

# Bound Wooden Shield


## In-Game Description

*A shield with an unusual design.  
Found in the Undead Purgatory.  
The chains and spikes wrapped around the shield cause bleeding, but weaken the shield's effectiveness.*

*Accessories that are added to a weapon for the sole purpose of tormenting foes can often detract from the weapon's natural effectiveness.*

## Availability

- Sold by Chancellor Wellager for 8,000 souls after defeating the Looking Glass Knight.
- Part of the preorder bonus, received after character creation. Cannot be sold or thrown away.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Durab ility	Weigh t	Stats Nee ded Stat Bonus es	Aux Effect s Reduc tion	Dama ge Reduc tion	Stabili ty	Encha ntable
	90/0/0/ 0/0  (Parry/ Thrust)	0/40	110	15	60	3	11/-/-/  D/-/-/-/ /-	35/75/ 45/45	90/20/ 30/65/ 40	40	Yes

# Notes

- A beat-up Wooden Shield covered in chains, barbs and spikes. Gives up some magic resistance and doubles the weight, but protects a little better from physical damage and does a lot better against bleed effects.
- The shield itself, uniquely, deals thrust damage (with a Bleed effect) when used as a weapon, akin to the Pierce Shield from Dark Souls.
- Paired with the Bound Hand Axe.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

## Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Bound Wooden Shield +0	90/0/0/0/0	0/40	D/-/-/-/-	90/20/30/65/40	35/75/45/45	40	-	-
Bound Wooden Shield +1	99/0/0/0/0	0/42	D/-/-/-/-	90.2/22/31.7/65.8/41.5	36.6/75.6/46.3/46.3	40	1x Titanite Shard	430
Bound Wooden Shield +2	108/0/0/0/0	0/44	D/-/-/-/-	90.5/24/33.5/66.7/43	38.2/76.2/47.7/47.7	41	2x Titanite Shard	540
Bound Wooden Shield +3	117/0/0/0/0	0/46	D/-/-/-/-	90.7/26/35.2/67.6/44.5	39.8/76.8/49.1/49.1	42	3x Titanite Shard	640
Bound Wooden Shield +4	126/0/0/0/0	0/48	D/-/-/-/-	91/28/37/68.5/46	41.5/77.5/50.5/50.5	43	1x Large Titanite Shard	850
Bound Wooden Shield +5	135/0/0/0/0	0/50	D/-/-/-/-	91.2/30/38.7/69.3/47.5	43.1/78.1/51.8/51.8	44	2x Large Titanite Shard	960

Bound Wooden Shield +6	144/0/0/0/0	0/52	D/-/-/-/-/-	91.5/32/40.5/70.2/49	44.7/78.7/53.2/53.2	44	3x Large Titanite Shard	1070
Bound Wooden Shield +7	153/0/0/0/0	0/54	D/-/-/-/-/-	91.7/34/42.2/71.1/50.5	46.3/79.3/54.6/54.6	45	1x Titanite Chunk	1280
Bound Wooden Shield +8	162/0/0/0/0	0/56	D/-/-/-/-/-	92/36/44/72/52	48/80/56/56	46	2x Titanite Chunk	1390
Bound Wooden Shield +9	171/0/0/0/0	0/58	D/-/-/-/-/-	92.2/38/45.7/72.8/53.5	49.6/80.6/57.3/57.3	47	3x Titanite Chunk	1490
Bound Wooden Shield +10	180/0/0/0/0	0/60	C/-/-/-/-/-	92.5/40/47.5/73.7/55	51.2/81.2/58.7/58.7	48	1x Titanite Slab	1700

# 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Bound Wooden Shield +0	74/31/0/0/0	0/33	D/-/C/-/-/-	88.5/31.6/28.5/63.5/38.5	33.5/73.5/43.5/43.5
Magic Bound Wooden Shield +1	81/34/0/0/0	0/34	D/-/C/-/-/-	88.8/33.3/30.3/64.4/40	35.2/74.2/44.9/44.9
Magic Bound Wooden Shield +2	89/37/0/0/0	0/36	D/-/C/-/-/-	89.1/35/32.1/65.3/41.6	36.8/74.8/46.3/46.3
Magic Bound Wooden Shield +3	96/40/0/0/0	0/37	D/-/C/-/-/-	89.4/36.7/33.9/66.2/43.1	38.5/75.5/47.7/47.7

