

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 Nee ded 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

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

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

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	32.7/53.3/32.7/32.7/32.7

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

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>

<p>Stats Needed:</p>	<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>
<p>Aux Effect:</p>	<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
<p>Aux Effect Reduction:</p>	<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
<p>Damage Reduction:</p>	<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
<p>Stability:</p>	<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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