

# 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

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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

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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

<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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