King's Shield

In-Game Description

Shield of Vendrick, King of Drangleic.

One fragment of Dark, having taken human shape,
became obsessed with the King's soul.
Impelled by its own cravings, it sought souls,
and strove to make the strength of the Giants
its own.

Availability

Trade Soul of the King and 10,000 souls with Weaponsmith Ornifex.

General Information

Name	Damage	Counter Strength	Poise Damage	Durability	Weight	Stats Needed Stat Bonuses	Aux Effects Aux Effects Reduction	Damage Reduction	Stability	Enchantable
	28/0/60/0/0 (Parry/Strike)	110	15	80	5.0	16/-/-/- C/C/-/C/-/-	-/- 60/60/60/60	100/60/85/65/45	55	No

Notes

Can't be infused.

Upgrades

Boss upgrade path.
Requires Petrified Dragon Bone.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Petrified Dragon Bone	Souls Cost
King's Shield +0	28/0/60/0/0	C/C/-/C/-/-	100/60/85/65/45	60/60/60/60	55	-	-
King's Shield +1	36/0/66/0/0	C/C/-/C/-/-	100/61.0/85.3/65.8/46.3	61.0/61.0/61.0/61.0	56	1	1,230
King's Shield +2	44/0/72/0/0	C/C/-/C/-/-	100/62.0/85.7/66.7/47.7	62.0/62.0/62.0/62.0	58	2	1,540
King's Shield +3	53/0/78/0/0	C/C/-/C/-/-	100/63.0/86.1/67.6/49.1	63.0/63.0/63.0/63.0	59	3	1,850
King's Shield +4	61/0/84/0/0	C/C/-/C/-/-	100/64.0/86.5/68.5/50.5	64.0/64.0/64.0/64.0	61	4	2,460
King's Shield +5	70/0/90/0/0	C/C/-/C/-/-	100/65.0/86.8/69.3/51.8	65.0/65.0/65.0/65.0	63	5	2,770

Key

Damage:	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: • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the shield to break the poise of an enemy.
Durability:	The durability of the shield. The shield will break when durability reaches 0.

Weight:	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.
Stats Needed:	Determines how high various Stats must be in order to wield the shield effectively. The requirement stats for shields are A / B / C / D: • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required While it is possible to use a shield with lower-than-required Strength, your character will suffer a severe penalty to damage reduction.
Aux Effect:	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: • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	The Aux Effect Reduction % of the shield. It dictates how much effect the shield mitigates while blocking. The Aux Effect Reduction % stats for a shield are A / B / C / D: • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	The Damage Reduction % of the shield. It dictates how much damage the shield mitigates while blocking. The Damage Reduction % stats for a shield are A / B / C / D / E: • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	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.