

# Bell Keeper Shield

## In-Game Description

*A wooden parma issued to bell keepers.  
Very light, and requiring hardly any strength.*

*The bells symbolize forbidden love;  
the bell keepers, their faithful guardians,  
ever-ready to annihilate trespassers.*

*They will stand watch, for ever and ever,  
these determined, if ill-fated, marionettes.*

## Availability

## Dark Souls 2:

Enhanced Undead drop in Sinner's Rise - rare.

## Scholar of the First Sin:

### Belfry Guardian drop in Belfry Luna and Belfry Sol.

## General Information

Name	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
------	------------	----------------	-----------------------------	---------------------	--	-----------------------------	---------------------------------	---------------	----------------	--------

	25/60/0 /0/0	0/0	110	15	7/0/0/0  -/-/C/-/- /-	60/85/2 0/20/20	20/20/2 0/20	45	50	2
	(Parry/S trike)									

# Notes

- Low weight and exceptional magic damage resistance.
- As opposed to spell parrying specialist shields, this one has the Stability to tank hits.

# Upgrades

FoldUnfold Upgrades Dark Souls 2: Scholar of the First Sin: Basic Magic Fire Lightning Dark Poison Bleed
--

# Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Bell Keeper Shield +0	25/60/0/0/0	-/-/C/-/-/-	60/85/20/20/20	20/20/20/20/20	45	-	-
Bell Keeper Shield +1	27/63/0/0/0	-/-/C/-/-/-	61/85.3/22/22/22	22/22/22/22/22	45	1xTitanite Shard	430
Bell Keeper Shield +2	30/66/0/0/0	-/-/C/-/-/-	62/85.7/24/24/24	24/24/24/24/24	46	2xTitanite Shard	540
Bell Keeper Shield +3	32/69/0/0/0	-/-/C/-/-/-	63/86.1/26/26/26	26/26/26/26/26	47	3xTitanite Shard	640
Bell Keeper Shield +4	35/72/0/0/0	-/-/C/-/-/-	64/86.5/28/28/28	28/28/28/28/28	48	1x Large Titanite Shard	850
Bell Keeper Shield +5	37/75/0/0/0	-/-/C/-/-/-	65/86.8/30/30/30	30/30/30/30/30	49	2x Large Titanite Shard	960
Bell Keeper Shield +6	40/78/0/0/0	-/-/C/-/-/-	66/87.2/32/32/32	32/32/32/32/32	49	3x Large Titanite Shard	1,070

Bell Keeper Shield +7	42/81/0/0/0	-/-/C/-/-/-	67/87.6/34/34/34	34/34/34/34	50	1x Titanite Chunk	1,280
Bell Keeper Shield +8	45/84/0/0/0	-/-/C/-/-/-	68/88/36/36/36	36/36/36/36	51	2x Titanite Chunk	1,390
Bell Keeper Shield +9	47/87/0/0/0	-/-/C/-/-/-	69/88.3/38/38/38	38/38/38/38	52	3x Titanite Chunk	1,490
Bell Keeper Shield +10	50/90/0/0/0	-/-/C/-/-/-	70/88.7/40/40/40	40/40/40/40	53	1x Titanite Slab	1,700

# Infusions

## Magic

Reduces: Base physical damage, damage and aux effects reduction.  
Adds/Increases: Base magic damage, magic damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Bell Keeper Shield +0	22/66/0/0/0	0/0	-/-/C/-/-/-	59.5/88.3/19.5/19.5/19.5	19.5/19.5/19.5/19.5
Magic Bell Keeper Shield +1	24/69/0/0/0	0/0	-/-/C/-/-/-	60.5/88.6/21.5/21.5/21.5	21.5/21.5/21.5/21.5
Magic Bell Keeper Shield +2	27/72/0/0/0	0/0	-/-/C/-/-/-	61.6/88.9/23.6/23.6/23.6	23.6/23.6/23.6/23.6
Magic Bell Keeper Shield +3	29/75/0/0/0	0/0	-/-/C/-/-/-	62.6/89.2/25.6/25.6/25.6	25.6/25.6/25.6/25.6
Magic Bell Keeper Shield +4	31/79/0/0/0	0/0	-/-/C/-/-/-	63.6/89.5/27.6/27.6/27.6	27.6/27.6/27.6/27.6
Magic Bell Keeper Shield +5	33/82/0/0/0	0/0	-/-/C/-/-/-	64.6/89.7/29.6/29.6/29.6	29.6/29.6/29.6/29.6
Magic Bell Keeper Shield +6	36/85/0/0/0	0/0	-/-/C/-/-/-	65.6/90/31.6/31.6/31.6	31.6/31.6/31.6/31.6
Magic Bell Keeper Shield +7	38/89/0/0/0	0/0	-/-/C/-/-/-	66.6/90.3/33.6/33.6/33.6	33.6/33.6/33.6/33.6
Magic Bell Keeper Shield +8	40/92/0/0/0	0/0	-/-/C/-/-/-	67.6/90.6/35.6/35.6/35.6	35.6/35.6/35.6/35.6

