

# Bone Shield


## In-Game Description

*Shield used by Aldian acolytes.  
Crafted from the skull of some creature that  
outlived its usefulness for experimentation.*

*The peculiar figure known as Lord Aldia  
kept Giants in his manor, and attempted  
to recreate a dragon, but after some time,  
was not heard from again.*

## Availability

Dragon Acolyte drop.

## General Information

Image	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
	77/0/0/ 0/0  (Parry/S trike)	0/0	110	15	8/8/0/0  D/-/-/-/- /-	50/50/2 0/20/70	30/70/7 0/70	50	30	6

## Notes

High Dark resistance.

# Upgrades

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls
Bone Shield +0	77/0/0/0/0	0/0	D/-/-/-/-/-	50/50/20/20/70	30/70/70/70	50	-	-
Bone Shield +1	84/0/0/0/0	0/0	D/-/-/-/-/-	51.2/51.2/22/22/70.7	31.7/70.7/70.7/70.7	50	1x Titanite Shard	430
Bone Shield +2	92/0/0/0/0	0/0	D/-/-/-/-/-	52.5/52.5/24/24/71.5	33.5/71.5/71.5/71.5	51	2x Titanite Shard	540
Bone Shield +3	100/0/0/0/0	0/0	D/-/-/-/-/-	53.7/53.7/26/26/72.2	35.2/72.2/72.2/72.2	52	3x Titanite Shard	640
Bone Shield +4	108/0/0/0/0	0/0	D/-/-/-/-/-	55/55/28/28/73/37/73	73/73	53	1x Large Titanite Shard	850
Bone Shield +5	116/0/0/0/0	0/0	D/-/-/-/-/-	56.2/56.2/30/30/73.7	38.7/73.7/73.7/73.7	54	2x Large Titanite Shard	960
Bone Shield +6	123/0/0/0/0	0/0	D/-/-/-/-/-	57.5/57.5/32/32/74.5	40.5/74.5/74.5/74.5	54	3x Large Titanite Shard	1,070
Bone Shield +7	131/0/0/0/0	0/0	D/-/-/-/-/-	58.7/58.7/34/34/75.2	42.2/75.2/75.2/75.2	55	1x Titanite Chunk	1,280
Bone Shield +8	139/0/0/0/0	0/0	D/-/-/-/-/-	60/60/36/36/76	44/76/76/76	56	2x Titanite Chunk	1,390
Bone Shield +9	147/0/0/0/0	0/0	D/-/-/-/-/-	61.2/61.2/38/38/76.7	45.7/76.7/76.7/76.7	57	3x Titanite Chunk	1,490
Bone Shield +10	155/0/0/0/0	0/0	C/-/-/-/-/-	62.5/62.5/40/40/77.5	47.5/77.5/77.5/77.5	58	1x Titanite Slab	1,700

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base Fire damage, INT stat bonus, Fire damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Bone Shield +0	75/32/0/0/0	0/0	D/-/C/-/-/-	48.7/60/18.7/18.7/68.7	28.7/68.7/68.7/68.7
Magic Bone Shield +1	83/35/0/0/0	0/0	D/-/C/-/-/-	50/61/20.7/20.7/69.5	30.5/69.5/69.5/69.5
Magic Bone Shield +2	90/38/0/0/0	0/0	D/-/C/-/-/-	51.3/62/22.8/22.8/70.3	32.3/70.3/70.3/70.3
Magic Bone Shield +3	98/42/0/0/0	0/0	D/-/B/-/-/-	52.5/63/24.8/24.8/71	34/71/71/71
Magic Bone Shield +4	106/45/0/0/0	0/0	D/-/B/-/-/-	53.8/64/26.8/26.8/71.8	35.8/71.8/71.8/71.8
Magic Bone Shield +5	113/48/0/0/0	0/0	D/-/B/-/-/-	55.1/65/28.9/28.9/72.6	37.6/72.6/72.6/72.6
Magic Bone Shield +6	121/51/0/0/0	0/0	D/-/B/-/-/-	56.4/66/30.9/30.9/73.4	39.4/73.4/73.4/73.4
Magic Bone Shield +7	128/55/0/0/0	0/0	D/-/B/-/-/-	57.7/67/32.9/32.9/74.2	41.2/74.2/74.2/74.2
Magic Bone Shield +8	136/58/0/0/0	0/0	D/-/B/-/-/-	59/68/35/35/75	43/75/75/75
Magic Bone Shield +9	144/61/0/0/0	0/0	D/-/B/-/-/-	60.2/69/37/37/75.7	44.7/75.7/75.7/75.7
Magic Bone Shield +10	151/65/0/0/0	0/0	D/-/B/-/-/-	61.5/70/39/39/76.5	46.5/76.5/76.5/76.5

