

# King's Mirror


## In-Game Description

*A greatshield created from the soul of the Looking Glass Knight. Can deflect spells.*

*The Looking Glass at the castle is said to have been passage to another world.*

## Availability

Trade Looking Glass Knight Soul and 3,000 souls with Weaponsmith Ornifex.

## 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
	112/0/0 /0/0  (Strike/ Spell Parry)	0/0	120	35	35/0/0/ 0  D/-/-/- /-	95/75/7 0/70/70	35/35/3 5/35	65	80	14.5

## Notes

- Cannot parry, but the shield bash works as a spell parry that deflects spells.

- Even though it is slower than other spell parry shields, there are more frames on the spell parry.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

## Basic

Boss upgrade path.  
Requires Petrified Dragon Bone.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
King's Mirror +0	112/0/0/0/0	D/-/-/-/-	95/75/70/70/70	35/35/35/35	65	-	-
King's Mirror +1	145/0/0/0/0	D/-/-/-/-	95.1/75.6/70.7/70.7/70.7	36.6/36.6/36.6/36.6	66	1x Petrified Dragon Bone	1,590
King's Mirror +2	179/0/0/0/0	D/-/-/-/-	95.2/76.2/71.5/71.5/71.5	38.2/38.2/38.2/38.2	68	2x Petrified Dragon Bone	1,990
King's Mirror +3	212/0/0/0/0	D/-/-/-/-	95.3/76.8/72.2/72.2/72.2	39.8/39.8/39.8/39.8	69	3x Petrified Dragon Bone	2,390
King's Mirror +4	246/0/0/0/0	D/-/-/-/-	95.5/77.5/73.0/73.0/73.0	41.5/41.5/41.5/41.5	71	4x Petrified Dragon Bone	3,180
King's Mirror +5	280/0/0/0/0	D/-/-/-/-	95.6/78.1/73.7/73.7/73.7	43.1/43.1/43.1/43.1	73	5x Petrified Dragon Bone	3,580

# 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 King's Mirror +0	70/86/0/0/0	D/-/D/-/-/-	92.7/93.3/67.7/67.7/67.7	32.7/32.7/32.7/32.7
Magic King's Mirror +1	91/112/0/0/0	D/-/D/-/-/-	92.8/93.5/68.5/68.5/68.5	34.3/34.3/34.3/34.3
Magic King's Mirror +2	112/137/0/0/0	D/-/D/-/-/-	93/93.6/69.3/69.3/69.3	36/36/36/36
Magic King's Mirror +3	134/163/0/0/0	D/-/D/-/-/-	93.2/93.8/70.1/70.1/70.1	37.7/37.7/37.7/37.7
Magic King's Mirror +4	155/189/0/0/0	D/-/D/-/-/-	93.4/94/70.9/70.9/70.9	39.4/39.4/39.4/39.4
Magic King's Mirror +5	176/215/0/0/0	D/-/D/-/-/-	93.6/94.1/71.7/71.7/71.7	41.1/41.1/41.1/41.1

## 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 King's Mirror +0	70/0/86/0/0	D/-/-/C/-/-	92.7/72.7/83.3/67.7/67.7	32.7/32.7/32.7/32.7
Fire King's Mirror +1	91/0/112/0/0	D/-/-/C/-/-	92.8/73.3/88.6/68.5/68.5	34.3/34.3/34.3/34.3
Fire King's Mirror +2	112/0/137/0/0	D/-/-/C/-/-	93/74/88.9/69.3/69.3	36/36/36/36
Fire King's Mirror +3	134/0/163/0/0	D/-/-/B/-/-	93.2/74.7/89.2/70.1/70.1	37.7/37.7/37.7/37.7
Fire King's Mirror +4	155/0/189/0/0	D/-/-/B/-/-	93.4/75.4/89.5/70.9/70.9	39.4/39.4/39.4/39.4
Fire King's Mirror +5	176/0/215/0/0	D/-/-/B/-/-	93.6/76.1/89.7/71.7/71.7	41.1/41.1/41.1/41.1

