

Defender's Shield

In-Game Description

Shield of the Throne Defender.
Permeated by powerful magic.

The Defender has stood by the throne for ages.
Will his wait be worth the while?

Availability

Trade Throne Defender Soul and 3,000 souls with Weaponsmith Ornifex.

General Information

Fully upgraded, this has the 2nd highest stability of all Normal Shields, behind the Old Knight's Shield (which has very low durability).

Name	Damag e	Counte r Streng th	Poise Damag e	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Aux Effects Aux Effects Reduct ion	Damag e Reduct ion	Stabilit y	Enchan table
	36/74/0 /0/0 (Parry/S trike)	110	15	70	5	15/-/- D/D/C/- /-/-	-/- 40/40/4 0/40	100/70/ 60/65/5 0	60	No?

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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Basic

Standard upgrade path.
Requires:

- Petrified Dragon Bone

Name	Damage	Stat Bonuses	Damage Reduction %	Aux. Effects Reduction	Stability	Petrified Dragon Bone	Souls
Defender's Shield +0	36/74/0/0	D/D/C/-/-	100/70/60/65/50	40/40/40/40	60	-	-
Defender's Shield +1	46/81/0/0	D/D/C/-/-	100/70.7/61/65.8/51.2	41.5/41.5/41.5/41.5	61	1	1,230
Defender's Shield +2	57/88/0/0	D/D/C/-/-	100/71.5/62/66.7/52.5	43/43/43/43	62	2	1,540
Defender's Shield +3	68/95/0/0	D/D/C/-/-	100/72.2/63/67.6/53.7	44.5/44.5/44.5/44.5	63	3	1,850
Defender's Shield +4	79/102/0/0	D/D/C/-/-	100/73/64/68.5/55	46/46/46/46	64	4	2,460
Defender's Shield +5	90/110/0/0	D/D/C/-/-	100/73.7/65/69.3/56.2	47.5/47.5/47.5/47.5	65	5	2,770

Infusions

Magic

Magic upgrade path.
Requires:

- Faintstone
- 2000 souls

Name	Damage	Damage Reduction	Aux. Effects Reduction	Stability	Stat Bonuses
Magic Defender's Shield +0	22/86/0/0/0	98.7/80/58.7/63.7/48.7	38.7/38.7/38.7/38.7	60	D/D/C/-/-
Magic Defender's Shield +1	29/95/0/0/0	98.7/80.5/59.7/64.6/50	40.2/40.2/40.2/40.2	61	D/D/C/-/-

Magic Defender's Shield +2	36/103/0/0/0	98.8/81/60.8/65.5/51.3	41.8/41.8/41.8/41.8	62	D/D/C/-/-/-
Magic Defender's Shield +3	43/111/0/0/0	98.8/81.5/61.8/66.4/52.5	43.3/43.3/43.3/43.3	63	D/D/C/-/-/-
Magic Defender's Shield +4	49/120/0/0/0	98.8/82/62.8/67.3/53.8	44.8/44.8/44.8/44.8	64	D/D/C/-/-/-
Magic Defender's Shield +5	56/128/0/0/0	98.9/82.5/63.9/68.2/55.1	46.4/46.4/46.4/46.4	65	D/D/C/-/-/-

Fire

Fire upgrade path.
Requires:

- Firedrake Stone
- 2000 souls

Name	Damage	Damage Reduction	Aux. Effects Reduction	Stability	Stat Bonuses
Fire Defender's Shield +0	27/56/19/0/0	98.7/68.7/70/63.7/48.7	38.7/38.7/38.7/38.7	60	D/D/C/C/-/-
Fire Defender's Shield +1	35/62/21/0/0	98.7/69.5/70.7/64.6/50	40.2/40.2/40.2/40.2	61	D/D/C/C/-/-
Fire Defender's Shield +2	44/67/23/0/0	98.8/70.3/71.5/65.5/51.3	41.8/41.8/41.8/41.8	62	D/D/C/C/-/-
Fire Defender's Shield +3	52/73/25/0/0	98.8/71/72.2/66.4/52.5	43.3/43.3/43.3/43.3	63	D/D/C/C/-/-
Fire Defender's Shield +4	60/78/27/0/0	98.8/71.8/73/67.3/53.8	44.8/44.8/44.8/44.8	64	D/D/C/C/-/-
Fire Defender's Shield +5	68/84/29/0/0	98.9/72.6/73.7/68.2/55.1	46.4/46.4/46.4/46.4	65	D/D/C/C/-/-

Lightning

Lightning upgrade path.
Requires:

