

# Lion Clan Shield

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## In-Game Description

Shield used by the Lion Clan warriors.  
Made of wood, but reinforced with metal.  
Light yet sturdy.

The design on the shield appears to have some religious significance, but we will never know what sort of gods these warriors answer to.

## Availability

Lion Clan Warrior drop.

## General Information

| Image | Damag<br>e                               | Aux<br>Effects | Counte<br>r<br>Streng<br>th | Poise<br>Damag<br>e | Stats<br>Neede<br>d<br>Stat<br>Bonuse<br>s | Damag<br>e<br>Reduct<br>ion | Aux<br>Effects<br>Reduct<br>ion | Stabilit<br>y | Durabil<br>ity | Weight |
|-------|--|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
|       | 62/0/0/<br>0/0<br><br>(Parry/S<br>trike) | 0/0            | 110                         | 15                  | 8/0/0/0<br><br>D/-/-/-/-<br>/-             | 90/45/2<br>0/45/35          | 30/30/3<br>0/30                 | 45            | 70             | 2.5    |

## Upgrades

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| FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed |
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# Basic

Standard upgrade path.  
Requires Titanite.

| Name                 | Damage      | Aux Effects | Stat Bonuses | Damage Reduction       | Aux Effects Reduction | Stability | Materials Cost          | Souls Cost |
|----------------------|-------------|-------------|--------------|------------------------|-----------------------|-----------|-------------------------|------------|
| Lion Clan Shield +0  | 62/0/0/0/0  | 0/0         | D/-/-/-/-/-  | 90/45/20/45/35         | 30/30/30/30           | 45        | -                       | -          |
| Lion Clan Shield +1  | 68/0/0/0/0  | 0/0         | D/-/-/-/-/-  | 90.2/46.3/22/46.3/36.6 | 31.7/31.7/31.7/31.7   | 45        | 1x Titanite Shard       | 430        |
| Lion Clan Shield +2  | 74/0/0/0/0  | 0/0         | D/-/-/-/-/-  | 90.5/47.7/24/47.7/38.2 | 33.5/33.5/33.5/33.5   | 46        | 2x Titanite Shard       | 540        |
| Lion Clan Shield +3  | 80/0/0/0/0  | 0/0         | D/-/-/-/-/-  | 90.7/49.1/26/49.1/39.8 | 35.2/35.2/35.2/35.2   | 47        | 3x Titanite Shard       | 640        |
| Lion Clan Shield +4  | 87/0/0/0/0  | 0/0         | D/-/-/-/-/-  | 91/50.5/28/50.5/41.5   | 37/37/37/37           | 48        | 1x Large Titanite Shard | 850        |
| Lion Clan Shield +5  | 93/0/0/0/0  | 0/0         | D/-/-/-/-/-  | 91.2/51.8/30/51.8/43.1 | 38.7/38.7/38.7/38.7   | 49        | 2x Large Titanite Shard | 960        |
| Lion Clan Shield +6  | 99/0/0/0/0  | 0/0         | D/-/-/-/-/-  | 91.5/53.2/32/53.2/44.7 | 40.5/40.5/40.5/40.5   | 49        | 3x Large Titanite Shard | 1,070      |
| Lion Clan Shield +7  | 106/0/0/0/0 | 0/0         | D/-/-/-/-/-  | 91.7/54.6/34/54.6/46.3 | 42.2/42.2/42.2/42.2   | 50        | 1x Titanite Chunk       | 1,280      |
| Lion Clan Shield +8  | 112/0/0/0/0 | 0/0         | D/-/-/-/-/-  | 92/56/36/56/48         | 44/44/44/44           | 51        | 2x Titanite Chunk       | 1,390      |
| Lion Clan Shield +9  | 118/0/0/0/0 | 0/0         | D/-/-/-/-/-  | 92.2/57.3/38/57.3/49.6 | 45.7/45.7/45.7/45.7   | 52        | 3x Titanite Chunk       | 1,490      |
| Lion Clan Shield +10 | 125/0/0/0/0 | 0/0         | C/-/-/-/-/-  | 92.5/58.7/40/58.7/51.2 | 47.5/47.5/47.5/47.5   | 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      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|----------------------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Magic Lion Clan Shield +0  | 39/47/0/0/0 | 0/0         | D/-/C/-/-/-  | 87.7/63.3/17.7/42.7/32.7 | 27.7/27.7/27.7/27.7   |
| Magic Lion Clan Shield +1  | 43/52/0/0/0 | 0/0         | D/-/C/-/-/-  | 88/64.2/19.7/44.1/34.3   | 29.5/29.5/29.5/29.5   |
| Magic Lion Clan Shield +2  | 46/57/0/0/0 | 0/0         | D/-/C/-/-/-  | 88.3/65.1/21.8/45.5/36   | 31.3/31.3/31.3/31.3   |
| Magic Lion Clan Shield +3  | 50/62/0/0/0 | 0/0         | D/-/B/-/-/-  | 88.6/66/23.8/47/37.7     | 33.1/33.1/33.1/33.1   |
| Magic Lion Clan Shield +4  | 54/67/0/0/0 | 0/0         | D/-/B/-/-/-  | 88.9/67/25.9/48.4/39.4   | 34.9/34.9/34.9/34.9   |
| Magic Lion Clan Shield +5  | 58/71/0/0/0 | 0/0         | D/-/B/-/-/-  | 89.2/67.9/27.9/49.8/41.1 | 36.7/36.7/36.7/36.7   |
| Magic Lion Clan Shield +6  | 62/76/0/0/0 | 0/0         | D/-/B/-/-/-  | 89.5/68.8/30/51.3/42.8   | 38.5/38.5/38.5/38.5   |
| Magic Lion Clan Shield +7  | 66/81/0/0/0 | 0/0         | D/-/B/-/-/-  | 89.8/69.7/32.1/52.7/44.4 | 40.3/40.3/40.3/40.3   |
| Magic Lion Clan Shield +8  | 70/86/0/0/0 | 0/0         | D/-/B/-/-/-  | 90.1/70.6/34.1/54.1/46.1 | 42.1/42.1/42.1/42.1   |
| Magic Lion Clan Shield +9  | 74/91/0/0/0 | 0/0         | D/-/B/-/-/-  | 90.4/71.5/36.2/55.5/47.8 | 43.9/43.9/43.9/43.9   |
| Magic Lion Clan Shield +10 | 78/96/0/0/0 | 0/0         | D/-/B/-/-/-  | 90.7/72.5/38.2/57/49.5   | 45.7/45.7/45.7/45.7   |