Magic Bell Keeper Shield +9	42/95/0/0/0	0/0	-/-/C/-/-/-	68.6/90.9/37.6/37.6/37.6	37.6/37.6/37.6/37.6
Magic Bell Keeper Shield +10	45/99/0/0/0	0/0	-/-/C/-/-/-	69.6/91.2/39.6/39.6/39.6	39.6/39.6/39.6/39.6

## Fire

Reduces: Base damage, damage and aux effects reduction.  
Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.  
Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Bell Keeper Shield +0	21/52/15/0/0	0/0	-/-/C/C/-/-	58.9/83.9/28.3/18.9/18.9	18.9/18.9/18.9/18.9
Fire Bell Keeper Shield +1	24/55/15/0/0	0/0	-/-/C/C/-/-	59.9/84.3/30.1/20.9/20.9	20.9/20.9/20.9/20.9
Fire Bell Keeper Shield +2	26/57/16/0/0	0/0	-/-/C/C/-/-	61/84.7/31.9/23/23	23/23/23/23
Fire Bell Keeper Shield +3	28/60/17/0/0	0/0	-/-/C/C/-/-	62/85.1/33.7/25/25	25/25/25/25
Fire Bell Keeper Shield +4	30/63/18/0/0	0/0	-/-/C/C/-/-	63/85.5/35.5/27/27	27/27/27/27
Fire Bell Keeper Shield +5	32/65/18/0/0	0/0	-/-/C/C/-/-	64/85.9/37.2/29/29	29/29/29/29
Fire Bell Keeper Shield +6	35/68/19/0/0	0/0	-/-/C/C/-/-	65.1/86.3/39/31/31	31/31/31/31
Fire Bell Keeper Shield +7	37/70/20/0/0	0/0	-/-/C/C/-/-	66.1/86.7/40.8/33.1/33.1	33.1/33.1/33.1/33.1
Fire Bell Keeper Shield +8	39/73/21/0/0	0/0	-/-/C/C/-/-	67.1/87.1/42.6/35.1/35.1	35.1/35.1/35.1/35.1
Fire Bell Keeper Shield +9	41/76/21/0/0	0/0	-/-/C/C/-/-	68.1/87.5/44.4/37.1/37.1	37.1/37.1/37.1/37.1
Fire Bell Keeper Shield +10	43/78/22/0/0	0/0	-/-/C/C/-/-	69.2/87.9/46.2/39.2/39.2	39.2/39.2/39.2/39.2

