

# Drangleic Shield


## In-Game Description

*Captain Drummond's shield.*  
*Even with its embossing terribly worn,*  
*this shield exudes pride and authority.*

*An heirloom passed from grandfather to father,*  
*and then from father to son. Drummond,*  
*and those before him, held this shield when*  
*facing those who would threaten their great land.*

## Availability

Forest of Fallen Giants treasure. After fighting The Pursuer, go through the fog wall opposite to where you entered the arena.  
Fall down the hole in the ground to a ledge below. There will be a corpse with the shield.

## 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
	86/0/0/ 0/0  (Parry/S trike)	0/0	110	15	16/0/0/ 0  C/C/-/- /-	100/70/ 55/55/3 5	25/25/2 5/25	55	70	6

## Notes

Great physical defense and stability but is quite heavy and is awful against the elements.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

## Basic

Standard upgrade path.  
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Drangleic Shield +0	86/0/0/0/0	C/C/-/-/-	100/50/55/5/35	25/25/25/25	55	-	-
Drangleic Shield +1	94/0/0/0/0	C/C/-/-/-	100/50/55/5/35	26.8/26.8/26.8/26.8	56	1x Twinkling Titanite	930
Drangleic Shield +2	103/0/0/0/0	C/C/-/-/-	100/51.2/56.1/56.1/36.6	28.7/28.7/28.7/28.7	58	2x Twinkling Titanite	1,160
Drangleic Shield +3	112/0/0/0/0	C/C/-/-/-	100/53.7/58.3/58.3/39.8	30.6/30.6/30.6/30.6	59	3x Twinkling Titanite	1,390
Drangleic Shield +4	121/0/0/0/0	C/C/-/-/-	100/55/59.5/59.5/41.5	32.5/32.5/32.5/32.5	61	4x Twinkling Titanite	1,860
Drangleic Shield +5	130/0/0/0/0	C/C/-/-/-	100/56.2/60.6/60.6/43.1	34.3/34.3/34.3/34.3	63	5x Twinkling Titanite	2,090

# Infusions

## Magic

Requires Faintstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Drangleic Shield +0	54/66/0/0/0	0/0	D/D/C/-/-/-	97.7/68.3/52.7/52.7/32.7	22.7/22.7/22.7/22.7

Magic Drangleic Shield +1	59/72/0/0/0	0/0	D/D/C/-/-	97.7/69.1/53.8/53.8/34.3	24.6/24.6/24.6/24.6
Magic Drangleic Shield +2	65/79/0/0/0	0/0	D/D/C/-/-	97.8/69.9/55/55/36	26.5/26.5/26.5/26.5
Magic Drangleic Shield +3	70/86/0/0/0	0/0	C/D/B/-/-	97.8/70.7/56.2/56.2/37.7	28.5/28.5/28.5/28.5
Magic Drangleic Shield +4	76/93/0/0/0	0/0	C/D/B/-/-	97.9/71.5/57.4/57.4/39.4	30.4/30.4/30.4/30.4
Magic Drangleic Shield +5	81/100/0/0/0	0/0	C/D/B/-/-	97.9/72.2/58.6/58.6/41.1	32.3/32.3/32.3/32.3

## Fire

Requires Firedrake Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Drangleic Shield +0	54/0/66/0/0	0/0	D/D/-/C/-/-	97.7/47.7/73.3/52.7/32.7	22.7/22.7/22.7/22.7
Fire Drangleic Shield +1	59/0/72/0/0	0/0	D/D/-/C/-/-	97.7/49/74/53.8/34.3	24.6/24.6/24.6/24.6
Fire Drangleic Shield +2	65/0/79/0/0	0/0	D/D/-/C/-/-	97.8/50.3/74.6/55/36	26.5/26.5/26.5/26.5
Fire Drangleic Shield +3	70/0/86/0/0	0/0	C/D/-/B/-/-	97.8/51.6/75.3/56.2/37.7	28.5/28.5/28.5/28.5
Fire Drangleic Shield +4	76/0/93/0/0	0/0	C/D/-/B/-/-	97.9/52.9/76/57.4/39.4	30.4/30.4/30.4/30.4
Fire Drangleic Shield +5	81/0/100/0/0	0/0	C/D/-/B/-/-	97.9/54.2/76.6/58.6/41.1	32.3/32.3/32.3/32.3

## Lightning

Requires Boltstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Drangleic Shield +0	54/0/0/66/0	0/0	D/D/-/-/C/-	97.7/47.7/52.7/73.3/32.7	22.7/22.7/22.7/22.7