## 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 Bone Shield +0	75/0/32/0/0	0/0	D/-/-/C/-/-	48.7/48.7/30/18.7/68.7	28.7/68.7/68.7/68.7

Fire Bone Shield +1	83/0/35/0/0	0/0	D/-/-/C/-/-	50/50/31.7/20.7/69.5	30.5/69.5/69.5/69.5
Fire Bone Shield +2	90/0/38/0/0	0/0	D/-/-/C/-/-	51.3/51.3/33.5/22.8/70.3	32.3/70.3/70.3/70.3
Fire Bone Shield +3	98/0/42/0/0	0/0	D/-/-/B/-/-	52.5/52.5/35.2/24.8/71	34/71/71/71
Fire Bone Shield +4	106/0/45/0/0	0/0	D/-/-/B/-/-	53.8/53.8/37/26.8/71.8	35.8/71.8/71.8/71.8
Fire Bone Shield +5	113/0/48/0/0	0/0	D/-/-/B/-/-	55.1/55.1/38.7/28.9/72.6	37.6/72.6/72.6/72.6
Fire Bone Shield +6	121/0/51/0/0	0/0	D/-/-/B/-/-	56.4/56.4/40.5/30.9/73.4	39.4/73.4/73.4/73.4
Fire Bone Shield +7	128/0/55/0/0	0/0	D/-/-/B/-/-	57.7/57.7/42.2/32.9/74.2	41.2/74.2/74.2/74.2
Fire Bone Shield +8	136/0/58/0/0	0/0	D/-/-/B/-/-	59/59/44/35/75	43/75/75/75
Fire Bone Shield +9	144/0/61/0/0	0/0	D/-/-/B/-/-	60.2/60.2/45.7/37/75.7	44.7/75.7/75.7/75.7
Fire Bone Shield +10	151/0/65/0/0	0/0	D/-/-/B/-/-	61.5/61.5/47.5/39/76.5	46.5/76.5/76.5/76.5

## 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
Lightning Bone Shield +0	75/0/0/32/0	0/0	D/-/-/-/C/-	48.7/48.7/18.7/30/68.7	28.7/68.7/68.7/68.7
Lightning Bone Shield +1	83/0/0/35/0	0/0	D/-/-/-/C/-	50/50/20.7/31.7/69.5	30.5/69.5/69.5/69.5
Lightning Bone Shield +2	90/0/0/38/0	0/0	D/-/-/-/C/-	51.3/51.3/22.8/33.5/70.3	32.3/70.3/70.3/70.3
Lightning Bone Shield +3	98/0/0/42/0	0/0	D/-/-/-/B/-	52.5/52.5/24.8/35.2/71	34/71/71/71

Lightning Bone Shield +4	106/0/0/45/0	0/0	D/-/-/-/B/-	53.8/53.8/26.8/37/71.8	35.8/71.8/71.8/71.8
Lightning Bone Shield +5	113/0/0/48/0	0/0	D/-/-/-/B/-	55.1/55.1/28.9/38.7/72.6	37.6/72.6/72.6/72.6
Lightning Bone Shield +6	121/0/0/51/0	0/0	D/-/-/-/B/-	56.4/56.4/30.9/40.5/73.4	39.4/73.4/73.4/73.4
Lightning Bone Shield +7	128/0/0/55/0	0/0	D/-/-/-/B/-	57.7/57.7/32.9/42.2/74.2	41.2/74.2/74.2/74.2
Lightning Bone Shield +8	136/0/0/58/0	0/0	D/-/-/-/B/-	59/59/35/44/75	43/75/75/75
Lightning Bone Shield +9	144/0/0/61/0	0/0	D/-/-/-/B/-	60.2/60.2/37/45.7/75.7	44.7/75.7/75.7/75.7
Lightning Bone Shield +10	151/0/0/65/0	0/0	D/-/-/-/B/-	61.5/61.5/39/47.5/76.5	46.5/76.5/76.5/76.5

## 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 Bone Shield +0	75/0/0/0/0	6/0	D/-/-/-/-/-	48.7/48.7/18.7/18.7/68.7	40/68.7/68.7/68.7
Dark Bone Shield +1	83/0/0/0/0	7/0	D/-/-/-/-/-	50/50/20.7/20.7/69.5	41.5/69.5/69.5/69.5
Dark Bone Shield +2	90/0/0/0/0	7/0	D/-/-/-/-/-	51.3/51.3/22.8/22.8/70.3	43/70.3/70.3/70.3
Dark Bone Shield +3	98/0/0/0/0	8/0	D/-/-/-/-/-	52.5/52.5/24.8/24.8/71	44.5/71/71/71
Dark Bone Shield +4	106/0/0/0/0	9/0	D/-/-/-/-/-	53.8/53.8/26.8/26.8/71.8	46/71.8/71.8/71.8
Dark Bone Shield +5	113/0/0/0/0	9/0	D/-/-/-/-/-	55.1/55.1/28.9/28.9/72.6	47.5/72.6/72.6/72.6
Dark Bone Shield +6	121/0/0/0/0	10/0	D/-/-/-/-/-	56.4/56.4/30.9/30.9/73.4	49/73.4/73.4/73.4