## Lightning

Reduces: Base damage, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Bell Keeper Shield +0	21/52/0/15/0	0/0	-/-/C/-/C/-	58.9/83.9/18.9/28.3/18.9	18.9/18.9/18.9/18.9
Lightning Bell Keeper Shield +1	24/55/0/15/0	0/0	-/-/C/-/C/-	59.9/84.3/20.9/30.1/20.9	20.9/20.9/20.9/20.9
Lightning Bell Keeper Shield +2	26/57/0/16/0	0/0	-/-/C/-/C/-	61/84.7/23/31.9/23	23/23/23/23
Lightning Bell Keeper Shield +3	28/60/0/17/0	0/0	-/-/C/-/C/-	62/85.1/25/33.7/25	25/25/25/25
Lightning Bell Keeper Shield +4	30/63/0/18/0	0/0	-/-/C/-/C/-	63/85.5/27/35.5/27	27/27/27/27
Lightning Bell Keeper Shield +5	32/65/0/18/0	0/0	-/-/C/-/C/-	64/85.9/29/37.2/29	29/29/29/29
Lightning Bell Keeper Shield +6	35/68/0/19/0	0/0	-/-/C/-/C/-	65.1/86.3/31/39/31	31/31/31/31
Lightning Bell Keeper Shield +7	37/70/0/20/0	0/0	-/-/C/-/C/-	66.1/86.7/33.1/40.8/33.1	33.1/33.1/33.1/33.1
Lightning Bell Keeper Shield +8	39/73/0/21/0	0/0	-/-/C/-/C/-	67.1/87.1/35.1/42.6/35.1	35.1/35.1/35.1/35.1
Lightning Bell Keeper Shield +9	41/76/0/21/0	0/0	-/-/C/-/C/-	68.1/87.5/37.1/44.4/37.1	37.1/37.1/37.1/37.1
Lightning Bell Keeper Shield +10	43/78/0/22/0	0/0	-/-/C/-/C/-	69.2/87.9/39.2/46.2/39.2	39.2/39.2/39.2/39.2

## Dark

Reduces: Base damage, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Bell Keeper Shield +0	21/52/0/0/15	0/0	-/-/C/-/-/C	58.9/83.9/18.9/18.9/28.3	18.9/18.9/18.9/18.9
Dark Bell Keeper Shield +1	24/55/0/0/15	0/0	-/-/C/-/-/C	59.9/84.3/20.9/20.9/30.1	20.9/20.9/20.9/20.9
Dark Bell Keeper Shield +2	26/57/0/0/16	0/0	-/-/C/-/-/C	61/84.7/23/23/31.9	23/23/23/23
Dark Bell Keeper Shield +3	28/60/0/0/17	0/0	-/-/C/-/-/C	62/85.1/25/25/33.7	25/25/25/25
Dark Bell Keeper Shield +4	30/63/0/0/18	0/0	-/-/C/-/-/C	63/85.5/27/27/35.5	27/27/27/27
Dark Bell Keeper Shield +5	32/65/0/0/18	0/0	-/-/C/-/-/C	64/85.9/29/29/37.2	29/29/29/29
Dark Bell Keeper Shield +6	35/68/0/0/18	0/0	-/-/C/-/-/C	65.1/86.3/31/31/39	31/31/31/31
Dark Bell Keeper Shield +7	37/70/0/0/20	0/0	-/-/C/-/-/C	66.1/86.7/33.1/33.1/40.8	33.1/33.1/33.1/33.1
Dark Bell Keeper Shield +8	39/73/0/0/21	0/0	-/-/C/-/-/C	67.1/87.1/35.1/35.1/42.6	35.1/35.1/35.1/35.1
Dark Bell Keeper Shield +9	41/76/0/0/21	0/0	-/-/C/-/-/C	68.1/87.5/37.1/37.1/44.4	37.1/37.1/37.1/37.1
Dark Bell Keeper Shield +10	43/78/0/0/22	0/0	-/-/C/-/-/C	69.2/87.9/39.2/39.2/46.2	39.2/39.2/39.2/39.2

## Poison

Reduces: Damage and aux effects reduction.

Adds/Increases: Base physical, magic and poison damage, INT stat bonus, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Bell Keeper Shield +0	26/63/0/0/0	1/0	-/-/C/-/-/-	58.9/83.9/18.9/18.9/18.9	28.3/18.9/18.9/18.9
Poison Bell Keeper Shield +1	28/66/0/0/0	1/0	-/-/C/-/-/-	59.9/84.3/20.9/20.9/20.9	30.1/20.9/20.9/20.9

