

# Greatshields

These shields will perform a shield bash attack instead of a Parry

| Image | Name                                 | Dama<br>ge   | Count<br>er<br>Stren<br>gth | Poise<br>Dama<br>ge | Durab<br>ility | Weigh<br>t | Stats<br>Need<br>ed<br>Stat<br>Bonus<br>es | Aux<br>Effect<br>s<br>Aux<br>Effect<br>s<br>Reduc<br>tion | Dama<br>ge<br>Reduc<br>tion | Stabili<br>ty | Encha<br>ntable |
|-------|--------------------------------------|--|-----------------------------|---------------------|----------------|------------|--|---|-----------------------------|---------------|-----------------|
|       | Dragon<br>rider<br>Greats<br>hield   | 124/0/<br>0/0/0<br><br>(Strike)                    | 120                         | 35                  | 100            | 13.5       | 35/0/0/<br>0<br><br>D/-/-/-<br>/-          | -/-<br><br>-/-/-  | 100/60<br>/75/75/<br>50     | 70            | ???             |
|       | Drakek<br>eeper's<br>Greats<br>hield | 135/0/<br>0/0/0<br><br>(Strike)                    | 120                         | 35                  | 90             | 16.5       | 37/0/0/<br>0<br><br>D/D/-/-<br>/-          | -/-<br><br>70/70/<br>70/70                                | 100/70<br>/75/75/<br>60     | 65            | Yes             |
|       | Greats<br>hield<br>of<br>Glory       | 95/0/3<br>4/0/0<br><br>(Strike)                    | 120                         | 35                  | 80             | 15.0       | 35/-/-/-<br><br>D/-/-<br>/C/-              | -/-<br><br>60/60/<br>60/60                                | 100/40<br>/90/50/<br>60     | 65            | Yes             |
|       | Gyrm<br>Greats<br>hield              | 160/0/<br>0/0/0<br><br>(Strike)                    | 120                         | 35                  | 100            | 15.0       | 32/0/0/<br>0<br><br>D/-/-/-<br>/-          | -/-<br><br>30/30/<br>30/30                                | 100/30<br>/100/3<br>0/30    | 75            | Yes             |
|       | Havel's<br>Greats<br>hield           | 253/0/<br>0/0/0<br><br>(Strike)                    | 120                         | 35                  | 120            | 20.0       | 45/0/0/<br>0<br><br>D/-/-/-<br>/-          | -/-<br><br>70/70/<br>90/70                                | 100/90<br>/80/80/<br>75     | 80            | ???             |
|       | King's<br>Mirror                     | 112/0/<br>0/0/0<br><br>(Strike/<br>Spell<br>Parry) | 100                         | 35                  | 80             | 14.5       | 35/0/0/<br>0<br><br>D/-/-/-<br>/-          | -/-<br><br>35/35/<br>35/35                                | 95/75/<br>70/70/<br>70      | 65            | ???             |

|  |                            |                             |     |    |     |      |                             |                        |                 |    |     |
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|  | Mastodon<br>Greatshield    | 124/0/0/54/0<br><br>(??)    | 120 | 35 | 100 | 14.0 | 30/0/0/0<br><br>E/-/-/-/C/- | -/-<br><br>-/-/-/-     | 90/65/65/90/65  | 65 | Yes |
|  | Old Knight<br>Greatshield  | 75/0/0/0<br><br>(Strike)    | 110 | 15 | 20  | 13   | 28/-/-/-<br><br>-/-/-/-/-/- | -/-<br><br>60/60/60/60 | 100/20/20/20/20 | 60 | ??? |
|  | Orma's<br>Greatshield      | 200/0/0/0/0<br><br>(Strike) | 120 | 35 | 90  | 16.0 | 33/0/0/0<br><br>D/-/-/-/-/- | -/-<br><br>60/60/80/55 | 100/30/55/55/65 | 70 | ??? |
|  | Pate's<br>Shield           | 135/0/0/0/0<br><br>(Strike) | 120 | 35 | 70  | 10.5 | 25/0/0/0<br><br>D/D/-/-/-/- | 0/0<br><br>75/75/75/75 | 95/45/45/45/55  | 65 | ??? |
|  | Pursuer's<br>Greatshield   | 104/0/0/0<br><br>(Strike)   | 120 | 35 | 80  | 16.0 | 38/-/-/-<br><br>-/-/-/-/-/- | -/-<br><br>65/65/65/65 | 100/50/80/40/60 | 70 | ??? |
|  | Rebel's<br>Greatshield     | 145/0/0/0/0<br><br>(Strike) | 120 | 30 | 90  | 13.5 | 29/0/0/0<br><br>D/-/-/-/-/- | -/-<br><br>90/90/90/90 | 70/90/90/90/85  | 65 | Yes |
|  | Reeve's<br>Greatshield     | 200/0/0/0/0<br><br>(Strike) | 120 | 35 | 90  | 16.0 | 33/0/0/0<br><br>D/-/-/-/-/- | -/-<br><br>60/60/80/55 | 100/30/55/55/65 | 70 | ??? |
|  | Tower<br>Shield            | 150/0/0/0/0<br><br>(Strike) | 120 | 35 | 90  | 13.0 | 30/0/0/0<br><br>D/-/-/-/-/- | 0/0<br><br>45/45/45/45 | 100/40/75/50/40 | 70 | ??? |
|  | Twin Dragon<br>Greatshield | 140/0/0/0/0<br><br>(Strike) | 120 | 35 | 80  | 7.0  | 20/0/0/0<br><br>D/-/-/-/-/- | 0/0<br><br>40/40/40/40 | 95/55/45/65/40  | 65 | ??? |
|  | Wicked Eye<br>Greatshield  | 145/0/0/0/0<br><br>(Strike) | 120 | 30 | 70  | 13.8 | 31/0/0/0<br><br>D/-/-/-/-/- | -/-<br><br>50/50/50/50 | 80/65/70/70/40  | 50 | Yes |

# 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>  |

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| <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>  |