

Chaos Shield

In Game Description

Shield of darkness and chaos.

Once, a brilliant young sorcerer cast away his earthly desires, devoting himself entirely to the Dark that bewitched him.

Nebulous, inky and serene, the Dark holds an allure matched only by the fear it strikes in men's hearts. Could it be nature, holding a mirror to mankind?

Availability

- Enhanced Undead drop - rare. In the cage, at the end of the long corridor, in Aldia's Keep.
- Sold by Felkin the Outcast in Scholar of the First Sin.

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
	60/0/40 /0/0 (Parry/S trike)	0/0	110	15	10/0/0/ 0 -/-/-/B/-/-	75/85/6 0/85/90	65/65/6 5/65	45	60	4.5

Upgrades

Basic

Standard upgrade path. 15 Twinkling Titanite are required to fully upgrade this shield.
Requires:

- Twinkling Titanite

Name	Damage	Damage Reduction %	Aux. Effects Reduction	Stability	Stat Bonuses	Materials Cost	Souls
Chaos Shield +0	60/0/40/0/0	45/60/60/60/85	65/65/65/65	45	-/-/B/-/-	-	-
Chaos Shield +1	66/0/44/0/0	46.3/61/61/61/85.3	65.8/65.8/65.8/65.8	46	-/-/B/-/-	1x Twinkling Titanite	1,200
Chaos Shield +2	72/0/48/0/0	47.7/62/62/62/85.7	66.7/66.7/66.7/66.7	48	-/-/B/-/-	2x Twinkling Titanite	1,500
Chaos Shield +3	78/0/52/0/0	49.1/63/63/63/86.1	67.6/67.6/67.6/67.6	49	-/-/B/-/-	3x Twinkling Titanite	1,800
Chaos Shield +4	84/0/56/0/0	50.5/64/64/64/86.5	68.5/68.5/68.5/68.5	51	-/-/B/-/-	4x Twinkling Titanite	2,400
Chaos Shield +5	90/0/60/0/0	51.8/65/65/65/86.8	69.3/69.3/69.3/69.3	53	-/-/B/-/-	5x Twinkling Titanite	2,700

Infusions

Magic

Magic upgrade path.
Requires:

- Faintstone
- 2000 souls

Name	Damage	Damage Reduction %	Aux. Effects Reduction	Stat Bonuses
Magic Chaos Shield +0	50/11/34/0/0	43.7/70/58.7/58.7/83.7	63.7/63.7/63.7/63.7	-/-/C/B/-/-

Magic Chaos Shield +1	56/13/37/0/0	45.1/70.7/59.7/59.7/84.1	64.6/64.6/64.6/64.6	-/-/C/B/-/-
Magic Chaos Shield +2	61/14/40/0/0	46.5/71.5/60.8/60.8/84.5	65.5/65.5/65.5/65.5	-/-/C/B/-/-
Magic Chaos Shield +3	66/15/44/0/0	47.9/72.2/61.8/61.8/84.9	66.4/66.4/66.4/66.4	-/-/C/B/-/-
Magic Chaos Shield +4	71/16/47/0/0	49.3/73/62.8/62.8/85.3	67.3/67.3/67.3/67.3	-/-/C/B/-/-
Magic Chaos Shield +5	76/17/50/0/0	50.7/73.7/63.9/63.9/85.7	68.2/68.2/68.2/68.2	-/-/C/B/-/-

Fire

Fire upgrade path.
Requires:

- Firedrake Stone
- 2000 souls

Name	Damage	Damage Reduction %	Aux. Effects Reduction	Stat Bonuses
Fire Chaos Shield +0	54/0/44/0/0	44.5/59.5/63.3/59.5/84.5	64.5/64.5/64.5/64.5	-/-/-/B/-/-
Fire Chaos Shield +1	59/0/48/0/0	45.9/60.5/64.2/60.5/84.9	65.4/65.4/65.4/65.4	-/-/-/B/-/-
Fire Chaos Shield +2	64/0/52/0/0	47.3/61.6/65.1/61.6/85.3	66.3/66.3/66.3/66.3	-/-/-/B/-/-
Fire Chaos Shield +3	70/0/57/0/0	48.7/62.6/66/62.6/85.7	67.2/67.2/67.2/67.2	-/-/-/B/-/-
Fire Chaos Shield +4	75/0/61/0/0	50.1/63.6/67/63.6/86.1	68.1/68.1/68.1/68.1	-/-/-/B/-/-
Fire Chaos Shield +5	81/0/66/0/0	51.5/64.6/67.9/64.6/86.5	69/69/69/69	-/-/-/B/-/-

Lightning

Lightning upgrade path.
Requires:

