

# Bell Keeper Bow

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## 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<br>Strengt<br>h | Poise<br>Damage | Shot<br>Range | Stats<br>Needed<br>Stat<br>Bonuses      | Damage<br>Reducti<br>on | Stability | Durabili<br>ty | Weight |
|-------|---|-------------------------|-----------------|---------------|---|-------------------------|-----------|----------------|--------|
|       | 55/0/0/0/<br>0<br><br>(Projectil<br>e/Strike) | 100                     | 5               | 50            | 4 <sup>1</sup> /11/0/0<br><br>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

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane

## 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     |

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## 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 |
|------|--------|--------------|------------------|
|------|--------|--------------|------------------|

|                         |             |           |           |
|-------------------------|-------------|-----------|-----------|
| 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<br>+10 | 55/0/0/0/0 | E/D/-/-/- | 0/0/0/0/0 |
|--------------------------------|------------|-----------|-----------|

# 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.<br/>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.