Dark Bone Shield +7	128/0/0/0/0	11/0	D/-/-/-/-/-	57.7/57.7/32.9/32.9/74.2	50.5/74.2/74.2/74.2
Dark Bone Shield +8	136/0/0/0/0	11/0	D/-/-/-/-/-	59/59/35/35/75	52/75/75/75
Dark Bone Shield +9	144/0/0/0/0	12/0	D/-/-/-/-/-	60.2/60.2/37/37/75.7	53.5/75.7/75.7/75.7
Dark Bone Shield +10	151/0/0/0/0	13/0	D/-/-/-/-/-	61.5/61.5/39/39/76.5	55/76.5/76.5/76.5

## 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 Bone Shield +0	75/0/0/0/0	6/0	D/-/-/-/-/-	48.7/48.7/18.7/18.7/68.7	40/68.7/68.7/68.7
Poison Bone Shield +1	83/0/0/0/0	7/0	D/-/-/-/-/-	50/50/20.7/20.7/69.5	41.5/69.5/69.5/69.5
Poison Bone Shield +2	90/0/0/0/0	7/0	D/-/-/-/-/-	51.3/51.3/22.8/22.8/70.3	43/70.3/70.3/70.3
Poison Bone Shield +3	98/0/0/0/0	8/0	D/-/-/-/-/-	52.5/52.5/24.8/24.8/71	44.5/71/71/71
Poison Bone Shield +4	106/0/0/0/0	9/0	D/-/-/-/-/-	53.8/53.8/26.8/26.8/71.8	46/71.8/71.8/71.8
Poison Bone Shield +5	113/0/0/0/0	9/0	D/-/-/-/-/-	55.1/55.1/28.9/28.9/72.6	47.5/72.6/72.6/72.6
Poison Bone Shield +6	121/0/0/0/0	10/0	D/-/-/-/-/-	56.4/56.4/30.9/30.9/73.4	49/73.4/73.4/73.4
Poison Bone Shield +7	128/0/0/0/0	11/0	D/-/-/-/-/-	57.7/57.7/32.9/32.9/74.2	50.5/74.2/74.2/74.2
Poison Bone Shield +8	136/0/0/0/0	11/0	D/-/-/-/-/-	59/59/35/35/75	52/84/75/75
Poison Bone Shield +9	144/0/0/0/0	12/0	D/-/-/-/-/-	60.2/60.2/37/37/75.7	53.5/75.7/75.7/75.7

Poison Bone Shield +10	151/0/0/0/0	13/0	D/-/-/-/-	61.5/61.5/39/39/76.5	55/76.5/76.5/76.5
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# 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 Bone Shield +0	75/0/0/0/0	0/6	D/-/-/-/-	48.7/48.7/18.7/18.7/68.7	28.7/80/68.7/68.7
Bleed Bone Shield +1	83/0/0/0/0	0/7	D/-/-/-/-	50/50/20.7/20.7/69.5	30.5/80.5/69.5/69.5
Bleed Bone Shield +2	90/0/0/0/0	0/7	D/-/-/-/-	51.3/51.3/22.8/22.8/70.3	32.3/81/70.3/70.3
Bleed Bone Shield +3	98/0/0/0/0	0/8	D/-/-/-/-	52.5/52.5/24.8/24.8/71	34/81.5/71/71
Bleed Bone Shield +4	106/0/0/0/0	0/9	D/-/-/-/-	53.8/53.8/26.8/26.8/71.8	35.8/82/71.8/71.8
Bleed Bone Shield +5	113/0/0/0/0	0/9	D/-/-/-/-	55.1/55.1/28.9/28.9/72.6	37.6/82.5/72.6/72.6
Bleed Bone Shield +6	121/0/0/0/0	0/10	D/-/-/-/-	56.4/56.4/30.9/30.9/73.4	39.4/83/73.4/73.4
Bleed Bone Shield +7	128/0/0/0/0	0/11	D/-/-/-/-	57.7/57.7/32.9/32.9/74.2	41.2/83.5/74.2/74.2
Bleed Bone Shield +8	136/0/0/0/0	0/11	D/-/-/-/-	59/59/35/35/75	43/84/75/75
Bleed Bone Shield +9	144/0/0/0/0	0/12	D/-/-/-/-	60.2/60.2/37/37/75.7	44.7/84.5/75.7/75.7
Bleed Bone Shield +10	151/0/0/0/0	0/13	D/-/-/-/-	61.5/61.5/39/39/76.5	46.5/85/76.5/76.5

# 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>	<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 shield to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
<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>

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