

Cursed Bone Shield

In-Game Description

*Small shield used by Aldian warlocks.
Reinforced by a covert ritual that granted the shield the power of flame.
Can deflect spells by parrying.*

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

- Merciless Roenna drop - very rare.
- Prowling Magus drop - very rare.

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
	23/0/27 /0/0 (Spell Parry/St rike)	0/0	100	10	12/12/0 /0 E/D/-/C/- /-	85/70/8 5/70/70	30/30/6 0/60	30	70	3

Notes

When infused with Fire it will lower; all damage/aux reductions, STR & DEX scaling plus it gains more fire damage/reduction like normal. However Fire scaling does not increase and it lowers physical base damage more than other infusions do. When it's infused with either Poison or Bleed it gains a small boost to Physical and Fire damage and increases the Fire scaling from a C to a B.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

Basic

Special upgrade path.
Requires Twinkling Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls
Cursed Bone Shield +0	23/0/27/0/0	0/0	E/D/-/C/-/-	85/70/85/70/70	30/30/60/60	30	-	-
Cursed Bone Shield +1	25/0/29/0/0	0/0	E/D/-/C/-/-	85.3/70.7/85.3/70.7/70.7	31.7/31.7/61/61	31	1x Twinkling Titanite	570
Cursed Bone Shield +2	27/0/32/0/0	0/0	E/D/-/C/-/-	85.7/71.5/85.7/71.5/71.5	33.5/33.5/62/62	33	2x Twinkling Titanite	710
Cursed Bone Shield +3	30/0/34/0/0	0/0	E/D/-/C/-/-	86.1/72.2/86.1/72.2/72.2	35.2/35.2/63/63	34	3x Twinkling Titanite	850
Cursed Bone Shield +4	32/0/37/0/0	0/0	E/D/-/C/-/-	86.5/73/86.5/73/73	37/37/64/64	36	4x Twinkling Titanite	1,130
Cursed Bone Shield +5	35/0/40/0/0	0/0	E/D/-/C/-/-	86.8/73.7/86.8/73.7/73.7	38.7/38.7/65/65	38	5x Twinkling Titanite	1,270

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 Cursed Bone Shield +0	19/8/22/0/0	0/0	E/D/C/C/-/-	83.7/80/83.7/68.7/68.7	28.7/28.7/58.7/58.7
Magic Cursed Bone Shield +1	21/8/25/0/0	0/0	E/D/C/C/-/-	84.1/80.5/84.1/69.5/69.5	30.5/30.5/59.7/59.7
Magic Cursed Bone Shield +2	23/9/27/0/0	0/0	E/D/C/C/-/-	84.5/81/84.5/70.3/70.3	32.3/32.3/60.8/60.8
Magic Cursed Bone Shield +3	25/10/29/0/0	0/0	E/D/C/C/-/-	84.9/81.5/84.9/71/71	34/34/61.8/61.8
Magic Cursed Bone Shield +4	27/11/31/0/0	0/0	E/D/C/C/-/-	85.3/82/85.3/71.8/71.8	35.8/35.8/62.8/62.8
Magic Cursed Bone Shield +5	29/11/34/0/0	0/0	E/D/C/C/-/-	85.7/82.5/85.7/72.6/72.6	37.6/37.6/63.9/63.9

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Increases: Base fire damage, fire damage reduction.

Requires:

- Firedrake Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Cursed Bone Shield +0	?/0/35/0/0	0/0	E/D/-/C/-/-	83.7/68.7/95/68.7/68.7	28.7/28.7/58.7/58.7
Fire Cursed Bone Shield +1	17/0/38/0/0	0/0	E/D/-/C/-/-	84.1/69.5/95.1/69.5/69.5	30.5/30.5/59.7/59.7
Fire Cursed Bone Shield +2	19/0/41/0/0	0/0	E/D/-/C/-/-	84.5/70.3/95.2/70.3/70.3	32.3/32.3/60.8/60.8
Fire Cursed Bone Shield +3	21/0/45/0/0	0/0	E/D/-/C/-/-	84.9/71/95.3/71/71	34/34/61.8/61.8
Fire Cursed Bone Shield +4	22/0/48/0/0	0/0	E/D/-/C/-/-	85.3/71.8/95.5/71.8/71.8	35.8/35.8/62.8/62.8

