

# Charred Loyce Shield


## In-Game Description

*Charred shield of the Knights of Loyce, burned black by flame.  
Gradually restores HP while equipped.*

*These Knights of Loyce lacked all sense of self, and were driven only by the urge to expunge any who might disturb the flame, even former compatriots.*

## Availability

Enemy drop in the Old Chaos.

## 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
	46/40/54/0/0  (Parry/S trike)	0/0	100	15	12/16/0/0  - /C/D/D/- /-	55/45/80/50/50	55/55/40/40	50	40	5

## Notes

- Slowly restores health like its unscathed self, at 2HP every 3 second.
- Just like in real life, the Charred Loyce Shield has gained mass after being burned and weighs more than its unburned counterpart.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

## Basic

Special upgrade path.  
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Charred Loyce Shield +0	46/40/54/0/0	-/C/D/D/-/-	55/45/80/50/50	55/55/40/40	50	-	-
Charred Loyce Shield +1	48/44/59/0/0	-/C/D/D/-/-	56.1/46.3/80.5/51.2/51.2	56.1/56.1/41.5/41.5	51	1x Twinkling Titanite	930
Charred Loyce Shield +2	51/48/64/0/0	-/C/D/D/-/-	57.2/47.7/81/52.5/52.5	57.2/57.2/43/43	53	2x Twinkling Titanite	1,160
Charred Loyce Shield +3	54/52/69/0/0	-/C/D/D/-/-	58.3/49.1/81.5/53.7/53.7	58.3/58.3/44.5/44.5	54	3x Twinkling Titanite	1,390
Charred Loyce Shield +4	57/56/74/0/0	-/C/D/D/-/-	59.5/50.5/82/55/55	59.5/59.5/46/46	56	4x Twinkling Titanite	1,860
Charred Loyce Shield +5	60/60/60/0/0	-/C/D/D/-/-	60.6/51.8/82.5/56.2/56.2	60.6/60.6/47.5/47.5	58	5x Twinkling Titanite	2,090

# 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 Charred Loyce Shield +0	39/52/45/0/0	0/0	-/D/D/D/-/-	53.7/55/78.7/48.7/48.7	53.7/53.7/38.7/38.7
Magic Charred Loyce Shield +1	41/57/50/0/0	0/0	-/D/D/D/-/-	54.9/56.1/79.2/50/50	54.9/54.9/40.2/40.2
Magic Charred Loyce Shield +2	43/62/54/0/0	0/0	-/D/D/D/-/-	56/57.2/79.8/51.3/51.3	56/56/41.8/41.8
Magic Charred Loyce Shield +3	46/67/59/0/0	0/0	-/D/D/D/-/-	57.2/58.3/80.3/52.5/52.5	57.2/57.2/43.3/43.3
Magic Charred Loyce Shield +4	48/72/63/0/0	0/0	-/D/D/D/-/-	58.3/59.5/80.8/53.8/53.8	58.3/58.3/44.8/44.8
Magic Charred Loyce Shield +5	50/78/68/0/0	0/0	-/D/D/D/-/-	59.5/60.6/81.4/55.1/55.1	59.5/59.5/46.4/46.4

## 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 Charred Loyce Shield +0	39/34/70/0/0	0/0	-/D/D/D/-/-	53.7/43.7/90/48.7/48.7	53.7/53.7/38.7/38.7
Fire Charred Loyce Shield +1	41/37/76/0/0	0/0	-/D/D/D/-/-	54.9/45.1/90.2/50/50	54.9/54.9/40.2/40.2
Fire Charred Loyce Shield +2	43/40/83/0/0	0/0	-/D/D/D/-/-	56/46.5/90.5/51.3/51.3	56/56/41.8/41.8
Fire Charred Loyce Shield +3	46/44/90/0/0	0/0	-/D/D/D/-/-	57.2/47.9/90.7/52.5/52.5	57.2/57.2/43.3/43.3

Fire Charred Loyce Shield +4	48/47/97/0/0	0/0	-/D/D/D/-/-	58.3/49.3/91/53.8/53.8	58.3/58.3/44.8/44.8
Fire Charred Loyce Shield +5	50/50/104/0/0	0/0	-/D/D/D/-/-	59.5/50.7/91.2/55.1/55.1	59.5/59.5/46.4/46.4