Magic Bound Wooden Shield +4	103/44/0/0/0	0/39	D/-/C/-/-/-	89.6/38.5/35.6/6 7.1/44.6	40.1/76.1/49.1/4 9.1
Magic Bound Wooden Shield +5	111/47/0/0/0	0/41	D/-/C/-/-/-	89.9/40.2/37.4/6 8/46.2	41.8/76.8/50.5/5 0.5
Magic Bound Wooden Shield +6	118/50/0/0/0	0/42	D/-/C/-/-/-	90.2/41.9/39.2/6 9/47.7	43.5/77.5/52/52
Magic Bound Wooden Shield +7	126/53/0/0/0	0/44	D/-/C/-/-/-	90.5/43.6/41/69. 9/49.2	45.1/78.1/53.4/5 3.4
Magic Bound Wooden Shield +8	133/56/0/0/0	0/46	D/-/C/-/-/-	90.8/45.3/42.8/7 0.8/50.8	46.8/78.8/54.8/5 4.8
Magic Bound Wooden Shield +9	141/59/0/0/0	0/47	D/-/C/-/-/-	91.1/47/44.6/71. 7/52.3	48.4/79.4/56.2/5 6.2
Magic Bound Wooden Shield +10	148/63/0/0/0	0/49	D/-/C/-/-/-	91.4/48.7/46.4/7 2.6/53.9	50.1/80.1/57.6/5 7.6

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Bound Wooden Shield +0	74/0/31/0/0	0/33	D/-/-/C/-/-	88.5/18.5/41.6/6 3.5/38.5	33.5/73.5/43.5/4 3.5
Fire Bound Wooden Shield +1	81/0/34/0/0	0/34	D/-/-/C/-/-	88.8/20.5/43.1/6 4.4/40	35.2/74.2/44.9/4 4.9
Fire Bound Wooden Shield +2	89/0/37/0/0	0/36	D/-/-/C/-/-	89.1/22.6/44.5/6 5.3/41.6	36.8/74.8/46.3/4 6.3
Fire Bound Wooden Shield +3	96/0/40/0/0	0/37	D/-/-/C/-/-	89.4/24.6/46/66. 2/43.1	38.5/75.5/47.7/4 7.7

Fire Bound Wooden Shield +4	103/0/44/0/0	0/39	D/-/-/C/-/-	89.6/26.6/47.5/6 7.1/44.6	40.1/76.1/49.1/4 9.1
Fire Bound Wooden Shield +5	111/0/47/0/0	0/41	D/-/-/C/-/-	89.9/28.7/48.9/6 8/46.2	41.8/76.8/50.5/5 0.5
Fire Bound Wooden Shield +6	118/0/50/0/0	0/42	D/-/-/C/-/-	90.2/30.7/50.4/6 9/47.7	43.5/77.5/52/52
Fire Bound Wooden Shield +7	126/0/53/0/0	0/44	D/-/-/C/-/-	90.5/32.7/51.8/6 9.9/49.2	45.1/78.1/53.4/5 3.4
Fire Bound Wooden Shield +8	133/0/56/0/0	0/46	D/-/-/C/-/-	90.8/34.8/53.3/7 0.8/50.8	46.8/78.8/54.8/5 4.8
Fire Bound Wooden Shield +9	141/0/59/0/0	0/47	D/-/-/C/-/-	91.1/36.8/54.7/7 1.7/52.3	48.4/79.4/56.2/5 6.2
Fire Bound Wooden Shield +10	148/0/63/0/0	0/49	D/-/-/C/-/-	91.4/38.9/56.2/7 2.6/53.9	50.1/80.1/57.6/5 7.6

