

# Homunculus Wooden Shield


## In-Game Description

A shield with lumps attached to it.  
Found in the manor in Aldia.  
Heavier than a standard shield,  
but more stable owing to the hard lumps.

In the far eastern outskirts of Drangleic lies  
an old manor that is now long forgotten.  
As it should be, for the things that lurk there  
are better left unknown.

## Availability

- Sold by Chancellor Wellager for 8,000 souls after defeating the Looking Glass Knight.
- Part of the preorder bonus, received after character creation. Cannot be sold or thrown away.

## General Information

Image	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
	70/0/0/ 0/0  (Parry/S trike)	0/0	110	15	8/0/0/0  D/-/-/-/- /-	85/65/3 0/65/45	35/35/3 5/35	45	70	3.5

## Notes

- A Blue Wooden Shield coated in what looks like spider eggs. Over three times heavier, but more stable and much more magic-resistant.
- Paired with the Homunculus Mace.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

## Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Homunculus Wooden Shield +0	70/0/0/0/0	D/-/-/-/-	85/65/30/65/45	35/35/35/35	45	-	-
Homunculus Wooden Shield +1	77/0/0/0/0	D/-/-/-/-	85.3/65.8/31.7/65.8/46.3	36.6/36.6/36.6/36.6	45	1x Titanite Shard	430
Homunculus Wooden Shield +2	84/0/0/0/0	D/-/-/-/-	85.7/66.7/33.5/66.7/47.7	38.2/38.2/38.2/38.2	46	2x Titanite Shard	540
Homunculus Wooden Shield +3	91/0/0/0/0	D/-/-/-/-	86.1/67.6/35.2/67.6/49.1	39.8/39.8/39.8/39.8	47	3x Titanite Shard	640
Homunculus Wooden Shield +4	98/0/0/0/0	D/-/-/-/-	86.5/68.5/37/68.5/50.5	41.5/41.5/41.5/41.5	48	1x Large Titanite Shard	850
Homunculus Wooden Shield +5	105/0/0/0/0	D/-/-/-/-	86.8/69.3/38.7/69.3/51.8	43.1/43.1/43.1/43.1	49	2x Large Titanite Shard	960
Homunculus Wooden Shield +6	112/0/0/0/0	D/-/-/-/-	87.2/70.2/40.5/70.2/53.2	44.7/44.7/44.7/44.7	49	3x Large Titanite Shard	1070
Homunculus Wooden Shield +7	119/0/0/0/0	D/-/-/-/-	87.6/71.1/42.2/71.1/54.6	46.3/46.3/46.3/46.3	50	1x Titanite Chunk	1280

Homunculus Wooden Shield +8	126/0/0/0/0	D/-/-/-/-	88/72/44/72/56	48/48/48/48	51	2x Titanite Chunk	1390
Homunculus Wooden Shield +9	133/0/0/0/0	D/-/-/-/-	88.3/72.8/45.7/72.8/57.3	49.6/49.6/49.6/49.6	52	3x Titanite Chunk	1490
Homunculus Wooden Shield +10	140/0/0/0/0	C/-/-/-/-	88.7/73.7/47.5/73.7/58.7	51.2/51.2/51.2/51.2	53	1x Titanite Slab	1700

