

# Heavy Crossbow

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

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

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*Powerful large crossbow.*

*While bows require both hands, a crossbow is held in one, but arming each bolt takes time.*

*Equip bolts to use.*

*May change type of bolt.*

## Availability


Depths treasure

Two floors above the Gaping Dragon's boss fog, on a corpse hanging by the parapet overlooking the boss arena

## General Information

Binoculars can help with aiming. With the Binoculars, line the target up in the exact center of the screen. Change to the Heavy Crossbow without moving the camera, then fire.

Has a Bow Dist Rate of 0.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Heavy Crossbow	55/0/0/0	50	150	5	14 <sup>1</sup> /8/0/0 -/-/-	50

# Upgrades

## Basic

Standard upgrade path.  
Requires

- Titanite

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Heavy Crossbow +0	55/0/0/0	-/-/-					200
Heavy Crossbow +1	93/0/0/0	-/-/-	1				200
Heavy Crossbow +2	110/0/0/0	-/-/-	1				200
Heavy Crossbow +3	126/0/0/0	-/-/-	2				200
Heavy Crossbow +4	143/0/0/0	-/-/-	2				200
Heavy Crossbow +5	159/0/0/0	-/-/-	3				200
Heavy Crossbow +6	181/0/0/0	-/-/-		1			200
Heavy Crossbow +7	198/0/0/0	-/-/-		1			200
Heavy Crossbow +8	214/0/0/0	-/-/-		2			200
Heavy Crossbow +9	230/0/0/0	-/-/-		2			200
Heavy Crossbow +10	247/0/0/0	-/-/-		3			200
Heavy Crossbow +11	269/0/0/0	-/-/-			1		200
Heavy Crossbow +12	286/0/0/0	-/-/-			1		200
Heavy Crossbow +13	302/0/0/0	-/-/-			2		200
Heavy Crossbow +14	319/0/0/0	-/-/-			3		200
Heavy Crossbow +15	341/0/0/0	-/-/-				1	200

## Crystal

Heavy Crossbow durability reduced to ++15\*\*. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Heavy Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Heavy Crossbow +0	286/0/0/0	-/-/-	1		200
Crystal Heavy Crossbow +1	302/0/0/0	-/-/-	1		200
Crystal Heavy Crossbow +2	319/0/0/0	-/-/-	1		200
Crystal Heavy Crossbow +3	335/0/0/0	-/-/-	2		200
Crystal Heavy Crossbow +4	352/0/0/0	-/-/-	3		200
Crystal Heavy Crossbow +5	374/0/0/0	-/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Heavy Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Lightning Heavy Crossbow +0	154/0/0/143	-/-/-	1		200
Lightning Heavy Crossbow +1	165/0/0/154	-/-/-	1		200
Lightning Heavy Crossbow +2	176/0/0/165	-/-/-	1		200
Lightning Heavy Crossbow +3	187/0/0/176	-/-/-	2		200
Lightning Heavy Crossbow +4	198/0/0/187	-/-/-	3		200
Lightning Heavy Crossbow +5	209/0/0/198	-/-/-		1	200

# Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Heavy Crossbow +5
- Green Titanite
- Blue Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Heavy Crossbow +0	102/103/0/0	-/-/-	1			200
Magic Heavy Crossbow +1	114/116/0/0	-/-/-	1			200
Magic Heavy Crossbow +2	126/128/0/0	-/-/-	1			200
Magic Heavy Crossbow +3	138/141/0/0	-/-/-	2			200
Magic Heavy Crossbow +4	150/153/0/0	-/-/-	2			200
Magic Heavy Crossbow +5	161/166/0/0	-/-/-	3			200
Magic Heavy Crossbow +6	173/179/0/0	-/-/-		1		200
Magic Heavy Crossbow +7	185/191/0/0	-/-/-		1		200
Magic Heavy Crossbow +8	197/204/0/0	-/-/-		2		200
Magic Heavy Crossbow +9	209/216/0/0	-/-/-		3		200
Magic Heavy Crossbow +10	221/231/0/0	-/-/-			1	200

# Divine

Adds magic damage. Moderate damage bonus from faith.  
Requires

- Heavy Crossbow +5
- Green Titanite
- White Titanite

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Heavy Crossbow +0	92/112/0/0	-/-/-	0/0/110/-	1			200
Divine Heavy Crossbow +1	103/126/0/0	-/-/-	0/0/110/-	1			200
Divine Heavy Crossbow +2	114/139/0/0	-/-/-	0/0/110/-	1			200
Divine Heavy Crossbow +3	125/153/0/0	-/-/-	0/0/110/-	2			200
Divine Heavy Crossbow +4	136/166/0/0	-/-/-	0/0/110/-	2			200
Divine Heavy Crossbow +5	148/180/0/0	-/-/-	0/0/110/-	3			200
Divine Heavy Crossbow +6	159/193/0/0	-/-/-	0/0/110/-		1		200
Divine Heavy Crossbow +7	170/207/0/0	-/-/-	0/0/110/-		1		200
Divine Heavy Crossbow +8	181/220/0/0	-/-/-	0/0/110/-		2		200
Divine Heavy Crossbow +9	192/233/0/0	-/-/-	0/0/110/-		3		200
Divine Heavy Crossbow +10	203/247/0/0	-/-/-	0/0/110/-			1	200

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Heavy Crossbow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Heavy Crossbow +0	99/0/99/0	-/-/-	1			200
Fire Heavy Crossbow +1	111/0/111/0	-/-/-	1			200
Fire Heavy Crossbow +2	124/0/124/0	-/-/-	1			200
Fire Heavy Crossbow +3	136/0/136/0	-/-/-	2			200
Fire Heavy Crossbow +4	149/0/149/0	-/-/-	2			200
Fire Heavy Crossbow +5	162/0/162/0	-/-/-	3			200
Fire Heavy Crossbow +6	176/0/176/0	-/-/-		1		200
Fire Heavy Crossbow +7	188/0/188/0	-/-/-		1		200
Fire Heavy Crossbow +8	201/0/201/0	-/-/-		2		200
Fire Heavy Crossbow +9	213/0/213/0	-/-/-		3		200
Fire Heavy Crossbow +10	228/0/228/0	-/-/-			1	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>	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.
<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>	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. When using two handed, only 10 strength is required