

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	Frampt Souls
	Darkmoon Bow	85/85/0/0	100	50	400	1.0	7 ¹ /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

Damage:	<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">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Damage is further modified by the types of arrows or bolts used.</p>
Range:	<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>
Durability:	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<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>

Requirements:	<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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z 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 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 ($18 \times 1.5 = 27$).</p>
Stat Bonuses:	<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