

Archdrake Shield

In-Game Description

*Shield of the Archdrake sect of Lindelt.
The dragon was engraved for ritual purposes,
but the shield itself is highly functional.*

*The secrets of Lindelt rituals are protected
by the Archdrake sect, and only a select few
are given access to their canon of knowledge,
which includes the truthful origins of the
Archdrake sect itself.*

Availability

Treasure in the Lost Bastille. Available early with the Antiquated Key.

Find the small courtyard full of Stray Dogs. Once cleared go around the edge of the building and find the ladder then kill the enemies in the room. Once done use a Firebomb or Fire Arrow and destroy the black barrels on the ledge in the room, or get one of the Royal Swordsman to hit the barrels. It will break a hidden wall and let you get the shield.

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
	55/0/0/ 0/0 (Parry/S trike)	0/0	110	15	14/0/0/ 0 C/D/-/-/- /-	95/65/5 0/50/40	40/40/4 0/40	50	80	4

Upgrades

FoldUnfold Upgrades 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
Archdrake Shield +0	55/0/0/0/0	C/D/-/-/-	95/65/50/50/40	40/40/40/40	50	-	-
Archdrake Shield +1	60/0/0/0/0	C/D/-/-/-	95.1/65.8/51.2/51.2/41.5	41.5/41.5/41.5/41.5	51	1xTitanite Shard	430
Archdrake Shield +2	66/0/0/0/0	C/D/-/-/-	95.2/66.7/52.2/52.2/43	43/43/43/43	51	2xTitanite Shard	540
Archdrake Shield +3	71/0/0/0/0	C/D/-/-/-	95.3/67.6/53.7/53.7/44.5	44.5/44.5/44.5/44.5	52	3xTitanite Shard	640
Archdrake Shield +4	77/0/0/0/0	C/D/-/-/-	95.5/68.5/55/55/46	46/46/46/46	53	1x Large Titanite Shard	850
Archdrake Shield +5	82/0/0/0/0	C/D/-/-/-	95.6/69.3/56.2/56.2/47.5	47.5/47.5/47.5/47.5	54	2x Large Titanite Shard	960
Archdrake Shield +6	88/0/0/0/0	C/D/-/-/-	95.7/70.2/57.5/57.5/49	49/49/49/49	54	3x Large Titanite Shard	1,070
Archdrake Shield +7	93/0/0/0/0	C/D/-/-/-	95.8/71.1/58.7/58.7/50.5	50.5/50.5/50.5/50.5	55	1x Titanite Chunk	1,280
Archdrake Shield +8	99/0/0/0/0	C/D/-/-/-	96/72/60/60/52	52/52/52/52	56	2x Titanite Chunk	1,390
Archdrake Shield +9	104/0/0/0/0	C/D/-/-/-	96.1/72.8/61.2/61.2/53.5	53.5/53.5/53.5/53.5	57	3x Titanite Chunk	1,490
Archdrake Shield +10	110/0/0/0/0	B/D/-/-/-	96.2/73.7/62.5/62.5/55	55/55/55/55	58	1x Titanite Slab	1,700

