

# Bell Keeper Bow


## In-Game Description

*Wooden bow used by 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

### Scholar of the First Sin:

- Belfry Guardian drop - uncommon.

### Dark Souls 2 & Scholar of the First Sin:

- Enhanced Undead drop - rare.

## General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
	55/0/0/0/ 0  (Projectil e/Strike)	100	5	50	4 <sup>1</sup> /11/0/0  D/B/-/-/-	0/0/0/0/0	10	70	0.5

# Notes

- Slightly slower firing speed than the regular Short bow.
- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.
  - You can still cause damage with either aux effects by using Poison Arrows or Lacerating Arrows though.

# Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Raw	Enchanted	Mundane
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## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Bell Keeper Bow +0	55/0/0/0/0	D/B/-/-/-	-	-
Bell Keeper Bow +1	60/0/0/0/0	D/B/-/-/-	1x Titanite Shard	470
Bell Keeper Bow +2	66/0/0/0/0	D/B/-/-/-	2x Titanite Shard	580
Bell Keeper Bow +3	71/0/0/0/0	D/B/-/-/-	3x Titanite Shard	700
Bell Keeper Bow +4	77/0/0/0/0	D/B/-/-/-	1x Large Titanite Shard	930
Bell Keeper Bow +5	82/0/0/0/0	D/B/-/-/-	2x Large Titanite Shard	1,050
Bell Keeper Bow +6	88/0/0/0/0	D/B/-/-/-	3x Large Titanite Shard	1,160
Bell Keeper Bow +7	93/0/0/0/0	D/B/-/-/-	1x Titanite Chunk	1,390
Bell Keeper Bow +8	99/0/0/0/0	D/B/-/-/-	2x Titanite Chunk	1,510
Bell Keeper Bow +9	104/0/0/0/0	D/B/-/-/-	3x Titanite Chunk	1,620
Bell Keeper Bow +10	110/0/0/0/0	D/B/-/-/-	1x Titanite Slab	1,850

# Infusions

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## Magic

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Reduces: Base damage, STR and DEX stat bonuses.

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Bell Keeper Bow +0	38/38/0/0/0	E/C/C/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +1	42/42/0/0/0	E/C/C/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +2	46/46/0/0/0	E/C/C/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +3	50/50/0/0/0	E/C/B/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +4	53/53/0/0/0	E/C/B/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +5	57/57/0/0/0	E/C/B/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +6	61/61/0/0/0	E/C/B/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +7	65/65/0/0/0	E/C/B/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +8	69/69/0/0/0	E/C/B/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +9	73/73/0/0/0	E/C/B/-/-/-	0/16.6/0/0/0
Magic Bell Keeper Bow +10	77/77/0/0/0	E/C/B/-/-/-	0/16.6/0/0/0

## Fire

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Reduces: Base damage, STR and DEX stat bonuses.

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

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Fire Bell Keeper Bow +0	38/0/38/0/0	E/C/-/C/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +1	42/0/42/0/0	E/C/-/C/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +2	46/0/46/0/0	E/C/-/C/-/-	0/0/16.6/0/0

Fire Bell Keeper Bow +3	50/0/50/0/0	E/C/-/B/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +4	53/0/53/0/0	E/C/-/B/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +5	57/0/57/0/0	E/C/-/B/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +6	61/0/61/0/0	E/C/-/B/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +7	65/0/65/0/0	E/C/-/B/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +8	69/0/69/0/0	E/C/-/B/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +9	73/0/73/0/0	E/C/-/B/-/-	0/0/16.6/0/0
Fire Bell Keeper Bow +10	77/0/77/0/0	E/C/-/B/-/-	0/0/16.6/0/0

## Lightning

Reduces: Base damage, STR and DEX stat bonuses.

