

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

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 08:02:05 by jade
Updated 17 December 2024 08:02:05 by jade