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Homunculus Wooden Shield +0	44/53/0/0/0	D/-/C/-/-/-	82.7/83.3/27.7/62.7/42.7	32.7/32.7/32.7/32.7
Magic Homunculus Wooden Shield +1	48/59/0/0/0	D/-/C/-/-/-	83.1/83.7/29.5/63.6/44.1	34.3/34.3/34.3/34.3
Magic Homunculus Wooden Shield +2	52/64/0/0/0	D/-/C/-/-/-	83.5/84.1/31.3/64.5/45.5	36/36/36/36
Magic Homunculus Wooden Shield +3	57/70/0/0/0	D/-/B/-/-/-	84/84.5/33.1/65.5/47	37.7/37.7/37.7/37.7
Magic Homunculus Wooden Shield +4	61/75/0/0/0	D/-/B/-/-/-	84.4/85/34.9/66.4/48.4	48.4/48.4/48.4/48.4
Magic Homunculus Wooden Shield +5	66/80/0/0/0	D/-/B/-/-/-	84.8/85.4/36.7/67.3/49.8	41.1/41.1/41.1/41.1
Magic Homunculus Wooden Shield +6	70/86/0/0/0	D/-/B/-/-/-	85.3/85.8/38.5/68.3/51.3	42.8/42.8/42.8/42.8
Magic Homunculus Wooden Shield +7	74/91/0/0/0	D/-/B/-/-/-	85.7/86.2/40.3/69.2/52.7	44.4/44.4/44.4/44.4
Magic Homunculus Wooden Shield +8	79/97/0/0/0	D/-/B/-/-/-	86.1/86.6/42.1/70.1/54.1	46.1/46.1/46.1/46.1

Magic Homunculus Wooden Shield +9	83/102/0/0/0	D/-/B/-/-	86.5/87/43.9/71/55.5	47.8/47.8/47.8/47.8
Magic Homunculus Wooden Shield +10	88/107/0/0/0	D/-/B/-/-	87/87.5/45.7/72/57	49.5/49.5/49.5/49.5

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Homunculus Wooden Shield +0	44/0/53/0/0	D/-/-/C/-/-	82.7/62.7/48.3/62.7/42.7	32.7/32.7/32.7/32.7
Fire Homunculus Wooden Shield +1	48/0/59/0/0	D/-/-/C/-/-	83.1/63.6/49.6/63.6/44.1	34.3/34.3/34.3/34.3
Fire Homunculus Wooden Shield +2	52/0/64/0/0	D/-/-/C/-/-	83.5/64.5/50.9/64.5/45.5	36/36/36/36
Fire Homunculus Wooden Shield +3	57/0/70/0/0	D/-/-/B/-/-	84/65.5/52.2/65.5/47	37.7/37.7/37.7/37.7
Fire Homunculus Wooden Shield +4	61/0/75/0/0	D/-/-/B/-/-	84.4/66.4/53.5/66.4/48.4	48.4/48.4/48.4/48.4
Fire Homunculus Wooden Shield +5	66/0/80/0/0	D/-/-/B/-/-	84.8/67.3/54.7/67.3/49.8	41.1/41.1/41.1/41.1
Fire Homunculus Wooden Shield +6	70/0/86/0/0	D/-/-/B/-/-	85.3/68.3/56/68.3/51.3	42.8/42.8/42.8/42.8
Fire Homunculus Wooden Shield +7	74/0/91/0/0	D/-/-/B/-/-	85.7/69.2/57.3/69.2/52.7	44.4/44.4/44.4/44.4
Fire Homunculus Wooden Shield +8	79/0/97/0/0	D/-/-/B/-/-	86.1/70.1/58.6/70.1/54.1	46.1/46.1/46.1/46.1
Fire Homunculus Wooden Shield +9	83/0/102/0/0	D/-/-/B/-/-	86.5/71/59.9/71/55.5	47.8/47.8/47.8/47.8
Fire Homunculus Wooden Shield +10	88/0/107/0/0	D/-/-/B/-/-	87/72/61.2/72/57	49.5/49.5/49.5/49.5

