

This document lists the generally best weapons for each weapon class in a fresh playthrough of Dark Souls II. Other options may be better in niche circumstances or at very high character level. Please refer to the [best equipment document](#) for the best weapons *without regard* to weapon class and for overall weapon and levelling tips. All weapons follow the recommended infusion advice in the linked document unless otherwise specified.

Axes: Bandit Axe.

Bows: Longbow is the best early bow, Dragonrider Bow and Bow of Want are generally the best. (Lightning) Bow of Want will be more effective than Dragonrider Bow in most cases; Dragonrider Bow is only worth considering if you are facing a lightning-resistant enemy. All bows except Bow of Want should be uninfused.

Longbow and Hunter's Blackbow are also fine to use if you are opting into Dexterity as your scaling stat, and should be used instead of anything else if you are fighting enemies in the DLC areas.

Claws: Manikin Claws. Note that claw weapons should mainly use the powerstance L1 attack, as all other attacks are worse in practically every scenario.

Crossbows: Crossbows are a tricky subject, with the contenders being Avelyn, Heavy Crossbow, Sanctum Crossbow, and Sanctum Repeating Crossbow.

Heavy Crossbow is the most general option, being economical with bolts and stamina and having high AR. Avelyn will do more damage per attack, but is more costly with bolts and stamina. Both should be used on Raw.

Sanctum Crossbow and Sanctum Repeating Crossbow are only useful for their special "L2" attack, which consumes a high amount of durability but does a large amount of dark damage. Both should be used on Dark.

Curved Greatswords: Murakumo is the best until you can get Curved Dragon Greatsword.

Curved Swords: Manikin Sabre and Warped Sword both compete for the top spot. Manikin Sabre offers a lower stat investment profile, whereas Warped Sword will have higher damage. In general, Manikin Sabre should only be used for low stat investment- i.e., on caster setups wanting a curved sword melee weapon.

Daggers: Dagger is the best until you can get Royal Dirk. Dagger notably should not be infused with Lightning, as it does not have enough base damage to compete with uninfused/no infusion. Feel free to invest into Dexterity for scaling damage on Dagger if you are not using Royal Dirk.

Fists: Vanquisher's Seal (a ring) and uninfused Caestus are roughly competitive throughout PvE; note that Vanquisher's Seal requires no upgrade materials. For ideal damage you would use mainhand Caestus and offhand Vanquisher's Seal (bare fist), as this results in a faster moveset than two bare fists.

Note that fist weapons should mainly use the powerstance L1 attack, as all other attacks are worse in practically every scenario.

Greataxes: King's Ultra Greatsword is usually the best, but is extremely heavy and found late in the game. Use Raw Crypt Blacksword until King's Ultra Greatsword, or if you find King's Ultra Greatsword too stat-intensive, continue to use Raw Crypt Blacksword. Raw Crypt Blacksword can be equal or slightly higher in damage for

enemies not weak to strike/resistant to dark damage. If you do not want to use a Bonfire Ascetic to acquire Raw Crypt Blacksword, use Greataxe.

Greatbows: Twin-Headed Greatbow if you have DLC, Dragonslayer Greatbow if you do not. All greatbows except Possessed Armor Greatbow are similar in effectiveness (meaning Possessed Armor Greatbow is the worst), and should be used uninfused.

Greathammers: Old Knight Hammer until very high levels of the Strength stat. Dragon Tooth and Pickaxe offer about the same damage at 40+ Strength, and have higher durability (Unfortunately, Pickaxe lacks the incredible downward-smashing 2HR2). Keep in mind the opportunity cost of reaching 40 Strength instead of staying at 15 Strength - these are levels that could be invested into Vigor, Endurance, etc.

Greatswords: Bastard Sword is usually the most relevant early game greatsword. Bluemoon Greatsword is drastically better than it, but requires you to kill Benhart if you do not want to wait until the end of base game to acquire it.

Halberds: Raw Roaring Halberd and Mastodon Halberd are both very competitive for the early to midgame, with Raw Roaring Halberd generally working better as long as you are buffing (as you need less levels to meet its stat requirements). Drakekeeper's Warpick is the best option when you can acquire it.

Hammers: Craftsman's Hammer and Homunculus Mace both compete for the top spot. Craftsman's Hammer is available earlier and takes Twinkling Titanite instead of regular Titanite, while Homunculus Mace has generally higher damage. Black Dragon Warpick can be better with Old Leo Ring if an enemy takes more thrust damage than strike

damage (since Black Dragon Warpick does thrust damage), but does have higher stat requirements.

Katanas: Chaos Blade. If you cannot afford its somewhat high requirements, cannot stand its health drain, or desire an earlier katana, use Uchigatana instead.

Lances: Grand Lance.

Reapers: Bone Scythe.

Spears: Gargoyle Bident and Winged Spear are generally the best spears. Bident can be used uninfused if you have the minimum amount of Strength to 1H (or higher), but should be Lightning otherwise. If you are opting for 22+ Strength, the usual spell weapon buffs should be left for later in favor of getting to 40 Strength (with item weapon buffs).

Straight Swords: Varangian Sword (if you are fine with farming for it) and Broadsword (if you want a guaranteed weapon) are the best until you can get Black Dragon Sword. Don't use Fire Longsword.

Thrusting Swords: Rapier is the best until you can get Ice Rapier. If you don't have DLC, Espada Ropera needs higher stat investment than Rapier, but offers more damage.

Twinblades: Raw Santier's Spear is the best early option until you can get Red Iron Twinblade.

Ultra Greatswords: Lost Sinner's Sword, or Greatsword before you can acquire Lost Sinner's Sword. At very high character levels, Ivory King's Ultra Greatsword (IKUGS) can be a bit better than Lost Sinner's Sword, and should be used uninfused. If you want horizontal 2HR1s earlier in progression, use Zweihander.

Whips: Old Whip.