hold bow to aim.*

*Aim for heads of humanoid foes.*

*May change type of arrows.*


## Availability

Sold by Undead Merchant (male) in Undead Burg for 1000 Souls

Dropped by bow-wielding Hollows in the Painted World of Ariamis and Undead Asylum (2% drop rate).

Dropped by bow-wielding Skeletons (2% drop rate).

## General Information

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Short Bow	31/0/0/0	50	100	0.5	10 <sup>1</sup> /12/0/0 D/A/-/-	50

## Upgrades

# Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

38% STR, 140% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Short Bow +0	31/0/0/0	D/A/-/-	x1 Titanite Shard	200
Short Bow +1	34/0/0/0	D/S/-/-	x1 Titanite Shard	200
Short Bow +2	37/0/0/0	D/S/-/-	x1 Titanite Shard	200
Short Bow +3	40/0/0/0	D/S/-/-	x2 Titanite Shard	200
Short Bow +4	43/0/0/0	D/S/-/-	x2 Titanite Shard	200
Short Bow +5	46/0/0/0	D/S/-/-	x3 Titanite Shard	200
Short Bow +6	49/0/0/0	D/S/-/-	x1 Large Titanite Shard	200
Short Bow +7	52/0/0/0	D/S/-/-	x1 Large Titanite Shard	200
Short Bow +8	55/0/0/0	D/S/-/-	x2 Large Titanite Shard	200
Short Bow +9	58/0/0/0	D/S/-/-	x2 Large Titanite Shard	200
Short Bow +10	62/0/0/0	D/S/-/-	x3 Large Titanite Shard	200
Short Bow +11	65/0/0/0	D/S/-/-	x1 Titanite Chunk	200
Short Bow +12	68/0/0/0	D/S/-/-	x1 Titanite Chunk	200
Short Bow +13	71/0/0/0	D/S/-/-	x2 Titanite Chunks	200
Short Bow +14	74/0/0/0	D/S/-/-	x3 Titanite Chunks	200
Short Bow +15	77/0/0/0	D/S/-/-	x1 Titanite Slab	200

# Crystal

Short Bow durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Short Bow +10
- Titanite

38% STR, 140% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Crystal Short Bow +0	68/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Short Bow +1	71/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Short Bow +2	74/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Short Bow +3	77/0/0/0	D/S/-/-	2x Titanite Chunk	200
Crystal Short Bow +4	80/0/0/0	D/S/-/-	3x Titanite Chunk	200
Crystal Short Bow +5	83/0/0/0	D/S/-/-	1x Titanite Slab	200

## Lightning

Lighting Damage Added.  
Requires

- Short Bow +10
- Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Lightning Short Bow +0	114/0/0/127	-/-/-/-	1x Titanite Chunk	200
Lightning Short Bow +1	120/0/0/132	-/-/-/-	1x Titanite Chunk	200
Lightning Short Bow +2	125/0/0/138	-/-/-/-	1x Titanite Chunk	200
Lightning Short Bow +3	131/0/0/143	-/-/-/-	2x Titanite Chunk	200
Lightning Short Bow +4	137/0/0/149	-/-/-/-	3x Titanite Chunk	200
Lightning Short Bow +5	142/0/0/155	-/-/-/-	1x Titanite Slab	200

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Short Bow +5
- Titanite

29% STR, 105% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Raw Short Bow +0	54/0/0/0	D/A/-/-	1x Large Titanite Shard	200
Raw Short Bow +1	57/0/0/0	D/A/-/-	1x Large Titanite Shard	200
Raw Short Bow +2	61/0/0/0	D/A/-/-	1x Large Titanite Shard	200
Raw Short Bow +3	64/0/0/0	D/A/-/-	2x Large Titanite Shard	200
Raw Short Bow +4	68/0/0/0	D/A/-/-	2x Large Titanite Shard	200
Raw Short Bow +5	72/0/0/0	D/A/-/-	3x Large Titanite Shard	200

## Magic

Adds magic damage. Increased damage bonus from intelligence.

Requires

- Short Bow+5
- Green Titanite

11% STR, 39% DEX, 128% INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Magic Short Bow +0	34/37/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Short Bow +1	36/40/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Short Bow +2	39/42/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Short Bow +3	41/45/0/0	E/D/A/-	2x Green Titanite Shard	200
Magic Short Bow +4	43/47/0/0	E/D/A/-	2x Green Titanite Shard	200
Magic Short Bow +5	46/50/0/0	E/D/A/-	3x Green Titanite Shard	200
Magic Short Bow +6	48/52/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Magic Short Bow +7	50/55/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Magic Short Bow +8	52/57/0/0	E/D/S/-	2x Blue Titanite Chunk	200
Magic Short Bow +9	55/60/0/0	E/D/S/-	3x Blue Titanite Chunk	200
Magic Short Bow +10	57/62/0/0	E/D/S/-	1x Blue Titanite Slab	200

## Enchanted

Adds magic damage. Increased damage bonus from intelligence.