## Lightning

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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 King's Mirror +0	70/0/0/86/0	D/-/-/-/C/-	92.7/72.7/67.7/83.3/67.7	32.7/32.7/32.7/32.7
Lightning King's Mirror +1	91/0/0/112/0	D/-/-/-/C/-	92.8/73.3/68.5/88.6/68.5	34.3/34.3/34.3/34.3
Lightning King's Mirror +2	112/0/0/137/0	D/-/-/-/C/-	93/74/69.3/88.9/69.3	36/36/36/36
Lightning King's Mirror +3	134/0/0/163/0	D/-/-/-/B/-	93.2/74.7/70.1/89.2/70.1	37.7/37.7/37.7/37.7
Lightning King's Mirror +4	155/0/0/189/0	D/-/-/-/B/-	93.4/75.4/70.9/89.5/70.9	39.4/39.4/39.4/39.4
Lightning King's Mirror +5	176/0/0/215/0	D/-/-/-/B/-	93.6/76.1/71.7/89.7/71.7	41.1/41.1/41.1/41.1

## 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 King's Mirror +0	70/0/0/0/86	D/-/-/-/-/C	92.7/72.7/67.7/67.7/83.3	32.7/32.7/32.7/32.7
Dark King's Mirror +1	91/0/0/0/112	D/-/-/-/-/C	92.8/73.3/68.5/68.5/88.6	34.3/34.3/34.3/34.3
Dark King's Mirror +2	112/0/0/0/137	D/-/-/-/-/C	93/74/69.3/69.3/88.9	36/36/36/36
Dark King's Mirror +3	134/0/0/0/163	D/-/-/-/-/B	93.2/74.7/70.1/70.1/89.2	37.7/37.7/37.7/37.7

Dark King's Mirror +4	155/0/0/0/189	D/-/-/-/-/B	93.4/75.4/70.9/70.9/89.5	39.4/39.4/39.4/39.4
Dark King's Mirror +5	176/0/0/0/215	D/-/-/-/-/B	93.6/76.1/71.7/71.7/89.7	41.1/41.1/41.1/41.1

## 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 King's Mirror +0	70/0/0/0/0	17/0	D/-/-/-/-/-	92.7/72.7/67.7/67.7/67.7	53.3/32.7/32.7/32.7
Poison King's Mirror +1	91/0/0/0/0	22/0	D/-/-/-/-/-	92.8/73.3/68.5/68.5/68.5	54.5/34.3/34.3/34.3
Poison King's Mirror +2	112/0/0/0/0	27/0	D/-/-/-/-/-	93/74/69.3/69.3/69.3	55.6/36/36/36
Poison King's Mirror +3	134/0/0/0/0	32/0	D/-/-/-/-/-	93.2/74.7/70.1/70.1/70.1	56.8/37.7/37.7/37.7
Poison King's Mirror +4	155/0/0/0/0	37/0	D/-/-/-/-/-	93.4/75.4/70.9/70.9/70.9	58/39.4/39.4/39.4
Poison King's Mirror +5	176/0/0/0/0	43/0	D/-/-/-/-/-	93.6/76.1/71.7/71.7/71.7	59.1/41.1/41.1/41.1

## 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 King's Mirror +0	70/0/0/0/0	0/17	D/-/-/-/-/-	92.7/72.7/67.7/67.7/67.7	32.7/53.3/32.7/32.7

Bleed King's Mirror +1	91/0/0/0/0	0/22	D/-/-/-/-	92.8/73.3/68.5/68.5/68.5	34.3/54.5/34.3/34.3
Bleed King's Mirror +2	112/0/0/0/0	0/27	D/-/-/-/-	93/74/69.3/69.3/69.3	36/55.6/36/36
Bleed King's Mirror +3	134/0/0/0/0	0/32	D/-/-/-/-	93.2/74.7/70.1/70.1/70.1	37.7/56.8/37.7/37.7
Bleed King's Mirror +4	155/0/0/0/0	0/37	D/-/-/-/-	93.4/75.4/70.9/70.9/70.9	39.4/58/39.4/39.4
Bleed King's Mirror +5	176/0/0/0/0	0/43	D/-/-/-/-	93.6/76.1/71.7/71.7/71.7	41.1/59.1/41.1/41.1

# 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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