- Boltstone
- 2000 souls

Name	Damage	Damage Reduction	Aux. Effects Reduction	Stability	Stat Bonuses
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Lightning Defender's Shield +0	25/53/0/26/0	98.3/68.3/58.3/78.3/48.3	38.3/38.3/38.3/38.3	60	D/D/C/-/C/-
Lightning Defender's Shield +1	33/58/0/29/0	98.3/69.1/59.3/78.8/49.6	39.8/39.8/39.8/39.8	61	D/D/C/-/C/-
Lightning Defender's Shield +2	41/63/0/31/0	98.4/69.9/60.4/79.4/50.9	41.4/41.4/41.4/41.4	62	D/D/C/-/C/-
Lightning Defender's Shield +3	49/68/0/34/0	98.4/70.7/61.4/79.9/52.2	42.9/42.9/42.9/42.9	63	D/D/C/-/C/-
Lightning Defender's Shield +4	57/74/0/37/0	98.5/71.5/62.5/80.5/53.5	44.5/44.5/44.5/44.5	64	D/D/C/-/C/-
Lightning Defender's Shield +5	64/79/0/39/0	98.5/72.2/63.5/81/54.7	46/46/46/46	65	D/D/C/-/C/-

Dark

Dark upgrade path.
Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Damage Reduction	Aux. Effects Reduction	Stability	Stat Bonuses
Dark Defender's Shield +0	27/56/0/0/19	98.7/68.7/58.7/63.7/60	38.7/38.7/38.7/38.7	60	D/D/C/-/C
Dark Defender's Shield +1	35/62/0/0/21	98.7/69.5/59.7/64.6/61	40.2/40.2/40.2/40.2	61	D/D/C/-/C
Dark Defender's Shield +2	44/67/0/0/23	98.8/70.3/60.8/65.5/62	41.8/41.8/41.8/41.8	62	D/D/C/-/C
Dark Defender's Shield +3	52/73/0/0/25	98.8/71/61.8/66.4/63	43.3/43.3/43.3/43.3	63	D/D/C/-/C
Dark Defender's Shield +4	60/78/0/0/27	98.8/71.8/62.8/67.3/64	44.8/44.8/44.8/44.8	64	D/D/C/-/C
Dark Defender's Shield +5	68/84/0/0/29	98.9/72.6/63.9/68.2/65	46.4/46.4/46.4/46.4	65	D/D/C/-/C

Poison

Poison upgrade path.

Requires:

- Poison Stone
- 2000 souls

Name	Damage	Aux. Effects	Damage Reduction	Aux. Effects Reduction	Stability	Stat Bonuses
Poison Defender's Shield +0	31/64/0/0/0	4/0	97.7/67.7/57.7 /62.7/47.7	58.3/37.7/37.7 /37.7	60	D/D/C/-/-/-
Poison Defender's Shield +1	40/70/0/0/0	6/0	97.7/68.5/58.7 /63.6/49	59.3/39.2/39.2 /39.2	61	D/D/C/-/-/-
Poison Defender's Shield +2	50/76/0/0/0	7/0	97.8/69.3/59.8 /64.5/50.3	60.4/40.8/40.8 /40.8	62	D/D/C/-/-/-
Poison Defender's Shield +3	59/83/0/0/0	9/0	97.8/70.1/60.8 /65.5/51.6	61.4/42.3/42.3 /42.3	63	D/D/B/-/-/-
Poison Defender's Shield +4	68/89/0/0/0	10/0	97.9/70.9/61.9 /66.4/52.9	62.5/43.9/43.9 /43.9	64	D/D/B/-/-/-
Poison Defender's Shield +5	78/95/0/0/0	11/0	97.9/71.7/62.9 /67.3/54.2	63.5/45.4/45.4 /45.4	65	D/D/B/-/-/-

Bleed

Bleed upgrade path.

Requires:

- Bleed Stone
- 2000 souls

Name	Damage	Aux. Effects	Damage Reduction	Aux. Effects Reduction	Stability	Stat Bonuses
Lacerating Defender's Shield +0	31/64/0/0/0	0/4	97.7/67.7/57.7 /62.7/47.7	37.7/58.3/37.7 /37.7	60	D/D/C/-/-/-
Lacerating Defender's Shield +1	40/70/0/0/0	0/6	97.7/68.5/58.7 /63.6/49	39.2/59.3/39.2 /39.2	61	D/D/C/-/-/-

Lacerating Defender's Shield +2	50/76/0/0/0	0/7	97.8/69.3/59.8 /64.5/50.3	40.8/60.4/40.8 /40.8	62	D/D/C/-/-/-
Lacerating Defender's Shield +3	59/83/0/0/0	0/9	97.8/70.1/60.8 /65.5/51.6	42.3/61.4/42.3 /42.3	63	D/D/B/-/-/-
Lacerating Defender's Shield +4	68/89/0/0/0	0/10	97.9/70.9/61.9 /66.4/52.9	43.9/62.5/43.9 /43.9	64	D/D/B/-/-/-
Lacerating Defender's Shield +5	78/95/0/0/0	0/11	97.9/71.7/62.9 /67.3/54.2	45.4/63.5/45.4 /45.4	65	D/D/B/-/-/-

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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