

Tier	Rarity	Name	Item Base	Damage	Requirement	Speed	Other Stats
S+	Unique (Elite)	Widowmaker	Hydra Bow	38 To (41-547) (138-201 Avg)(Based On Character Level)	Required Level: 1 (Base Weapon 0)	250%	Enhanced Damage + (3.125 Per Character Level) 3-300 To Maximum Damage 20% Increased Attack Speed 8-8% Mana Stolen Per Hit (varies) Half Stamina Plus 30% +10 To Strength +5 To Dexterity Knockback (Only Spawns In Patch 1.09 or later)
S+	Unique (Elite)	Engelhorn	Crescent Bow	40 To (50-319) (117.5-179 Avg)	Required Level: 1 (Base Weapon 0)	200%	Enhanced Damage 7 (2 Per Character Level) 2-100% Enhanced Maximum Damage (Based On Character Level) +1 To Amazon Skill Levels +8 Per Character Level 5-50% To Attack Rating (Based On Character Level) +25 To Dexterity Ignore Target's Defense (Only Spawns In Patch 1.09 or later)
S	Set	Kravitz's Cavalier	Grand Maroon Bow	40 To (212.5 Avg)	Required Level: 1 (Base Weapon 0)	Arcton Only +100% Enhanced Damage +60% Increased Attack Speed +50 To Attack Rating (Base Magic Arrow Level 1) (Adda: 114-377) Range Damage (2 Items) 10% Chance To Cast Level 15 Nova On Striking (3 Items)	
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A	Unique	Leprechaun's Ash	Crescent Bow	(72-82) To (150-175) (110-121.5 Avg)	Required Level: 1 (Base Weapon 0)	Amazon Only +100-200% Enhanced Damage (varies) Adds 20-40 Damage +20% Increased Attack Speed +2 To Amazon Skill Levels 4-5% Mana Stolen Per Hit (varies) +20 To Energy +20 To Dexterity +20% Enhanced Defense +2 To Bow And Crossbow Skills (Amazon Only) (Only Spawns In Patch 1.09 or later)	
A	Unique (Elite)	Widowmaker	Ward Bow	(50-60) To (130-155) (91-105.5 Avg)	Required Level: 1 (Base Weapon 0)	+100-200% Enhanced Damage (varies) Ignores Target's Defense 30% Deadly Strike +3.5 To Gladius Arrow (varies) Five Magic Arrows (Level 1) (Ladder Only) (Only Spawns In Patch 1.10 or later)	
A	Unique (Excludes Outsettable Arch)	Ordnance Bow	(50-30) To (150-175) (90-105 Avg)	Required Level: 1 (Base Weapon 0)	200-250% Enhanced Damage (varies) +100-200% Damage To Demons (varies) +100-200% Damage To Undead (varies) 50% Increased Attack Speed 5% Chance To Cast Level 7 Field Of Heavens On Striking (Regolith Life +12 +100-100% Bonus To Attack Rating (varies) (Only Spawns In Patch 1.09 or later)		
A	Unique (Excludes Magnetism)	Rune Bow	(50-60) To (127-137) (91-98.5 Avg)	Required Level: 1 (Base Weapon 0)	+100-100% Enhanced Damage (varies) Adds 25-50 Damage +100-200% To Attack Rating (varies) +1 To Amazon Skill Levels Hit Bleeds Target 10% Mana Stolen Per Hit (Magic Damage Reduced By 8-11 (varies) +10 To Dexterity +3 Gladius Arrow (Amazon Only) (Only Spawns In Patch 1.09 or later)		
A	Unique (Excludes Blood Raven's Chhattarvah Bow	Chhattarvah Bow	(50-60) To (131-155) (93.5-110.5 Avg)	Required Level: 1 (Base Weapon 0)	Amazon Only +150-250% Enhanced Damage (varies) 20-30% Bonus To Attack Rating (varies) Five Explosive Arrows Or Bullets (Level 1) (Level 5 Revives (30 Charges) +2 To Bow And Crossbow Skills (Amazon Only) (varies) (Only Spawns In Patch 1.10 or later)		