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

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Lightning Bell Keeper Bow +0	38/0/0/38/0	E/C/-/-/C/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +1	42/0/0/42/0	E/C/-/-/C/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +2	46/0/0/46/0	E/C/-/-/C/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +3	50/0/0/50/0	E/C/-/-/B/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +4	53/0/0/53/0	E/C/-/-/B/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +5	57/0/0/57/0	E/C/-/-/B/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +6	61/0/0/61/0	E/C/-/-/B/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +7	65/0/0/65/0	E/C/-/-/B/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +8	69/0/0/69/0	E/C/-/-/B/-	0/0/0/16.6/0

Lightning Bell Keeper Bow +9	73/0/0/73/0	E/C/-/-/B/-	0/0/0/16.6/0
Lightning Bell Keeper Bow +10	77/0/0/77/0	E/C/-/-/B/-	0/0/0/16.6/0

## Dark

Reduces: Base damage, STR and DEX stat bonuses.  
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Dark Bell Keeper Bow +0	38/0/0/0/38	E/C/-/-/-/C	0/0/0/0/16.6
Dark Bell Keeper Bow +1	42/0/0/0/42	E/C/-/-/-/C	0/0/0/0/16.6
Dark Bell Keeper Bow +2	46/0/0/0/46	E/C/-/-/-/C	0/0/0/0/16.6
Dark Bell Keeper Bow +3	50/0/0/0/50	E/C/-/-/-/B	0/0/0/0/16.6
Dark Bell Keeper Bow +4	53/0/0/0/53	E/C/-/-/-/B	0/0/0/0/16.6
Dark Bell Keeper Bow +5	57/0/0/0/57	E/C/-/-/-/B	0/0/0/0/16.6
Dark Bell Keeper Bow +6	61/0/0/0/61	E/C/-/-/-/B	0/0/0/0/16.6
Dark Bell Keeper Bow +7	65/0/0/0/65	E/C/-/-/-/B	0/0/0/0/16.6
Dark Bell Keeper Bow +8	69/0/0/0/69	E/C/-/-/-/B	0/0/0/0/16.6
Dark Bell Keeper Bow +9	73/0/0/0/73	E/C/-/-/-/B	0/0/0/0/16.6
Dark Bell Keeper Bow +10	77/0/0/0/77	E/C/-/-/-/B	0/0/0/0/16.6

## Raw

Reduces: Stat bonuses.  
Adds/Increases: Base damage.  
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
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Raw Bell Keeper Bow +0	63/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +1	69/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +2	75/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +3	82/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +4	88/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +5	94/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +6	101/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +7	107/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +8	113/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +9	120/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Bell Keeper Bow +10	126/0/0/0/0	E/E/-/-/-	0/0/0/0/0

# Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Enchanted Bell Keeper Bow +0	55/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +1	60/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +2	66/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +3	71/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +4	77/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +5	82/0/0/0/0	E/E/D/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +6	88/0/0/0/0	E/E/D/-/-	0/0/0/0/0

Enchanted Bell Keeper Bow +7	93/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +8	99/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +9	104/0/0/0/0	E/E/D/-/-/-	0/0/0/0/0
Enchanted Bell Keeper Bow +10	110/0/0/0/0	E/E/C/-/-/-	0/0/0/0/0

# Mundane

Reduces: Base damage, stat bonuses.  
Adds/Increases: Damage scaling from lowest stat.  
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Mundane Bell Keeper Bow +0	27/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +1	30/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +2	33/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +3	35/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +4	38/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +5	41/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +6	44/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +7	46/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +8	49/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0
Mundane Bell Keeper Bow +9	53/0/0/0/0	E/D/-/-/-/-	0/0/0/0/0

Mundane Bell Keeper Bow +10	55/0/0/0/0	E/D/-/-/-	0/0/0/0/0
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# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon 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>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>



<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon 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>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons 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>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon 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 Petrification Effect</li><li>• D is Curse Effect</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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. 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>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

Footnotes 1. All Bows and Greatbows are wielded two-handed, therefore only 2 Strength is required to wield this weapon.