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.  
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Homunculus Wooden Shield +0	44/0/0/53/0	D/-/-/-/C/-	82.7/62.7/27.7/83.3/42.7	32.7/32.7/32.7/32.7
Lightning Homunculus Wooden Shield +1	48/0/0/59/0	D/-/-/-/C/-	83.1/63.6/29.5/83.7/44.1	34.3/34.3/34.3/34.3
Lightning Homunculus Wooden Shield +2	52/0/0/64/0	D/-/-/-/C/-	83.5/64.5/31.3/84.1/45.5	36/36/36/36
Lightning Homunculus Wooden Shield +3	57/0/0/70/0	D/-/-/-/B/-	84/65.5/33.1/84.5/47	37.7/37.7/37.7/37.7
Lightning Homunculus Wooden Shield +4	61/0/0/75/0	D/-/-/-/B/-	84.4/66.4/34.9/85/48.4	48.4/48.4/48.4/48.4
Lightning Homunculus Wooden Shield +5	66/0/0/80/0	D/-/-/-/B/-	84.8/67.3/36.7/85.4/49.8	41.1/41.1/41.1/41.1
Lightning Homunculus Wooden Shield +6	70/0/0/86/0	D/-/-/-/B/-	85.3/68.3/38.5/85.8/51.3	42.8/42.8/42.8/42.8
Lightning Homunculus Wooden Shield +7	74/0/0/91/0	D/-/-/-/B/-	85.7/69.2/40.3/86.2/52.7	44.4/44.4/44.4/44.4
Lightning Homunculus Wooden Shield +8	79/0/0/97/0	D/-/-/-/B/-	86.1/70.1/42.1/86.6/54.1	46.1/46.1/46.1/46.1
Lightning Homunculus Wooden Shield +9	83/0/0/102/0	D/-/-/-/B/-	86.5/71/43.9/87/55.5	47.8/47.8/47.8/47.8
Lightning Homunculus Wooden Shield +10	88/0/0/107/0	D/-/-/-/B/-	87/72/45.7/87.5/57	49.5/49.5/49.5/49.5

Dark

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Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Homunculus Wooden Shield +0	44/0/0/0/53	D/-/-/-/C	82.7/62.7/27.7/62.7/63.3	32.7/32.7/32.7/32.7
Dark Homunculus Wooden Shield +1	48/0/0/0/59	D/-/-/-/C	83.1/63.6/29.5/63.6/64.2	34.3/34.3/34.3/34.3
Dark Homunculus Wooden Shield +2	52/0/0/0/64	D/-/-/-/C	83.5/64.5/31.3/64.5/65.1	36/36/36/36
Dark Homunculus Wooden Shield +3	57/0/0/0/70	D/-/-/-/B	84/65.5/33.1/65.5/66	37.7/37.7/37.7/37.7
Dark Homunculus Wooden Shield +4	61/0/0/0/75	D/-/-/-/B	84.4/66.4/34.9/66.4/67	48.4/48.4/48.4/48.4
Dark Homunculus Wooden Shield +5	66/0/0/0/80	D/-/-/-/B	84.8/67.3/36.7/67.3/67.9	41.1/41.1/41.1/41.1
Dark Homunculus Wooden Shield +6	70/0/0/0/86	D/-/-/-/B	85.3/68.3/38.5/68.3/68.8	42.8/42.8/42.8/42.8
Dark Homunculus Wooden Shield +7	74/0/0/0/91	D/-/-/-/B	85.7/69.2/40.3/69.2/69.7	44.4/44.4/44.4/44.4
Dark Homunculus Wooden Shield +8	79/0/0/0/97	D/-/-/-/B	86.1/70.1/42.1/70.1/70.6	46.1/46.1/46.1/46.1
Dark Homunculus Wooden Shield +9	83/0/0/0/102	D/-/-/-/B	86.5/71/43.9/71/71.5	47.8/47.8/47.8/47.8
Dark Homunculus Wooden Shield +10	88/0/0/0/107	D/-/-/-/B	87/72/45.7/72/72.5	49.5/49.5/49.5/49.5