A	Unique (Excludes Difficult)	Large Siege Bow	(24-43) To (141-180) (87.5-105.5 Avg)	Required Level: 1 (Base Weapon 0)	+100-200% Enhanced Damage (varies) Adds 15-100-200 Damage (varies) +2 To Amazon Skill Levels +80 Defense V% Missile +80 To Life Knockback (Only Spawns In Patch 1.09 or later)		
B	Unique (Excludes Whirlwind Strng)	Shield Siege Bow	(20-30) To (124-81) (83.5-99 Avg)	Required Level: 1 (Base Weapon 0)	+100-100% Enhanced Damage (varies) Five Magic Arrows (Level 2) 2% Chance To Cast Level 6 Energy Damage On Striking (1 Per Character Level) 1-5% To Deadly Strike (Based On Character Level) All Resistances +40 Bonuses (2) (Only Spawns In Patch 1.10 or later)		
B	Unique (Excludes Indefatigable)	Double Bow	(30-30) To (72-83) (81-89 Avg)	Required Level: 1 (Base Weapon 0)	+100-200% Enhanced Damage (varies) Adds 15-30 Cold Damage +2 Second Duration Cold Resist +30% +10 Defense V% Missile +40 To Mana +3.5 To Strife (Amazon Only) (varies) (Only Spawns In Patch 1.09 or later)		
C (P1)	Unique (Excludes Kaha Shalaka)	Caster Bow	(20-20) To (53-61) (48.5-54.5 Avg)	Required Level: 1 (Base Weapon 0)	+100-100% Enhanced Damage (varies) Five Explosive Arrows Or Bullets (Level 1) (Plasma Attack) (50-100-100 Damage) +3 To Intimidation Arrow (Amazon Only) +1 To Bow And Crossbow Skills (Amazon Only) (Only Spawns In Patch 1.10 or later)		
C	Unique (Excludes Riphawk)	Razor Bow	(22-25) To (61-70) (41.5-47.5 Avg)	Required Level: 1 (Base Weapon 0)	+100-200% Enhanced Damage (varies) Slows Target By 30% 30% Chance Of Open Wounds 30% Increased Attack Speed 7-10% Life Stolen Per Hit (varies) +35 To Mana (Only Spawns In Patch 1.09 or later)		
D	Unique (Excludes Slaystrike)	Edge Bow	(15-16) To (47-57) (31-37.5 Avg)	Required Level: 1 (Base Weapon 0)	+100-200% Enhanced Damage (varies) Adds 1-250 Lightning Damage 2% Chance To Cast Level 6 Meteor On Striking 30% Increased Attack Speed +100 To Attack Rating +1 To Amazon Skill Levels +10 To Energy (Only Spawns In Patch 1.09 or later)		
S	Amazon Bow (Elite)	Grand Maroon Bt	14 To 72 (43 Avg)	Required Level: 1 (Base Weapon Speed: 110) Fast			
A	Amazon Bow (Elite)	Mulachal Bow	20 To 47 (33.5 Avg)	Required Level: 1 (Base Weapon Speed: 110) Fast			
A	Bow (Elite)	Spider Bow	23 To 50 (36.5 Avg)	Required Level: 1 (Base Weapon Speed: 8) Fast			
B	Bow (Elite)	Shield Bow	21 To 41 (31 Avg)	Required Level: 1 (Base Weapon Speed: 110) Very Fast			
A	Bow (Elite)	Shades Bow	15 To 30 (22.5 Avg)	Required Level: 1 (Base Weapon Speed: 8) Fast			
B	Bow (Elite)	Great Bow	12 To 52 (32 Avg)	Required Level: 1 (Base Weapon Speed: 110) Very Fast			
A	Bow (Elite)	Diamond Bow	33 To 40 (36.5 Avg)	Required Level: 1 (Base Weapon Speed: 8) Fast			
S	Bow (Elite)	Crescent Bow	15 To 60 (38 Avg)	Required Level: 1 (Base Weapon Speed: 110) Fast			
A	Bow (Elite)	Ward Bow	20 To 53 (36.5 Avg)	Required Level: 1 (Base Weapon Speed: 8) Fast			
B	Bow (Elite)	Hydra Bow	10 To 60 (39 Avg)	Required Level: 1 (Base Weapon Speed: 110) Fast			

[1] suggested from diablo2.io  
good bow for Nightmare