Darkmoon Bow

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

https://jadepilled.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:	The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Damage is further modified by the types of arrows or bolts used.
Range:	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.
Durability:	The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.

Requirements:	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: - W is the Strength required - X is the Dexterity required - Y is the Intelligence required - Z is the Faith required 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. 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 x 1.5 = 27).
Stat Bonuses:	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).

Footnotes

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

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