

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	89.6/26.6/35.6/6 7.1/56.5	40.1/76.1/49.1/4 9.1
Dark Bound Wooden Shield +5	111/0/0/47/0	0/41	D/-/-/-/C	89.9/28.7/37.4/6 8/57.7	41.8/76.8/50.5/5 0.5
Dark Bound Wooden Shield +6	118/0/0/50/0	0/42	D/-/-/-/C	90.2/30.7/39.2/6 9/58.9	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	45.1/78.1/53.4/5 3.4
Dark Bound Wooden Shield +8	133/0/0/56/0	0/46	D/-/-/-/C	90.8/34.8/42.8/7 0.8/61.3	46.8/78.8/54.8/5 4.8
Dark Bound Wooden Shield +9	141/0/0/59/0	0/47	D/-/-/-/C	91.1/36.8/44.6/7 1.7/62.5	48.4/79.4/56.2/5 6.2
Dark Bound Wooden Shield +10	148/0/0/63/0	0/49	D/-/-/-/C	91.4/38.9/46.4/7 2.6/63.7	50.1/80.1/57.6/5 7.6

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/-/-/-/-	88.5/18.5/28.5/6 3.5/38.5	46.6/73.5/43.5/4 3.5
Poison Bound Wooden Shield +1	98/0/0/0/0	8/41	D/-/-/-/-	88.8/20.5/30.3/6 4.4/40	48/74.2/44.9/44. 9
Poison Bound Wooden Shield +2	106/0/0/0/0	9/43	D/-/-/-/-	89.1/22.6/32.1/6 5.3/41.6	49.3/74.8/46.3/4 6.3
Poison Bound Wooden Shield +3	115/0/0/0/0	9/45	D/-/-/-/-	89.4/24.6/33.9/6 6.2/43.1	50.6/75.5/47.7/4 7.7

Poison Bound Wooden Shield +4	124/0/0/0/0	10/47	D/-/-/-/-	89.6/26.6/35.6/6 7.1/44.6	52/76.1/49.1/49. 1
Poison Bound Wooden Shield +5	133/0/0/0/0	11/49	D/-/-/-/-	89.9/28.7/37.4/6 8/46.2	53.3/76.8/50.5/5 0.5
Poison Bound Wooden Shield +6	142/0/0/0/0	12/51	D/-/-/-/-	90.2/30.7/39.2/6 9/47.7	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/-/-/-/-	90.8/34.8/42.8/7 0.8/50.8	57.3/78.8/54.8/5 4.8
Poison Bound Wooden Shield +9	169/0/0/0/0	14/57	D/-/-/-/-	91.1/36.8/44.6/7 1.7/52.3	58.6/79.4/56.2/5 6.2
Poison Bound Wooden Shield +10	178/0/0/0/0	15/59	D/-/-/-/-	91.4/38.9/46.4/7 2.6/53.9	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/-/-/-/-	88.5/18.5/28.5/6 3.5/38.5	33.5/86.6/43.5/4 3.5
Bleed Bound Wooden Shield +1	77/0/0/0/0	0/68	D/-/-/-/-	88.8/20.5/30.3/6 4.4/40	35.2/87/44.9/44. 9
Bleed Bound Wooden Shield +2	84/0/0/0/0	0/71	D/-/-/-/-	89.1/22.6/32.1/6 5.3/41.6	36.8/87.3/46.3/4 6.3
Bleed Bound Wooden Shield +3	91/0/0/0/0	0/74	D/-/-/-/-	89.4/24.6/33.9/6 6.2/43.1	38.5/87.6/47.7/4 7.7

Bleed Bound Wooden Shield +4	98/0/0/0/0	0/77	D/-/-/-/-	89.6/26.6/35.6/67.1/44.6	40.1/88/49.1/49.1
Bleed Bound Wooden Shield +5	105/0/0/0/0	0/81	D/-/-/-/-	89.9/28.7/37.4/68/46.2	41.8/88.3/50.5/50.5
Bleed Bound Wooden Shield +6	112/0/0/0/0	0/84	D/-/-/-/-	90.2/30.7/39.2/69/47.7	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/-/-/-/-	90.8/34.8/42.8/70.8/50.8	46.8/89.3/54.8/54.8
Bleed Bound Wooden Shield +9	133/0/0/0/0	0/93	D/-/-/-/-	91.1/36.8/44.6/71.7/52.3	48.4/89.6/56.2/56.2
Bleed Bound Wooden Shield +10	140/0/0/0/0	0/97	D/-/-/-/-	91.4/38.9/46.4/72.6/53.9	50.1/90/57.6/57.6

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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