# 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      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|---------------------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Fire Lion Clan Shield +0  | 39/0/47/0/0 | 0/0         | D/-/-/C/-/-  | 87.7/42.7/38.3/42.7/32.7 | 27.7/27.7/27.7/27.7   |
| Fire Lion Clan Shield +1  | 43/0/52/0/0 | 0/0         | D/-/-/C/-/-  | 88/44.1/39.8/44.1/34.3   | 29.5/29.5/29.5/29.5   |
| Fire Lion Clan Shield +2  | 46/0/57/0/0 | 0/0         | D/-/-/C/-/-  | 88.3/45.5/41.4/45.5/36   | 31.3/31.3/31.3/31.3   |
| Fire Lion Clan Shield +3  | 50/0/62/0/0 | 0/0         | D/-/-/B/-/-  | 88.6/47/42.9/47/37.7     | 33.1/33.1/33.1/33.1   |
| Fire Lion Clan Shield +4  | 54/0/67/0/0 | 0/0         | D/-/-/B/-/-  | 88.9/48.4/44.5/48.4/39.4 | 34.9/34.9/34.9/34.9   |
| Fire Lion Clan Shield +5  | 58/0/71/0/0 | 0/0         | D/-/-/B/-/-  | 89.2/49.8/46/49.8/41.1   | 36.7/36.7/36.7/36.7   |
| Fire Lion Clan Shield +6  | 62/0/76/0/0 | 0/0         | D/-/-/B/-/-  | 89.5/51.3/47.5/51.3/42.8 | 38.5/38.5/38.5/38.5   |
| Fire Lion Clan Shield +7  | 66/0/81/0/0 | 0/0         | D/-/-/B/-/-  | 89.8/52.7/49.1/52.7/44.4 | 40.3/40.3/40.3/40.3   |
| Fire Lion Clan Shield +8  | 70/0/86/0/0 | 0/0         | D/-/-/B/-/-  | 90.1/54.1/50.6/54.1/46.1 | 42.1/42.1/42.1/42.1   |
| Fire Lion Clan Shield +9  | 74/0/91/0/0 | 0/0         | D/-/-/B/-/-  | 90.4/55.5/52.2/55.5/47.8 | 43.9/43.9/43.9/43.9   |
| Fire Lion Clan Shield +10 | 78/0/96/0/0 | 0/0         | D/-/-/B/-/-  | 90.7/57/53.7/57/49.5     | 45.7/45.7/45.7/45.7   |