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Bound Wooden Shield +0	74/0/0/31/0	0/33	D/-/-/-/C/-	88.5/18.5/28.5/7 6.6/38.5	33.5/73.5/43.5/4 3.5
Lightning Bound Wooden Shield +1	81/0/0/34/0	0/34	D/-/-/-/C/-	88.8/20.5/30.3/7 7.2/40	35.2/74.2/44.9/4 4.9
Lightning Bound Wooden Shield +2	89/0/0/37/0	0/36	D/-/-/-/C/-	89.1/22.6/32.1/7 7.8/41.6	36.8/74.8/46.3/4 6.3
Lightning Bound Wooden Shield +3	96/0/0/40/0	0/37	D/-/-/-/C/-	89.4/24.6/33.9/7 8.4/43.1	38.5/75.5/47.7/4 7.7

Lightning Bound Wooden Shield +4	103/0/0/44/0	0/39	D/-/-/-/C/-	89.6/26.6/35.6/7 9/44.6	40.1/76.1/49.1/4 9.1
Lightning Bound Wooden Shield +5	111/0/0/47/0	0/41	D/-/-/-/C/-	89.9/28.7/37.4/7 9.5/46.2	41.8/76.8/50.5/5 0.5
Lightning Bound Wooden Shield +6	118/0/0/50/0	0/42	D/-/-/-/C/-	90.2/30.7/39.2/8 0.1/47.7	43.5/77.5/52/52
Lightning Bound Wooden Shield +7	126/0/0/53/0	0/44	D/-/-/-/C/-	90.5/32.7/41/80. 7/49.2	45.1/78.1/53.4/5 3.4
Lightning Bound Wooden Shield +8	133/0/0/56/0	0/46	D/-/-/-/C/-	90.8/34.8/42.8/8 1.3/50.8	46.8/78.8/54.8/5 4.8
Lightning Bound Wooden Shield +9	141/0/0/59/0	0/47	D/-/-/-/C/-	91.1/36.8/44.6/8 1.9/52.3	48.4/79.4/56.2/5 6.2
Lightning Bound Wooden Shield +10	148/0/0/63/0	0/49	D/-/-/-/C/-	91.4/38.9/46.4/8 2.5/53.9	50.1/80.1/57.6/5 7.6

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Bound Wooden Shield +0	74/0/0/0/31	0/33	D/-/-/-/-/C	88.5/18.5/28.5/6 3.5/51.6	33.5/73.5/43.5/4 3.5
Dark Bound Wooden Shield +1	81/0/0/34/0	0/34	D/-/-/-/-/C	88.8/20.5/30.3/6 4.4/52.8	35.2/74.2/44.9/4 4.9
Dark Bound Wooden Shield +2	89/0/0/37/0	0/36	D/-/-/-/-/C	89.1/22.6/32.1/6 5.3/54	36.8/74.8/46.3/4 6.3
Dark Bound Wooden Shield +3	96/0/0/40/0	0/37	D/-/-/-/-/C	89.4/24.6/33.9/6 6.2/55.2	38.5/75.5/47.7/4 7.7

Dark Bound Wooden Shield +4	103/0/0/44/0	0/39	D/-/-/-/C	89.6/26.6/35.6/67.1/56.5	40.1/76.1/49.1/49.1
Dark Bound Wooden Shield +5	111/0/0/47/0	0/41	D/-/-/-/C	89.9/28.7/37.4/68/57.7	41.8/76.8/50.5/50.5
Dark Bound Wooden Shield +6	118/0/0/50/0	0/42	D/-/-/-/C	90.2/30.7/39.2/69/58.9	43.5/77.5/52/52
Dark Bound Wooden Shield +7	126/0/0/53/0	0/44	D/-/-/-/C	90.5/32.7/41/69.9/60.1	45.1/78.1/53.4/53.4
Dark Bound Wooden Shield +8	133/0/0/56/0	0/46	D/-/-/-/C	90.8/34.8/42.8/70.8/61.3	46.8/78.8/54.8/54.8
Dark Bound Wooden Shield +9	141/0/0/59/0	0/47	D/-/-/-/C	91.1/36.8/44.6/71.7/62.5	48.4/79.4/56.2/56.2
Dark Bound Wooden Shield +10	148/0/0/63/0	0/49	D/-/-/-/C	91.4/38.9/46.4/72.6/63.7	50.1/80.1/57.6/57.6