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Homunculus Wooden Shield +0	44/0/0/0/0	10/0	D/-/-/-/-	82.7/62.7/27.7/62.7/42.7	53.3/32.7/32.7/32.7
Poison Homunculus Wooden Shield +1	48/0/0/0/0	11/0	D/-/-/-/-	83.1/63.6/29.5/63.6/44.1	54.5/34.3/34.3/34.3
Poison Homunculus Wooden Shield +2	52/0/0/0/0	12/0	D/-/-/-/-	83.5/64.5/31.3/64.5/45.5	55.6/36/36/36
Poison Homunculus Wooden Shield +3	57/0/0/0/0	14/0	D/-/-/-/-	84/65.5/33.1/65.5/47	56.8/37.7/37.7/37.7
Poison Homunculus Wooden Shield +4	61/0/0/0/0	15/0	D/-/-/-/-	84.4/66.4/34.9/66.4/48.4	58/48.4/48.4/48.4
Poison Homunculus Wooden Shield +5	66/0/0/0/0	16/0	D/-/-/-/-	84.8/67.3/36.7/67.3/49.8	59.1/41.1/41.1/41.1
Poison Homunculus Wooden Shield +6	70/0/0/0/0	17/0	D/-/-/-/-	85.3/68.3/38.5/68.3/51.3	60.3/42.8/42.8/42.8
Poison Homunculus Wooden Shield +7	74/0/0/0/0	18/0	D/-/-/-/-	85.7/69.2/40.3/69.2/52.7	61.5/44.4/44.4/44.4
Poison Homunculus Wooden Shield +8	79/0/0/0/0	19/0	D/-/-/-/-	86.1/70.1/42.1/70.1/54.1	62.6/46.1/46.1/46.1
Poison Homunculus Wooden Shield +9	83/0/0/0/0	20/0	D/-/-/-/-	86.5/71/43.9/71/55.5	63.8/47.8/47.8/47.8
Poison Homunculus Wooden Shield +10	88/0/0/0/0	21/0	D/-/-/-/-	87/72/45.7/72/57	65/49.5/49.5/49.5

# Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Homunculus Wooden Shield +0	44/0/0/0/0	0/10	D/-/-/-/-	82.7/62.7/27.7/62.7/42.7	32.7/53.3/32.7/32.7
Bleed Homunculus Wooden Shield +1	48/0/0/0/0	0/11	D/-/-/-/-	83.1/63.6/29.5/63.6/44.1	34.3/54.5/34.3/34.3
Bleed Homunculus Wooden Shield +2	52/0/0/0/0	0/12	D/-/-/-/-	83.5/64.5/31.3/64.5/45.5	36/55.6/36/36
Bleed Homunculus Wooden Shield +3	57/0/0/0/0	0/14	D/-/-/-/-	84/65.5/33.1/65.5/47	37.7/56.8/37.7/37.7
Bleed Homunculus Wooden Shield +4	61/0/0/0/0	0/15	D/-/-/-/-	84.4/66.4/34.9/66.4/48.4	48.4/58/48.4/48.4
Bleed Homunculus Wooden Shield +5	66/0/0/0/0	0/16	D/-/-/-/-	84.8/67.3/36.7/67.3/49.8	41.1/59.1/41.1/41.1
Bleed Homunculus Wooden Shield +6	70/0/0/0/0	0/17	D/-/-/-/-	85.3/68.3/38.5/68.3/51.3	42.8/60.3/42.8/42.8
Bleed Homunculus Wooden Shield +7	74/0/0/0/0	0/18	D/-/-/-/-	85.7/69.2/40.3/69.2/52.7	44.4/61.5/44.4/44.4



Bleed Homunculus Wooden Shield +8	79/0/0/0/0	0/19	D/-/-/-/-	86.1/70.1/42.1/70.1/54.1	46.1/62.6/46.1/46.1
Bleed Homunculus Wooden Shield +9	83/0/0/0/0	0/20	D/-/-/-/-	86.5/71/43.9/71/55.5	47.8/63.8/47.8/47.8
Bleed Homunculus Wooden Shield +10	88/0/0/0/0	0/21	D/-/-/-/-	87/72/45.7/72/57	49.5/65/49.5/49.5

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# Key

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<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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