Requires

- Magic Short Bow+5

- Blue Titanite Chunk

8% STR, 28% DEX, 125% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Enchanted Short Bow +0	46/50/0/0	E/D/A/-	1x Blue Titanite Chunk	200
Enchanted Short Bow +1	47/51/0/0	E/D/A/-	1x Blue Titanite Chunk	200
Enchanted Short Bow +2	49/52/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Enchanted Short Bow +3	51/54/0/0	E/D/S/-	2x Blue Titanite Chunk	200
Enchanted Short Bow +4	53/56/0/0	E/D/S/-	3x Blue Titanite Chunk	200
Enchanted Short Bow +5	55/58/0/0	E/D/S/-	1x Blue Titanite Slab	200

## Divine

Adds magic damage. Increased damage bonus from faith.

Requires

- Short Bow +5
- Green Titanite
- White Titanite

15% STR, 54% DEX, 127% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Divine Short Bow +0	31/39/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Short Bow +1	33/41/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Short Bow +2	35/44/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Short Bow +3	37/46/0/0	E/C/-/A	0/0/110/-	2x Green Titanite Shard	200
Divine Short Bow +4	39/49/0/0	E/C/-/A	0/0/110/-	2x Green Titanite Shard	200
Divine Short Bow +5	42/52/0/0	E/C/-/A	0/0/110/-	3x Green Titanite Shard	200
Divine Short Bow +6	44/54/0/0	E/C/-/S	0/0/110/-	1x White Titanite Chunk	200
Divine Short Bow +7	46/57/0/0	E/C/-/S	0/0/110/-	1x White Titanite Chunk	200
Divine Short Bow +8	48/59/0/0	E/C/-/S	0/0/110/-	2x White Titanite Chunk	200
Divine Short Bow +9	50/62/0/0	E/C/-/S	0/0/110/-	3x White Titanite Chunk	200
Divine Short Bow +10	52/65/0/0	E/C/-/S	0/0/110/-	1x White Titanite Slab	200

# Occult

Adds magic damage. Increased damage bonus from faith.  
Requires

- Divine Short Bow +5
- White Titanite

14% STR, 50% DEX, 150% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Occult Short Bow +0	42/46/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Short Bow +1	44/48/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Short Bow +2	47/50/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Short Bow +3	49/52/0/0	E/C/-/S	0/0/-/110	2x White Titanite Chunk	200
Occult Short Bow +4	52/55/0/0	E/C/-/S	0/0/-/110	3x White Titanite Chunk	200
Occult Short Bow +5	54/57/0/0	E/C/-/S	0/0/-/110	1x White Titanite Slab	200

## Fire

Adds Fire damage [Note: does not seem to be working properly - arrows do not get the fire damage effect]. Stat bonuses reduced.  
Requires

- Short Bow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Fire Short Bow +0	55/0/55/0	-/-/-/-	1x Green Titanite Shard	200
Fire Short Bow +1	64/0/64/0	-/-/-/-	1x Green Titanite Shard	200
Fire Short Bow +2	72/0/72/0	-/-/-/-	1x Green Titanite Shard	200
Fire Short Bow +3	80/0/80/0	-/-/-/-	2x Green Titanite Shard	200
Fire Short Bow +4	89/0/89/0	-/-/-/-	2x Green Titanite Shard	200
Fire Short Bow +5	97/0/97/0	-/-/-/-	3x Green Titanite Shard	200
Fire Short Bow +6	106/0/106/0	-/-/-/-	1x Red Titanite Chunk	200
Fire Short Bow +7	114/0/114/0	-/-/-/-	1x Red Titanite Chunk	200
Fire Short Bow +8	122/0/122/0	-/-/-/-	2x Red Titanite Chunk	200
Fire Short Bow +9	131/0/131/0	-/-/-/-	3x Red Titanite Chunk	200
Fire Short Bow +10	139/0/139/0	-/-/-/-	1x Red Titanite Slab	200

## Chaos



Base damage reduced from fire upgrade path. Damage bonus from humanity.  
Requires

- Fire Short Bow +5
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Chaos Short Bow +0	67/0/83/0	-/-/-	1x Red Titanite Chunk	200
Chaos Short Bow +1	75/0/94/0	-/-/-	1x Red Titanite Chunk	200
Chaos Short Bow +2	83/0/104/0	-/-/-	1x Red Titanite Chunk	200
Chaos Short Bow +3	91/0/115/0	-/-/-	2x Red Titanite Chunk	200
Chaos Short Bow +4	99/0/125/0	-/-/-	3x Red Titanite Chunk	200
Chaos Short Bow +5	108/0/136/0	-/-/-	1x Red Titanite Slab	200

## Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Damage is further modified by the types of arrows or bolts used.</p>
<b>Range:</b>	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
<b>Durability:</b>	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of user's Equip Weight will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<p><b>Requirements:</b></p>	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an weapon are W/X/Y/Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands (<math>18 \times 1.5 = 27</math>).</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>

## Footnotes

1. Because bows are always two handed, only 7 strength is required