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

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

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Archdrake Shield +0	34/42/0/0/0	0/0	C/E/C/-/-/-	92.7/83.3/47.7/47.7/37.7	37.7/37.7/37.7/37.7
Magic Archdrake Shield +1	38/46/0/0/0	0/0	C/E/C/-/-/-	92.8/83.7/49/39.2	39.2/39.2/39.2/39.2
Magic Archdrake Shield +2	41/50/0/0/0	0/0	C/E/C/-/-/-	93/84.1/50.3/50.3/40.8	40.8/40.8/40.8/40.8
Magic Archdrake Shield +3	45/55/0/0/0	0/0	C/E/B/-/-/-	93.2/84.5/51.6/51.6/42.3	42.3/42.3/42.3/42.3
Magic Archdrake Shield +4	48/59/0/0/0	0/0	C/E/B/-/-/-	93.4/85/52.9/52.9/43.9	43.9/43.9/43.9/43.9
Magic Archdrake Shield +5	51/63/0/0/0	0/0	C/E/B/-/-/-	93.6/85.4/54.2/54.2/45.4	45.4/45.4/45.4/45.4
Magic Archdrake Shield +6	55/67/0/0/0	0/0	C/E/B/-/-/-	93.8/85.8/55.5/55.5/47	47/47/47/47
Magic Archdrake Shield +7	58/71/0/0/0	0/0	C/E/B/-/-/-	93.9/86.2/56.8/56.8/48.6	48.6/48.6/48.6/48.6
Magic Archdrake Shield +8	62/76/0/0/0	0/0	C/E/B/-/-/-	94.1/86.6/58.1/58.1/50.1	50.1/50.1/50.1/50.1
Magic Archdrake Shield +9	65/80/0/0/0	0/0	C/E/B/-/-/-	94.3/87/59.4/59.4/51.7	51.7/51.7/51.7/51.7
Magic Archdrake Shield +10	69/84/0/0/0	0/0	C/E/B/-/-/-	94.5/87.5/60.7/60.7/53.2	53.2/53.2/53.2/53.2

Fire

Reduces: Base damage, STR and DEX stat bonuses, 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 Archdrake Shield +0	34/0/42/0/0	0/0	C/E/-/C/-/-	92.7/62.7/68.3/47.7/37.7	37.7/37.7/37.7/37.7
Fire Archdrake Shield +1	38/0/46/0/0	0/0	C/E/-/C/-/-	92.8/63.6/69.1/49/39.2	39.2/39.2/39.2/39.2
Fire Archdrake Shield +2	41/0/50/0/0	0/0	C/E/-/C/-/-	93/64.5/69.9/50.3/40.8	40.8/40.8/40.8/40.8
Fire Archdrake Shield +3	45/0/55/0/0	0/0	C/E/-/B/-/-	93.2/65.5/70.7/51.6/42.3	42.3/42.3/42.3/42.3
Fire Archdrake Shield +4	48/0/59/0/0	0/0	C/E/-/B/-/-	93.4/66.4/71.5/52.9/43.9	43.9/43.9/43.9/43.9
Fire Archdrake Shield +5	51/0/63/0/0	0/0	C/E/-/B/-/-	93.6/67.3/72.2/54.2/45.4	45.4/45.4/45.4/45.4
Fire Archdrake Shield +6	55/0/67/0/0	0/0	C/E/-/B/-/-	93.8/68.3/73/55.5/47	47/47/47/47
Fire Archdrake Shield +7	58/0/71/0/0	0/0	C/E/-/B/-/-	93.9/69.2/73.8/56.8/48.6	48.6/48.6/48.6/48.6
Fire Archdrake Shield +8	62/0/76/0/0	0/0	C/E/-/B/-/-	94.1/70.1/74.6/58.1/50.1	50.1/50.1/50.1/50.1
Fire Archdrake Shield +9	65/0/80/0/0	0/0	C/E/-/B/-/-	94.3/71/75.4/59.4/51.7	51.7/51.7/51.7/51.7
Fire Archdrake Shield +10	69/0/84/0/0	0/0	C/E/-/B/-/-	94.5/72/76.2/60.7/53.2	53.2/53.2/53.2/53.2

