

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 |
|--|

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 |
|------|--------|------------------|------------------------|-----------|--------------|
|------|--------|------------------|------------------------|-----------|--------------|

| | | | | | |
|--------------------------------|--------------|--------------------------|---------------------|----|-------------|
| 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> |

Revision #1

Created 17 December 2024 08:02:00 by jade

Updated 17 December 2024 08:02:00 by jade