## 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 Charred Loyce Shield +0	37/32/44/29/0	0/0	-/D/D/D/D/-	52.7/42.7/77.7/68.3/47.7	52.7/52.7/37.7/37.7
Lightning Charred Loyce Shield +1	39/35/48/32/0	0/0	-/D/D/D/D/-	53.8/42.7/78.2/69.1/49	53.8/53.8/39.2/39.2
Lightning Charred Loyce Shield +2	42/39/52/35/0	0/0	-/D/D/D/D/-	55/45.5/78.8/69.9/50.3	55/55/40.8/40.8
Lightning Charred Loyce Shield +3	44/42/56/38/0	0/0	-/D/D/D/D/-	56.2/47/79.3/70.7/51.6	56.2/56.2/42.3/42.3
Lightning Charred Loyce Shield +4	46/45/61/41/0	0/0	-/D/D/D/D/-	57.4/48.4/79.9/71.5/52.9	57.4/57.4/43.9/43.9
Lightning Charred Loyce Shield +5	48/48/65/44/0	0/0	-/D/D/D/D/-	58.6/49.8/80.4/72.2/54.2	58.6/58.6/45.4/45.4

## 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 Charred Loyce Shield +0	37/32/44/0/29	0/0	-/D/D/D/-/D	52.7/42.7/77.7/47.7/68.3	52.7/52.7/37.7/37.7
Dark Charred Loyce Shield +1	39/35/48/0/32	0/0	-/D/D/D/-/D	53.8/42.7/78.2/49/69.1	53.8/53.8/39.2/39.2
Dark Charred Loyce Shield +2	42/39/52/0/35	0/0	-/D/D/D/-/D	55/45.5/78.8/50.3/69.9	55/55/40.8/40.8
Dark Charred Loyce Shield +3	44/42/56/0/38	0/0	-/D/D/D/-/D	56.2/47/79.3/51.6/70.7	56.2/56.2/42.3/42.3
Dark Charred Loyce Shield +4	46/45/61/0/41	0/0	-/D/D/D/-/D	57.4/48.4/79.9/52.9/71.5	57.4/57.4/43.9/43.9
Dark Charred Loyce Shield +5	48/48/65/0/44	0/0	-/D/D/D/-/D	58.6/49.8/80.4/54.2/72.2	58.6/58.6/45.4/45.4

# 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 Charred Loyce Shield +0	45/39/52/0/0	105/0	-/D/D/D/-/-	52.7/42.7/77.7/47.7/47.7	73.3/52.7/37.7/37.7
Poison Charred Loyce Shield +1	47/43/58/0/0	110/0	-/D/D/D/-/-	53.8/42.7/78.2/49/49	74/53.8/39.2/39.2
Poison Charred Loyce Shield +2	50/47/63/0/0	116/0	-/D/D/D/-/-	55/45.5/78.8/50.3/50.3	74.6/55/40.8/40.8
Poison Charred Loyce Shield +3	53/50/68/0/0	121/0	-/D/D/D/-/-	56.2/47/79.3/51.6/51.6	75.3/56.2/42.3/42.3
Poison Charred Loyce Shield +4	56/54/73/0/0	126/0	-/D/D/D/-/-	57.4/48.4/79.9/52.9/52.9	76/57.4/43.9/43.9
Poison Charred Loyce Shield +5	58/58/78/0/0	132/0	-/D/D/D/-/-	58.6/49.8/80.4/54.2/54.2	76.6/58.6/45.4/45.4

# 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 Charred Loyce Shield +0	45/39/52/0/0	0/105	-/D/D/D/-/-	52.7/42.7/77.7/47.7/47.7	52.7/73.3/37.7/37.7
Bleed Charred Loyce Shield +1	47/43/58/0/0	0/110	-/D/D/D/-/-	53.8/42.7/78.2/49/49	53.8/74/39.2/39.2
Bleed Charred Loyce Shield +2	50/47/63/0/0	0/116	-/D/D/D/-/-	55/45.5/78.8/50.3/50.3	55/74.6/40.8/40.8
Bleed Charred Loyce Shield +3	53/50/68/0/0	0/121	-/D/D/D/-/-	56.2/47/79.3/51.6/51.6	56.2/75.3/42.3/42.3
Bleed Charred Loyce Shield +4	56/54/73/0/0	0/126	-/D/D/D/-/-	57.4/48.4/79.9/52.9/52.9	57.4/76/43.9/43.9
Bleed Charred Loyce Shield +5	58/58/78/0/0	0/132	-/D/D/D/-/-	58.6/49.8/80.4/54.2/54.2	58.6/76.6/45.4/45.4

## 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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