Fire Cursed Bone Shield +5	24/0/52/0/0	0/0	E/D/-/C/-/-	85.7/72.6/95.6/72.6/72.6	37.6/37.6/63.9/63.9
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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 Cursed Bone Shield +0	19/0/22/8/0	0/0	E/D/-/C/C/-	83.7/68.7/83.7/80/68.7	28.7/28.7/58.7/58.7
Lightning Cursed Bone Shield +1	21/0/25/8/0	0/0	E/D/-/C/C/-	84.1/69.5/84.1/80.5/69.5	30.5/30.5/59.7/59.7
Lightning Cursed Bone Shield +2	23/0/27/9/0	0/0	E/D/-/C/C/-	84.5/70.3/84.5/81/70.3	32.3/32.3/60.8/60.8
Lightning Cursed Bone Shield +3	25/0/29/10/0	0/0	E/D/-/C/C/-	84.9/71/84.9/81.5/71	34/34/61.8/61.8
Lightning Cursed Bone Shield +4	27/0/31/11/0	0/0	E/D/-/C/C/-	85.3/71.8/85.3/82/71.8	35.8/35.8/62.8/62.8
Lightning Cursed Bone Shield +5	29/0/34/11/0	0/0	E/D/-/C/C/-	85.7/72.6/85.7/82.5/72.6	37.6/37.6/63.9/63.9

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 Cursed Bone Shield +0	19/0/22/0/8	0/0	E/D/-/C/-/C	83.7/68.7/83.7/68.7/80	28.7/28.7/58.7/58.7
Dark Cursed Bone Shield +1	21/0/25/0/8	0/0	E/D/-/C/-/C	84.1/69.5/84.1/69.5/80.5	30.5/30.5/59.7/59.7
Dark Cursed Bone Shield +2	23/0/27/0/9	0/0	E/D/-/C/-/C	84.5/70.3/84.5/70.3/81	32.3/32.3/60.8/60.8

Dark Cursed Bone Shield +3	25/0/29/0/10	0/0	E/D/-/C/-/C	84.9/71/84.9/71/81.5	34/34/61.8/61.8
Dark Cursed Bone Shield +4	27/0/31/0/11	0/0	E/D/-/C/-/C	85.3/71.8/85.3/71.8/82	35.8/35.8/62.8/62.8
Dark Cursed Bone Shield +5	29/0/34/0/11	0/0	E/D/-/C/-/C	85.7/72.6/85.7/72.6/82.5	37.6/37.6/63.9/63.9

Poison

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison and fire damage, INT and FTH stat bonus, poison damage reduction.

Requires:

- Poison Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Cursed Bone Shield +0	23/0/27/0/0	1/0	E/D/-/B/-/-	83.7/68.7/83.7/68.7/68.7	40/28.7/58.7/58.7
Poison Cursed Bone Shield +1	25/0/30/0/0	1/0	E/D/-/B/-/-	84.1/69.5/84.1/69.5/69.5	41.5/30.5/59.7/59.7
Poison Cursed Bone Shield +2	28/0/32/0/0	2/0	E/D/-/B/-/-	84.5/70.3/84.5/70.3/70.3	43/32.3/60.8/60.8
Poison Cursed Bone Shield +3	30/0/35/0/0	2/0	E/D/-/B/-/-	84.9/71/84.9/71/71	44.5/34/61.8/61.8
Poison Cursed Bone Shield +4	33/0/38/0/0	2/0	E/D/-/B/-/-	85.3/71.8/85.3/71.8/71.8	46/35.8/62.8/62.8
Poison Cursed Bone Shield +5	35/0/40/0/0	2/0	E/D/-/B/-/-	85.7/72.6/85.7/72.6/72.6	47.5/37.6/63.9/63.9

Bleed

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed and fire damage, INT and FTH stat bonus, bleed damage reduction.

Requires:

- Bleed Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Cursed Bone Shield +0	23/0/27/0/0	0/1	E/D/-/B/-/-	83.7/68.7/83.7/68.7/68.7	28.7/40/58.7/58.7

Bleed Cursed Bone Shield +1	25/0/30/0/0	0/1	E/D/-/B/-/-	84.1/69.5/84.1/69.5/69.5	30.5/41.5/59.7/59.7
Bleed Cursed Bone Shield +2	28/0/32/0/0	0/2	E/D/-/B/-/-	84.5/70.3/84.5/70.3/70.3	32.3/43/60.8/60.8
Bleed Cursed Bone Shield +3	30/0/35/0/0	0/2	E/D/-/B/-/-	84.9/71/84.9/71/71	34/44.5/61.8/61.8
Bleed Cursed Bone Shield +4	33/0/38/0/0	0/2	E/D/-/B/-/-	85.3/71.8/85.3/71.8/71.8	35.8/46/62.8/62.8
Bleed Cursed Bone Shield +5	35/0/40/0/0	0/2	E/D/-/B/-/-	85.7/72.6/85.7/72.6/72.6	37.6/47.5/63.9/63.9

Key

<p>Damage:</p>	<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>
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the shield to break the poise of an enemy.</p>
<p>Durability:</p>	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
<p>Weight:</p>	<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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