## 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      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|-------------------------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Lightning Lion Clan Shield +0 | 39/0/0/47/0 | 0/0         | D/-/-/-/C/-  | 87.7/42.7/17.7/63.3/32.7 | 27.7/27.7/27.7/27.7   |
| Lightning Lion Clan Shield +1 | 43/0/0/52/0 | 0/0         | D/-/-/-/C/-  | 88/44.1/19.7/64.2/34.3   | 29.5/29.5/29.5/29.5   |

|                                   |             |     |             |                              |                         |
|-----------------------------------|-------------|-----|-------------|------------------------------|-------------------------|
| Lightning Lion<br>Clan Shield +2  | 46/0/0/57/0 | 0/0 | D/-/-/-/C/- | 88.3/45.5/21.8/6<br>5.1/36   | 31.3/31.3/31.3/3<br>1.3 |
| Lightning Lion<br>Clan Shield +3  | 50/0/0/62/0 | 0/0 | D/-/-/-/B/- | 88.6/47/23.8/66/<br>37.7     | 33.1/33.1/33.1/3<br>3.1 |
| Lightning Lion<br>Clan Shield +4  | 54/0/0/67/0 | 0/0 | D/-/-/-/B/- | 88.9/48.4/25.9/6<br>7/39.4   | 34.9/34.9/34.9/3<br>4.9 |
| Lightning Lion<br>Clan Shield +5  | 58/0/0/71/0 | 0/0 | D/-/-/-/B/- | 89.2/49.8/27.9/6<br>7.9/41.1 | 36.7/36.7/36.7/3<br>6.7 |
| Lightning Lion<br>Clan Shield +6  | 62/0/0/76/0 | 0/0 | D/-/-/-/B/- | 89.5/51.3/30/68.<br>8/42.8   | 38.5/38.5/38.5/3<br>8.5 |
| Lightning Lion<br>Clan Shield +7  | 66/0/0/81/0 | 0/0 | D/-/-/-/B/- | 89.8/52.7/32.1/6<br>9.7/44.4 | 40.3/40.3/40.3/4<br>0.3 |
| Lightning Lion<br>Clan Shield +8  | 70/0/0/86/0 | 0/0 | D/-/-/-/B/- | 90.1/54.1/34.1/7<br>0.6/46.1 | 42.1/42.1/42.1/4<br>2.1 |
| Lightning Lion<br>Clan Shield +9  | 74/0/0/91/0 | 0/0 | D/-/-/-/B/- | 90.4/55.5/36.2/7<br>1.5/47.8 | 43.9/43.9/43.9/4<br>3.9 |
| Lightning Lion<br>Clan Shield +10 | 78/0/0/96/0 | 0/0 | D/-/-/-/B/- | 90.7/57/38.2/72.<br>5/49.5   | 45.7/45.7/45.7/4<br>5.7 |