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Bound Wooden Shield +0	89/0/0/0/0	7/39	D/-/-/-/-	88.5/18.5/28.5/63.5/38.5	46.6/73.5/43.5/43.5
Poison Bound Wooden Shield +1	98/0/0/0/0	8/41	D/-/-/-/-	88.8/20.5/30.3/64.4/40	48/74.2/44.9/44.9
Poison Bound Wooden Shield +2	106/0/0/0/0	9/43	D/-/-/-/-	89.1/22.6/32.1/65.3/41.6	49.3/74.8/46.3/46.3
Poison Bound Wooden Shield +3	115/0/0/0/0	9/45	D/-/-/-/-	89.4/24.6/33.9/66.2/43.1	50.6/75.5/47.7/47.7

Poison Bound Wooden Shield +4	124/0/0/0/0	10/47	D/-/-/-/-	89.6/26.6/35.6/67.1/44.6	52/76.1/49.1/49.1
Poison Bound Wooden Shield +5	133/0/0/0/0	11/49	D/-/-/-/-	89.9/28.7/37.4/68/46.2	53.3/76.8/50.5/50.5
Poison Bound Wooden Shield +6	142/0/0/0/0	12/51	D/-/-/-/-	90.2/30.7/39.2/69/47.7	54.6/77.5/52/52
Poison Bound Wooden Shield +7	151/0/0/0/0	12/53	D/-/-/-/-	90.5/32.7/41/69.9/49.2	56/78.1/53.4/53.4
Poison Bound Wooden Shield +8	160/0/0/0/0	13/55	D/-/-/-/-	90.8/34.8/42.8/70.8/50.8	57.3/78.8/54.8/54.8
Poison Bound Wooden Shield +9	169/0/0/0/0	14/57	D/-/-/-/-	91.1/36.8/44.6/71.7/52.3	58.6/79.4/56.2/56.2
Poison Bound Wooden Shield +10	178/0/0/0/0	15/59	D/-/-/-/-	91.4/38.9/46.4/72.6/53.9	60/80.1/57.6/57.6

# 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Bound Wooden Shield +0	70/0/0/0/0	0/64	D/-/-/-/-	88.5/18.5/28.5/63.5/38.5	33.5/86.6/43.5/43.5
Bleed Bound Wooden Shield +1	77/0/0/0/0	0/68	D/-/-/-/-	88.8/20.5/30.3/64.4/40	35.2/87/44.9/44.9
Bleed Bound Wooden Shield +2	84/0/0/0/0	0/71	D/-/-/-/-	89.1/22.6/32.1/65.3/41.6	36.8/87.3/46.3/46.3
Bleed Bound Wooden Shield +3	91/0/0/0/0	0/74	D/-/-/-/-	89.4/24.6/33.9/66.2/43.1	38.5/87.6/47.7/47.7



Bleed Bound Wooden Shield +4	98/0/0/0/0	0/77	D/-/-/-/-	89.6/26.6/35.6/6 7.1/44.6	40.1/88/49.1/49. 1
Bleed Bound Wooden Shield +5	105/0/0/0/0	0/81	D/-/-/-/-	89.9/28.7/37.4/6 8/46.2	41.8/88.3/50.5/5 0.5
Bleed Bound Wooden Shield +6	112/0/0/0/0	0/84	D/-/-/-/-	90.2/30.7/39.2/6 9/47.7	43.5/88.6/52/52
Bleed Bound Wooden Shield +7	119/0/0/0/0	0/87	D/-/-/-/-	90.5/32.7/41/69. 9/49.2	45.1/89/53.4/53. 4
Bleed Bound Wooden Shield +8	126/0/0/0/0	0/90	D/-/-/-/-	90.8/34.8/42.8/7 0.8/50.8	46.8/89.3/54.8/5 4.8
Bleed Bound Wooden Shield +9	133/0/0/0/0	0/93	D/-/-/-/-	91.1/36.8/44.6/7 1.7/52.3	48.4/89.6/56.2/5 6.2
Bleed Bound Wooden Shield +10	140/0/0/0/0	0/97	D/-/-/-/-	91.4/38.9/46.4/7 2.6/53.9	50.1/90/57.6/57. 6

# 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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