

Large Leather Shield

In-Game Description

A Leather-covered shield. Preferred by hunters.

Inferior to metal shields in terms of stability and physical damage reduction, but easy to use and weighing so little that it hardly requires any strength to bear.

Availability

Forest of Fallen Giants treasure. Just before the elevator down to the Last Giant and the shortcut door to the Cardinal Tower bonfire, there is a room to the right with a Crystal Lizard and some hollows. Tucked away in the corner is a short stairway down to a boarded door. A dead body with the shield is huddled at the bottom of the stairs.

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
	65/0/0/ 0/0 (Parry/S trike)	0/0	110	35	7/0/0/0 D/-/-/-/- /-	90/35/6 0/60/45	50/50/5 0/50	40	60	1.5

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Large Leather Shield +0	65/0/0/0/0	D/-/-/-/-	90/35/60/60/45	50/50/50/50	40	-	-
Large Leather Shield +1	71/0/0/0/0	D/-/-/-/-	90.2/36.6/61/61/46.3	51.2/51.2/51.2/51.2	40	1x Titanite Shard	430
Large Leather Shield +2	78/0/0/0/0	D/-/-/-/-	90.5/38.2/62/62/47.7	52.5/52.5/52.5/52.5	41	2x Titanite Shard	540
Large Leather Shield +3	84/0/0/0/0	D/-/-/-/-	90.7/39.8/63/63/49.1	53.7/53.7/53.7/53.7	42	3x Titanite Shard	640
Large Leather Shield +4	91/0/0/0/0	D/-/-/-/-	91/41.5/64/64/50.5	55/55/55/55	43	1x Large Titanite Shard	850
Large Leather Shield +5	97/0/0/0/0	D/-/-/-/-	91.2/43.1/65/65/51.8	56.2/56.2/56.2/56.2	44	2x Large Titanite Shard	960
Large Leather Shield +6	104/0/0/0/0	D/-/-/-/-	91.5/44.7/66/66/53.2	57.5/57.5/57.5/57.5	44	3x Large Titanite Shard	1,070
Large Leather Shield +7	110/0/0/0/0	D/-/-/-/-	91.7/46.3/67/67/54.6	58.7/58.7/58.7/58.7	45	1x Titanite Chunk	1,280
Large Leather Shield +8	117/0/0/0/0	D/-/-/-/-	92/48/68/68/56	60/60/60/60	46	2x Titanite Chunk	1,390
Large Leather Shield +9	123/0/0/0/0	D/-/-/-/-	92.2/49.6/69/69/57.3	61.2/61.2/61.2/61.2	47	3x Titanite Chunk	1,490
Large Leather Shield +10	130/0/0/0/0	C/-/-/-/-	92.5/51.2/70/70/58.7	62.5/62.5/62.5/62.5	48	1x Titanite Slab	1,700

Infusions

Magic

Requires Faintstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Large Leather Shield +0	40/50/0/0/0	0/0	D/-/C/-/-/-	87.7/53.3/57.7/57.7/42.7	47.7/47.7/47.7/47.7
Magic Large Leather Shield +1	45/55/0/0/0	0/0	D/-/C/-/-/-	88/54.5/58.7/58.7/44.1	49/49/49/49
Magic Large Leather Shield +2	49/60/0/0/0	0/0	D/-/C/-/-/-	88.3/55.6/59.8/59.8/45.5	50.3/50.3/50.3/50.3
Magic Large Leather Shield +3	53/65/0/0/0	0/0	D/-/B/-/-/-	88.6/56.8/60.8/60.8/47	51.6/51.6/51.6/51.6
Magic Large Leather Shield +4	57/70/0/0/0	0/0	D/-/B/-/-/-	88.9/58/61.9/61.9/48.4	52.9/52.9/52.9/52.9
Magic Large Leather Shield +5	61/75/0/0/0	0/0	D/-/B/-/-/-	89.2/59.1/62.9/62.9/49.8	54.2/54.2/54.2/54.2
Magic Large Leather Shield +6	65/80/0/0/0	0/0	D/-/B/-/-/-	89.5/60.3/64/64/51.3	55.5/55.5/55.5/55.5
Magic Large Leather Shield +7	69/85/0/0/0	0/0	D/-/B/-/-/-	89.8/61.5/65.1/65.1/52.7	56.8/56.8/56.8/56.8
Magic Large Leather Shield +8	73/90/0/0/0	0/0	D/-/B/-/-/-	90.1/62.6/66.1/66.1/54.1	58.1/58.1/58.1/58.1
Magic Large Leather Shield +9	77/95/0/0/0	0/0	D/-/B/-/-/-	90.4/63.8/67.2/67.2/55.5	59.4/59.4/59.4/59.4
Magic Large Leather Shield +10	81/100/0/0/0	0/0	D/-/B/-/-/-	90.7/65/68.2/57	60.7/60.7/60.7/60.7