## 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      | Aux Effects | Stat Bonuses | Damage Reduction             | Aux Effects Reduction   |
|-----------------------------|-------------|-------------|--------------|------------------------------|-------------------------|
| Dark Lion Clan<br>Shield +0 | 39/0/0/0/47 | 0/0         | D/-/-/-/-/C  | 87.7/42.7/17.7/4<br>2.7/53.3 | 27.7/27.7/27.7/2<br>7.7 |
| Dark Lion Clan<br>Shield +1 | 43/0/0/0/52 | 0/0         | D/-/-/-/-/C  | 88/44.1/19.7/44.<br>1/54.5   | 29.5/29.5/29.5/2<br>9.5 |
| Dark Lion Clan<br>Shield +2 | 46/0/0/0/57 | 0/0         | D/-/-/-/-/C  | 88.3/45.5/21.8/4<br>5.5/55.6 | 31.3/31.3/31.3/3<br>1.3 |
| Dark Lion Clan<br>Shield +3 | 50/0/0/0/62 | 0/0         | D/-/-/-/-/B  | 88.6/47/23.8/47/<br>56.8     | 33.1/33.1/33.1/3<br>3.1 |
| Dark Lion Clan<br>Shield +4 | 54/0/0/0/67 | 0/0         | D/-/-/-/-/B  | 88.9/48.4/25.9/4<br>8.4/58   | 34.9/34.9/34.9/3<br>4.9 |

|                              |             |     |             |                              |                         |
|------------------------------|-------------|-----|-------------|------------------------------|-------------------------|
| Dark Lion Clan<br>Shield +5  | 58/0/0/0/71 | 0/0 | D/-/-/-/-/B | 89.2/49.8/27.9/4<br>9.8/59.1 | 36.7/36.7/36.7/3<br>6.7 |
| Dark Lion Clan<br>Shield +6  | 62/0/0/0/76 | 0/0 | D/-/-/-/-/B | 89.5/51.3/30/51.<br>3/60.3   | 38.5/38.5/38.5/3<br>8.5 |
| Dark Lion Clan<br>Shield +7  | 66/0/0/0/81 | 0/0 | D/-/-/-/-/B | 89.8/52.7/32.1/5<br>2.7/61.5 | 40.3/40.3/40.3/4<br>0.3 |
| Dark Lion Clan<br>Shield +8  | 70/0/0/0/86 | 0/0 | D/-/-/-/-/B | 90.1/54.1/34.1/5<br>4.1/62.6 | 42.1/42.1/42.1/4<br>2.1 |
| Dark Lion Clan<br>Shield +9  | 74/0/0/0/91 | 0/0 | D/-/-/-/-/B | 90.4/55.5/36.2/5<br>5.5/63.8 | 43.9/43.9/43.9/4<br>3.9 |
| Dark Lion Clan<br>Shield +10 | 78/0/0/0/96 | 0/0 | D/-/-/-/-/B | 90.7/57/38.2/57/<br>65       | 45.7/45.7/45.7/4<br>5.7 |

# 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 Lion Clan<br>Shield +0 | 39/0/0/0/0 | 9/0         | D/-/-/-/-/-  | 87.7/42.7/17.7/4<br>2.7/32.7 | 48.3/27.7/27.7/2<br>7.7 |
| Poison Lion Clan<br>Shield +1 | 43/0/0/0/0 | 10/0        | D/-/-/-/-/-  | 88/44.1/19.7/44.<br>1/34.3   | 49.6/29.5/29.5/2<br>9.5 |
| Poison Lion Clan<br>Shield +2 | 46/0/0/0/0 | 11/0        | D/-/-/-/-/-  | 88.3/45.5/21.8/4<br>5.5/36   | 50.9/31.3/31.3/3<br>1.3 |
| Poison Lion Clan<br>Shield +3 | 50/0/0/0/0 | 12/0        | D/-/-/-/-/-  | 88.6/47/23.8/47/<br>37.7     | 52.2/33.1/33.1/3<br>3.1 |
| Poison Lion Clan<br>Shield +4 | 54/0/0/0/0 | 13/0        | D/-/-/-/-/-  | 88.9/48.4/25.9/4<br>8.4/39.4 | 53.5/34.9/34.9/3<br>4.9 |
| Poison Lion Clan<br>Shield +5 | 58/0/0/0/0 | 14/0        | D/-/-/-/-/-  | 89.2/49.8/27.9/4<br>9.8/41.1 | 54.7/36.7/36.7/3<br>6.7 |
| Poison Lion Clan<br>Shield +6 | 62/0/0/0/0 | 15/0        | D/-/-/-/-/-  | 89.5/51.3/30/51.<br>3/42.8   | 56/38.5/38.5/38.<br>5   |
| Poison Lion Clan<br>Shield +7 | 66/0/0/0/0 | 16/0        | D/-/-/-/-/-  | 89.8/52.7/32.1/5<br>2.7/44.4 | 57.3/40.3/40.3/4<br>0.3 |