Lightning

Reduces: Base damage, STR and DEX stat bonuses, 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
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Lightning Archdrake Shield +0	34/0/0/42/0	0/0	C/E/-/-/C/-	92.7/62.7/47.7/68.3/37.7	37.7/37.7/37.7/37.7
Lightning Archdrake Shield +1	38/0/0/46/0	0/0	C/E/-/-/C/-	92.8/63.6/49/69.1/39.2	39.2/39.2/39.2/39.2
Lightning Archdrake Shield +2	41/0/0/50/0	0/0	C/E/-/-/C/-	93/64.5/50.3/69.9/40.8	40.8/40.8/40.8/40.8
Lightning Archdrake Shield +3	45/0/0/55/0	0/0	C/E/-/-/B/-	93.2/65.5/51.6/70.7/42.3	42.3/42.3/42.3/42.3
Lightning Archdrake Shield +4	48/0/0/59/0	0/0	C/E/-/-/B/-	93.4/66.4/52.4/71.5/43.9	43.9/43.9/43.9/43.9
Lightning Archdrake Shield +5	51/0/0/63/0	0/0	C/E/-/-/B/-	93.6/67.3/54.2/72.2/45.4	45.4/45.4/45.4/45.4
Lightning Archdrake Shield +6	55/0/0/67/0	0/0	C/E/-/-/B/-	93.8/68.3/55.5/73/47	47/47/47/47
Lightning Archdrake Shield +7	58/0/0/71/0	0/0	C/E/-/-/B/-	93.9/69.2/56.8/73.8/48.6	48.6/48.6/48.6/48.6
Lightning Archdrake Shield +8	62/0/0/76/0	0/0	C/E/-/-/B/-	94.1/70.1/58.1/74.6/50.1	50.1/50.1/50.1/50.1
Lightning Archdrake Shield +9	65/0/0/80/0	0/0	C/E/-/-/B/-	94.3/71/59.4/75.4/51.7	51.7/51.7/51.7/51.7
Lightning Archdrake Shield +10	69/0/0/84/0	0/0	C/E/-/-/B/-	94.5/72/60.7/76.2/53.2	53.2/53.2/53.2/53.2

Dark

Reduces: Base damage, STR and DEX stat bonuses, 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 Archdrake Shield +0	34/0/0/0/42	0/0	C/E/-/-/-/C	92.7/62.7/47.7/47.7/58.3	37.7/37.7/37.7/37.7
Dark Archdrake Shield +1	38/0/0/0/46	0/0	C/E/-/-/-/C	92.8/63.6/49/49/59.3	39.2/39.2/39.2/39.2
Dark Archdrake Shield +2	41/0/0/0/50	0/0	C/E/-/-/-/C	93/64.5/50.3/50.3/60.4	40.8/40.8/40.8/40.8
Dark Archdrake Shield +3	45/0/0/0/55	0/0	C/E/-/-/-/B	93.2/65.5/51.6/51.6/61.4	42.3/42.3/42.3/42.3
Dark Archdrake Shield +4	48/0/0/0/59	0/0	C/E/-/-/-/B	93.4/66.4/52.9/52.9/62.5	43.9/43.9/43.9/43.9
Dark Archdrake Shield +5	51/0/0/0/63	0/0	C/E/-/-/-/B	93.6/67.3/54.2/54.2/63.5	45.4/45.4/45.4/45.4
Dark Archdrake Shield +6	55/0/0/0/67	0/0	C/E/-/-/-/B	93.8/68.3/55.5/55.5/64.5	47/47/47/47
Dark Archdrake Shield +7	58/0/0/0/71	0/0	C/E/-/-/-/B	93.9/69.2/56.8/56.8/65.6	48.6/48.6/48.6/48.6
Dark Archdrake Shield +8	62/0/0/0/76	0/0	C/E/-/-/-/B	94.1/70.1/58.1/58.1/66.6	50.1/50.1/50.1/50.1
Dark Archdrake Shield +9	65/0/0/0/80	0/0	C/E/-/-/-/B	94.3/71/59.4/59.4/67.7	51.7/51.7/51.7/51.7
Dark Archdrake Shield +10	69/0/0/0/84	0/0	C/E/-/-/-/B	94.5/72/60.7/60.7/68.7	53.2/53.2/53.2/53.2

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Archdrake Shield +0	34/0/0/0/0	8/0	C/E/-/-/-/-	92.7/62.7/47.7/47.7/37.7	58.3/37.7/37.7/37.7
Poison Archdrake Shield +1	38/0/0/0/0	9/0	C/E/-/-/-/-	92.8/63.6/49/49/39.2	59.3/39.2/39.2/39.2