- Boltstone
- 2000 souls

Name	Damage	Damage Reduction %	Aux. Effects Reduction	Stat Bonuses
Lightning Chaos Shield +0	50/0/34/11/0	43.7/58.7/58.7/70/83.7	63.7/63.7/63.7/63.7	-/-/-B/C/-
Lightning Chaos Shield +1	56/0/37/13/0	45.1/59.7/59.7/70.7/84.1	64.6/64.6/64.6/64.6	-/-/-B/C/-
Lightning Chaos Shield +2	61/0/40/14/0	46.5/60.8/60.8/71.5/84.5	65.5/65.5/65.5/65.5	-/-/-B/C/-
Lightning Chaos Shield +3	66/0/44/15/0	47.9/61.8/61.8/72.2/84.9	66.4/66.4/66.4/66.4	-/-/-B/C/-
Lightning Chaos Shield +4	71/0/47/16/0	49.3/62.8/62.8/73/85.3	67.3/67.3/67.3/67.3	-/-/-B/C/-
Lightning Chaos Shield +5	76/0/50/17/0	50.7/63.9/63.9/73.7/85.7	68.2/68.2/68.2/68.2	-/-/-B/C/-

Dark

Dark upgrade path.
Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Damage Reduction %	Aux. Effects Reduction	Stat Bonuses
Dark Chaos Shield +0	50/0/34/0/11	43.7/58.7/58.7/58.7/95	63.7/63.7/63.7/63.7	-/-/-B/-/C
Dark Chaos Shield +1	56/0/37/0/13	45.1/59.7/59.7/59.7/95.1	64.6/64.6/64.6/64.6	-/-/-B/-/C
Dark Chaos Shield +2	61/0/40/0/14	46.5/60.8/60.8/60.8/95.2	65.5/65.5/65.5/65.5	-/-/-B/-/C
Dark Chaos Shield +3	66/0/44/0/15	47.9/61.8/61.8/61.8/95.3	66.4/66.4/66.4/66.4	-/-/-B/-/C
Dark Chaos Shield +4	71/0/47/0/16	49.3/62.8/62.8/62.8/95.5	67.3/67.3/67.3/67.3	-/-/-B/-/C
Dark Chaos Shield +5	76/0/50/0/17	50.7/63.9/63.9/63.9/95.6	68.2/68.2/68.2/68.2	-/-/-B/-/C

Poison

Poison upgrade path.
Requires:

- Poison Stone
- 2000 souls

Name	Damage	Aux. Effects	Damage Reduction %	Aux. Effects Reduction	Stat Bonuses
Poison Chaos Shield +0	52/0/34/0/0	7/0	42.7/57.7/57.7/57.7/82.7	83.3/62.7/62.7/62.7	-/-/S/-/-
Poison Chaos Shield +1	57/0/38/0/0	8/0	44.1/58.7/58.7/58.7/83.1	83.7/63.6/63.6/63.6	-/-/S/-/-
Poison Chaos Shield +2	62/0/41/0/0	9/0	45.5/59.8/59.8/59.8/83.5	84.1/64.5/64.5/64.5	-/-/S/-/-
Poison Chaos Shield +3	67/0/45/0/0	10/0	47/60.8/60.8/60.8/84	84.5/65.5/65.5/65.5	-/-/S/-/-
Poison Chaos Shield +4	73/0/48/0/0	11/0	48.4/61.9/61.9/61.9/84.4	85/66.4/66.4/66.4	-/-/S/-/-
Poison Chaos Shield +5	78/0/52/0/0	11/0	49.8/62.9/62.9/62.9/84.8	85.4/67.3/67.3/67.3	-/-/S/-/-

Bleed

Bleed upgrade path.
Requires:

- Bleed Stone
- 2000 souls

Name	Damage	Aux. Effects	Damage Reduction %	Aux. Effects Reduction	Stat Bonuses
Lacerating Chaos Shield +0	52/0/34/0/0	0/7	42.7/57.7/57.7/57.7/82.7	62.7/83.3/62.7/62.7	-/-/S/-/-
Lacerating Chaos Shield +1	57/0/38/0/0	0/8	44.1/58.7/58.7/58.7/83.1	63.6/83.7/63.6/63.6	-/-/S/-/-
Lacerating Chaos Shield +2	62/0/41/0/0	0/9	45.5/59.8/59.8/59.8/83.5	64.5/84.1/64.5/64.5	-/-/S/-/-
Lacerating Chaos Shield +3	67/0/45/0/0	0/10	47/60.8/60.8/60.8/84	65.5/84.5/65.5/65.5	-/-/S/-/-
Lacerating Chaos Shield +4	73/0/48/0/0	0/11	48.4/61.9/61.9/61.9/84.4	66.4/85/66.4/66.4	-/-/S/-/-

Lacerating Chaos Shield +5	78/0/52/0/0	0/11	49.8/62.9/62.9/62.9/84.8	67.3/85.4/67.3/67.3	-/-/-/5/-/-
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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>