

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	Frampt Souls
	Longbow	36/0/0/0	100	50	100	1.0	9 ¹ /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

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 6 strength is required