Fire

Requires Firedrake Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Large Leather Shield +0	40/0/50/0/0	0/0	D/-/-/C/-/-	87.7/32.7/78.3/57.7/42.7	47.7/47.7/47.7/47.7
Fire Large Leather Shield +1	45/0/55/0/0	0/0	D/-/-/C/-/-	88/34.3/78.8/58.7/44.1	49/49/49/49
Fire Large Leather Shield +2	49/0/60/0/0	0/0	D/-/-/C/-/-	88.3/36/79.4/59.8/45.5	50.3/50.3/50.3/50.3
Fire Large Leather Shield +3	53/0/65/0/0	0/0	D/-/-/B/-/-	88.6/37.7/79.9/60.8/47	51.6/51.6/51.6/51.6
Fire Large Leather Shield +4	57/0/70/0/0	0/0	D/-/-/B/-/-	88.9/39.4/80.5/61.9/48.4	52.9/52.9/52.9/52.9
Fire Large Leather Shield +5	61/0/75/0/0	0/0	D/-/-/B/-/-	89.2/41.1/81/62.9/49.8	54.2/54.2/54.2/54.2
Fire Large Leather Shield +6	65/0/80/0/0	0/0	D/-/-/B/-/-	89.5/42.8/81.5/64/51.3	55.5/55.5/55.5/55.5
Fire Large Leather Shield +7	69/0/85/0/0	0/0	D/-/-/B/-/-	89.8/44.4/82.1/65.1/52.7	56.8/56.8/56.8/56.8
Fire Large Leather Shield +8	73/0/90/0/0	0/0	D/-/-/B/-/-	90.1/46.1/82.6/66.1/54.1	58.1/58.1/58.1/58.1
Fire Large Leather Shield +9	77/0/95/0/0	0/0	D/-/-/B/-/-	90.4/47.8/83.2/67.2/55.5	59.4/59.4/59.4/59.4
Fire Large Leather Shield +10	81/0/100/0/0	0/0	D/-/-/B/-/-	90.7/49.5/83.7/68.2/57	60.7/60.7/60.7/60.7

Lightning

Requires Boltstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Lightning Large Leather Shield +0	40/0/0/50/0	0/0	D/-/-/-C/-	87.7/32.7/57.7/78.3/42.7	47.7/47.7/47.7/47.7
Lightning Large Leather Shield +1	45/0/0/55/0	0/0	D/-/-/-C/-	88/34.3/58.7/78.8/44.1	49/49/49/49
Lightning Large Leather Shield +2	49/0/0/60/0	0/0	D/-/-/-C/-	88.3/36/59.8/79.4/45.5	50.3/50.3/50.3/50.3
Lightning Large Leather Shield +3	53/0/0/65/0	0/0	D/-/-/-B/-	88.6/37.7/60.8/79.9/47	51.6/51.6/51.6/51.6
Lightning Large Leather Shield +4	57/0/0/70/0	0/0	D/-/-/-B/-	88.9/39.4/61.9/80.5/48.4	52.9/52.9/52.9/52.9
Lightning Large Leather Shield +5	61/0/0/75/0	0/0	D/-/-/-B/-	89.2/41.1/62.9/81/49.8	54.2/54.2/54.2/54.2
Lightning Large Leather Shield +6	65/0/0/80/0	0/0	D/-/-/-B/-	89.5/42.8/64/81.5/51.3	55.5/55.5/55.5/55.5
Lightning Large Leather Shield +7	69/0/0/85/0	0/0	D/-/-/-B/-	89.8/44.4/65.1/82.1/52.7	56.8/56.8/56.8/56.8
Lightning Large Leather Shield +8	73/0/0/90/0	0/0	D/-/-/-B/-	90.1/46.1/66.1/82.6/54.1	58.1/58.1/58.1/58.1
Lightning Large Leather Shield +9	77/0/0/95/0	0/0	D/-/-/-B/-	90.4/47.8/67.2/83.2/55.5	59.4/59.4/59.4/59.4
Lightning Large Leather Shield +10	81/0/0/100/0	0/0	D/-/-/-B/-	90.7/49.5/68.2/83.7/57	60.7/60.7/60.7/60.7

Dark

Requires Darknight Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Large Leather Shield +0	40/0/0/0/50	0/0	D/-/-/-/-C	87.7/32.7/57.7/57.7/63.3	47.7/47.7/47.7/47.7