Poison Archdrake Shield +2	41/0/0/0/0	10/0	C/E/-/-/-/-	93/64.5/50.3/50.3/40.8	60.4/40.8/40.8/40.8
Poison Archdrake Shield +3	45/0/0/0/0	11/0	C/E/-/-/-/-	93.2/65.5/51.6/51.6/42.3	61.4/42.3/42.3/42.3
Poison Archdrake Shield +4	48/0/0/0/0	11/0	C/E/-/-/-/-	93.4/66.4/52.9/52.9/43.9	62.5/43.9/43.9/43.9
Poison Archdrake Shield +5	51/0/0/0/0	12/0	C/E/-/-/-/-	93.6/67.3/54.2/54.2/45.4	63.5/45.4/45.4/45.4
Poison Archdrake Shield +6	55/0/0/0/0	13/0	C/E/-/-/-/-	93.8/68.3/55.5/55.5/47	64.5/47/47/47
Poison Archdrake Shield +7	58/0/0/0/0	14/0	C/E/-/-/-/-	93.9/69.2/56.8/56.8/48.6	65.6/48.6/48.6/48.6
Poison Archdrake Shield +8	62/0/0/0/0	15/0	C/E/-/-/-/-	94.1/70.1/58.1/58.1/50.1	66.6/50.1/50.1/50.1
Poison Archdrake Shield +9	65/0/0/0/0	16/0	C/E/-/-/-/-	94.3/71/59.4/59.4/51.7	67.7/51.7/51.7/51.7
Poison Archdrake Shield +10	69/0/0/0/0	16/0	C/E/-/-/-/-	94.5/72/60.7/60.7/68.7	68.7/53.2/53.2/53.2

Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Archdrake Shield +0	34/0/0/0/0	0/8	C/E/-/-/-/-	92.7/62.7/47.7/47.7/37.7	37.7/58.3/37.7/37.7
Bleed Archdrake Shield +1	38/0/0/0/0	0/9	C/E/-/-/-/-	92.8/63.6/49/49/39.2	39.2/59.3/39.2/39.2
Bleed Archdrake Shield +2	41/0/0/0/0	0/10	C/E/-/-/-/-	93/64.5/50.3/50.3/40.8	40.8/60.4/40.8/40.8
Bleed Archdrake Shield +3	45/0/0/0/0	0/11	C/E/-/-/-/-	93.2/65.5/51.6/51.6/42.3	42.3/61.4/42.3/42.3
Bleed Archdrake Shield +4	48/0/0/0/0	0/11	C/E/-/-/-/-	93.4/66.4/52.9/52.9/43.9	43.9/62.5/43.9/43.9

Bleed Archdrake Shield +5	51/0/0/0/0	0/12	C/E/-/-/-	93.6/67.3/54.2/54.2/45.4	45.4/63.5/45.4/45.4
Bleed Archdrake Shield +6	55/0/0/0/0	0/13	C/E/-/-/-	93.8/68.3/55.5/55.5/47	47/64.5/47/47
Bleed Archdrake Shield +7	58/0/0/0/0	0/14	C/E/-/-/-	93.9/69.2/56.8/56.8/48.6	48.6/65.6/48.6/48.6
Bleed Archdrake Shield +8	62/0/0/0/0	0/15	C/E/-/-/-	94.1/70.1/58.1/58.1/50.1	50.1/66.6/50.1/50.1
Bleed Archdrake Shield +9	65/0/0/0/0	0/16	C/E/-/-/-	94.3/71/59.4/59.4/51.7	51.7/67.7/51.7/51.7
Bleed Archdrake Shield +10	69/0/0/0/0	0/16	C/E/-/-/-	94.5/72/60.7/60.7/53.2	53.2/68.7/53.2/53.2

Key

Damage:	<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">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the shield to break the poise of an enemy.</p>
Durability:	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
Weight:	<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>

Stats Needed:	<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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <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>
Aux Effect:	<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"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<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>

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