Poison Bell Keeper Shield +2	31/69/0/0/0	1/0	-/-/C/-/-/-	61/84.7/23/23/23	31.9/23/23/23
Poison Bell Keeper Shield +3	34/72/0/0/0	1/0	-/-/B/-/-/-	62/85.1/25/25/25	33.7/25/25/25
Poison Bell Keeper Shield +4	36/75/0/0/0	2/0	-/-/B/-/-/-	63/85.5/27/27/27	35.5/27/27/27
Poison Bell Keeper Shield +5	39/78/0/0/0	2/0	-/-/B/-/-/-	64/85.9/29/29/29	37.2/29/29/29
Poison Bell Keeper Shield +6	42/81/0/0/0	2/0	-/-/B/-/-/-	65.1/86.3/31/31/31	39/31/31/31
Poison Bell Keeper Shield +7	44/85/0/0/0	2/0	-/-/B/-/-/-	66.1/86.7/33.1/33.1/33.1	40.8/33.1/33.1/33.1
Poison Bell Keeper Shield +8	47/88/0/0/0	2/0	-/-/B/-/-/-	67.1/87.1/35.1/35.1/35.1	42.6/35.1/35.1/35.1
Poison Bell Keeper Shield +9	49/91/0/0/0	2/0	-/-/B/-/-/-	68.1/87.5/37.1/37.1/37.1	44.4/37.1/37.1/37.1
Poison Bell Keeper Shield +10	52/94/0/0/0	3/0	-/-/B/-/-/-	69.2/87.9/39.2/39.2/39.2	46.2/39.2/39.2/39.2

## Bleed

Reduces: Damage and aux effects reduction.

Adds/Increases: Base physical, magic and bleed damage, INT stat bonus, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Bell Keeper Shield +0	26/63/0/0/0	0/1	-/-/C/-/-/-	58.9/83.9/18.9/18.9/18.9	18.9/28.3/18.9/18.9/18.9
Bleed Bell Keeper Shield +1	28/66/0/0/0	0/1	-/-/C/-/-/-	59.9/84.3/20.9/20.9/20.9	20.9/30.1/20.9/20.9/20.9
Bleed Bell Keeper Shield +2	31/69/0/0/0	0/1	-/-/C/-/-/-	61/84.7/23/23/23	23/31.9/23/23
Bleed Bell Keeper Shield +3	34/72/0/0/0	0/1	-/-/B/-/-/-	62/85.1/25/25/25	25/33.7/25/25
Bleed Bell Keeper Shield +4	36/75/0/0/0	0/2	-/-/B/-/-/-	63/85.5/27/27/27	27/35.5/27/27

Bleed Bell Keeper Shield +5	39/78/0/0/0	0/2	-/-/B/-/-/-	64/85.9/29/29/29	29/37.2/29/29
Bleed Bell Keeper Shield +6	42/81/0/0/0	0/2	-/-/B/-/-/-	65.1/86.3/31/31/31	31/39/31/31
Bleed Bell Keeper Shield +7	44/85/0/0/0	0/2	-/-/B/-/-/-	66.1/86.7/33.1/33.1/33.1	33.1/10.8/33.1/33.1
Bleed Bell Keeper Shield +8	47/88/0/0/0	0/2	-/-/B/-/-/-	67.1/87.1/35.1/35.1/35.1	35.1/42.6/35.1/35.1
Bleed Bell Keeper Shield +9	49/91/0/0/0	0/2	-/-/B/-/-/-	68.1/87.5/37.1/37.1/37.1	37.1/44.4/37.1/37.1
Bleed Bell Keeper Shield +10	52/94/0/0/0	0/3	-/-/B/-/-/-	69.2/87.9/39.2/39.2/39.2	39.2/46.2/39.2/39.2

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the shield does when used for bashing. The Damage stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
<b>Counter Strength:</b>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the shield to break the poise of an enemy.
<b>Durability:</b>	The durability of the shield. The shield will break when durability reaches 0.
<b>Weight:</b>	<p>The weight of the shield. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>



<b>Stats Needed:</b>	<p>Determines how high various Stats must be in order to wield the shield effectively.</p> <p>The requirement stats for shields are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>While it is possible to use a shield with lower-than-required Strength, your character will suffer a severe penalty to damage reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the shield will be at causing the effect. The Aux Effect stats for a shield are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the shield. It dictates how much effect the shield mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a shield are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrify Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the shield. It dictates how much damage the shield mitigates while blocking.</p> <p>The Damage Reduction % stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Revision #1

Created 17 December 2024 08:01:38 by jade

Updated 17 December 2024 08:01:38 by jade