Dark Large Leather Shield +1	45/0/0/0/55	0/0	D/-/-/-/-/C	88/34.3/58.7/58.7/64.2	49/49/49/49
Dark Large Leather Shield +2	49/0/0/0/60	0/0	D/-/-/-/-/C	88.3/36/59.8/59.8/65.1	50.3/50.3/50.3/50.3
Dark Large Leather Shield +3	53/0/0/0/65	0/0	D/-/-/-/-/B	88.6/37.7/60.8/60.8/66	51.6/51.6/51.6/51.6
Dark Large Leather Shield +4	57/0/0/0/70	0/0	D/-/-/-/-/B	88.9/39.4/61.9/61.9/67	52.9/52.9/52.9/52.9
Dark Large Leather Shield +5	61/0/0/0/75	0/0	D/-/-/-/-/B	89.2/41.1/62.9/62.9/67.9	54.2/54.2/54.2/54.2
Dark Large Leather Shield +6	65/0/0/0/80	0/0	D/-/-/-/-/B	89.5/42.8/64/64/68.8	55.5/55.5/55.5/55.5
Dark Large Leather Shield +7	69/0/0/0/85	0/0	D/-/-/-/-/B	89.8/44.4/65.1/65.1/69.7	56.8/56.8/56.8/56.8
Dark Large Leather Shield +8	73/0/0/0/90	0/0	D/-/-/-/-/B	90.1/46.1/66.1/66.1/70.6	58.1/58.1/58.1/58.1
Dark Large Leather Shield +9	77/0/0/0/95	0/0	D/-/-/-/-/B	90.4/47.8/67.2/67.2/71.5	59.4/59.4/59.4/59.4
Dark Large Leather Shield +10	81/0/0/0/100	0/0	D/-/-/-/-/B	90.7/49.5/68.2/68.2/72.5	60.7/60.7/60.7/60.7

Poison

Requires Poison Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Large Leather Shield +0	40/0/0/0/0	10/0	D/-/-/-/-/-	87.7/32.7/57.7/57.7/42.7	68.3/47.7/47.7/47.7
Poison Large Leather Shield +1	45/0/0/0/0	11/0	D/-/-/-/-/-	88/34.3/58.7/58.7/44.1	69.1/49/49/49

Poison Large Leather Shield +2	49/0/0/0/0	12/0	D/-/-/-/-	88.3/36/59.8/59.8/45.5	69.9/50.3/50.3/50.3
Poison Large Leather Shield +3	53/0/0/0/0	13/0	D/-/-/-/-	88.6/37.7/60.8/60.8/47	70.7/51.6/51.6/51.6
Poison Large Leather Shield +4	57/0/0/0/0	14/0	D/-/-/-/-	88.9/39.4/61.9/61.9/48.4	71.5/52.9/52.9/52.9
Poison Large Leather Shield +5	61/0/0/0/0	15/0	D/-/-/-/-	89.2/41.1/62.9/62.9/49.8	72.2/54.2/54.2/54.2
Poison Large Leather Shield +6	65/0/0/0/0	16/0	D/-/-/-/-	89.5/42.8/64/64/51.3	73/55.5/55.5/55.5
Poison Large Leather Shield +7	69/0/0/0/0	17/0	D/-/-/-/-	89.8/44.4/65.1/65.1/52.7	73.8/56.8/56.8/56.8
Poison Large Leather Shield +8	73/0/0/0/0	18/0	D/-/-/-/-	90.1/46.1/66.1/66.1/54.1	74.6/58.1/58.1/58.1
Poison Large Leather Shield +9	77/0/0/0/0	19/0	D/-/-/-/-	90.4/47.8/67.2/67.2/55.5	75.4/59.4/59.4/59.4
Poison Large Leather Shield +10	81/0/0/0/0	20/0	D/-/-/-/-	90.7/49.5/68.2/68.2/57	76.2/60.7/60.7/60.7

Bleed

Requires Bleed Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Large Leather Shield +0	40/0/0/0/0	0/10	D/-/-/-/-	87.7/32.7/57.7/57.7/42.7	47.7/68.3/47.7/47.7
Bleed Large Leather Shield +1	45/0/0/0/0	0/11	D/-/-/-/-	88/34.3/58.7/58.7/44.1	49/69.1/49/49
Bleed Large Leather Shield +2	49/0/0/0/0	0/12	D/-/-/-/-	88.3/36/59.8/59.8/45.5	50.3/69.9/50.3/50.3

Bleed Large Leather Shield +3	53/0/0/0/0	0/13	D/-/-/-/-	88.6/37.7/60.8/6 0.8/47	51.6/70.7/51.6/5 1.6
Bleed Large Leather Shield +4	57/0/0/0/0	0/14	D/-/-/-/-	88.9/39.4/61.9/6 1.9/48.4	52.9/71.5/52.9/5 2.9
Bleed Large Leather Shield +5	61/0/0/0/0	0/15	D/-/-/-/-	89.2/41.1/62.9/6 2.9/49.8	54.2/72.2/54.2/5 4.2
Bleed Large Leather Shield +6	65/0/0/0/0	0/16	D/-/-/-/-	89.5/42.8/64/64/ 51.3	55.5/73/55.5/55. 5
Bleed Large Leather Shield +7	69/0/0/0/0	0/17	D/-/-/-/-	89.8/44.4/65.1/6 5.1/52.7	56.8/73.8/56.8/5 6.8
Bleed Large Leather Shield +8	73/0/0/0/0	0/18	D/-/-/-/-	90.1/46.1/66.1/6 6.1/54.1	58.1/74.6/58.1/5 8.1
Bleed Large Leather Shield +9	77/0/0/0/0	0/19	D/-/-/-/-	90.4/47.8/67.2/6 7.2/55.5	59.4/75.4/59.4/5 9.4
Bleed Large Leather Shield +10	81/0/0/0/0	0/20	D/-/-/-/-	90.7/49.5/68.2/6 8.2/57	60.7/76.2/60.7/6 0.7

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