

# 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>

<b>Requirements:</b>	<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>
<b>Stat Bonuses:</b>	<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
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