|                             |            |      |           |                          |                     |
|-----------------------------|------------|------|-----------|--------------------------|---------------------|
| Poison Lion Clan Shield +8  | 70/0/0/0/0 | 17/0 | D/-/-/-/- | 90.1/54.1/34.1/54.1/46.1 | 58.6/42.1/42.1/42.1 |
| Poison Lion Clan Shield +9  | 74/0/0/0/0 | 18/0 | D/-/-/-/- | 90.4/55.5/36.2/55.5/47.8 | 59.9/43.9/43.9/43.9 |
| Poison Lion Clan Shield +10 | 78/0/0/0/0 | 19/0 | D/-/-/-/- | 90.7/57/38.2/57/49.5     | 61.2/45.7/45.7/45.7 |

# 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 Lion Clan Shield +0  | 39/0/0/0/0 | 0/9         | D/-/-/-/-    | 87.7/42.7/17.7/42.7/32.7 | 27.7/48.3/27.7/27.7   |
| Bleed Lion Clan Shield +1  | 43/0/0/0/0 | 0/10        | D/-/-/-/-    | 88/44.1/19.7/44.1/34.3   | 29.5/49.6/29.5/29.5   |
| Bleed Lion Clan Shield +2  | 46/0/0/0/0 | 0/11        | D/-/-/-/-    | 88.3/45.5/21.8/45.5/36   | 31.3/50.9/31.3/31.3   |
| Bleed Lion Clan Shield +3  | 50/0/0/0/0 | 0/12        | D/-/-/-/-    | 88.6/47/23.8/47/37.7     | 33.1/52.2/33.1/33.1   |
| Bleed Lion Clan Shield +4  | 54/0/0/0/0 | 0/13        | D/-/-/-/-    | 88.9/48.4/25.9/48.4/39.4 | 34.9/53.5/34.9/34.9   |
| Bleed Lion Clan Shield +5  | 58/0/0/0/0 | 0/14        | D/-/-/-/-    | 89.2/49.8/27.9/49.8/41.1 | 36.7/54.7/36.7/36.7   |
| Bleed Lion Clan Shield +6  | 62/0/0/0/0 | 0/15        | D/-/-/-/-    | 89.5/51.3/30/51.3/42.8   | 38.5/56/38.5/38.5     |
| Bleed Lion Clan Shield +7  | 66/0/0/0/0 | 0/16        | D/-/-/-/-    | 89.8/52.7/32.1/52.7/44.4 | 40.3/57.3/40.3/40.3   |
| Bleed Lion Clan Shield +8  | 70/0/0/0/0 | 0/17        | D/-/-/-/-    | 90.1/54.1/34.1/54.1/46.1 | 42.1/58.6/42.1/42.1   |
| Bleed Lion Clan Shield +9  | 74/0/0/0/0 | 0/18        | D/-/-/-/-    | 90.4/55.5/36.2/55.5/47.8 | 43.9/59.9/43.9/43.9   |
| Bleed Lion Clan Shield +10 | 78/0/0/0/0 | 0/19        | D/-/-/-/-    | 90.7/57/38.2/57/49.5     | 45.7/61.2/45.7/45.7   |

# 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>  |