Lightning Drangleic Shield +1	59/0/0/72/0	0/0	D/D/-/-/C/-	97.7/49/53.8/74/34.3	24.6/24.6/24.6/24.6
Lightning Drangleic Shield +2	65/0/0/79/0	0/0	D/D/-/-/C/-	97.8/50.3/55/74.6/36	26.5/26.5/26.5/26.5
Lightning Drangleic Shield +3	70/0/0/86/0	0/0	C/D/-/-/B/-	97.8/51.6/56.2/75.3/37.7	28.5/28.5/28.5/28.5
Lightning Drangleic Shield +4	76/0/0/93/0	0/0	C/D/-/-/B/-	97.9/52.9/57.4/76/39.4	30.4/30.4/30.4/30.4
Lightning Drangleic Shield +5	81/0/0/100/0	0/0	C/D/-/-/B/-	97.9/54.2/58.6/76.6/41.1	32.3/32.3/32.3/32.3

## Dark

Requires Darknight Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Drangleic Shield +0	54/0/0/0/66	0/0	D/D/-/-/-/C	97.7/47.7/52.7/52.7/53.3	22.7/22.7/22.7/22.7
Dark Drangleic Shield +1	59/0/0/0/72	0/0	D/D/-/-/-/C	97.7/49/53.8/53.8/54.5	24.6/24.6/24.6/24.6
Dark Drangleic Shield +2	65/0/0/0/79	0/0	D/D/-/-/-/C	97.8/50.3/55/55/55.6	26.5/26.5/26.5/26.5
Dark Drangleic Shield +3	70/0/0/0/86	0/0	C/D/-/-/-/B	97.8/51.6/56.2/56.2/56.8	28.5/28.5/28.5/28.5
Dark Drangleic Shield +4	76/0/0/0/93	0/0	C/D/-/-/-/B	97.9/52.9/57.4/57.4/58	30.4/30.4/30.4/30.4
Dark Drangleic Shield +5	81/0/0/0/100	0/0	C/D/-/-/-/B	97.9/54.2/58.6/58.6/59.1	32.3/32.3/32.3/32.3

## Poison

Requires Poison Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Poison Drangleic Shield +0	54/0/0/0/0	13/0	D/D/-/-/-	97.7/47.7/52.7/52.7/32.7	43.3/22.7/22.7/22.7
Poison Drangleic Shield +1	59/0/0/0/0	14/0	D/D/-/-/-	97.7/49/53.8/53.8/34.3	44.7/24.6/24.6/24.6
Poison Drangleic Shield +2	65/0/0/0/0	15/0	D/D/-/-/-	97.8/50.3/55/55/36	46.1/26.5/26.5/26.5
Poison Drangleic Shield +3	70/0/0/0/0	17/0	C/D/-/-/-	97.8/51.6/56.2/56.2/37.7	47.5/28.5/28.5/28.5
Poison Drangleic Shield +4	76/0/0/0/0	18/0	C/D/-/-/-	97.9/52.9/57.4/57.4/39.4	49/30.4/30.4/30.4
Poison Drangleic Shield +5	81/0/0/0/0	20/0	C/D/-/-/-	97.9/54.2/58.6/58.6/41.1	50.4/32.3/32.3/32.3

# Bleed

Requires Bleed Stoneand 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Drangleic Shield +0	54/0/0/0/0	0/13	D/D/-/-/-	97.7/47.7/52.7/52.7/32.7	22.7/43.3/22.7/22.7
Bleed Drangleic Shield +1	59/0/0/0/0	0/14	D/D/-/-/-	97.7/49/53.8/53.8/34.3	24.6/44.7/24.6/24.6
Bleed Drangleic Shield +2	65/0/0/0/0	0/15	D/D/-/-/-	97.8/50.3/55/55/36	26.5/46.1/26.5/26.5
Bleed Drangleic Shield +3	70/0/0/0/0	0/17	C/D/-/-/-	97.8/51.6/56.2/56.2/37.7	28.5/47.5/28.5/28.5
Bleed Drangleic Shield +4	76/0/0/0/0	0/18	C/D/-/-/-	97.9/52.9/57.4/57.4/39.4	30.4/49/30.4/30.4
Bleed Drangleic Shield +5	81/0/0/0/0	0/20	C/D/-/-/-	97.9/54.2/58.6/58.6/41.1	32.3/50.4/32.3/32.3

# 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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