

# Llewellyn Shield


## In-Game Description

A small shield fashioned from rare geisteel.

A masterpiece of the great blacksmith Llewellyn that he brought along as a gift when he left Mirrah for Drangleic.

## Availability

Stone Soldier drop.

## 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
	73/0/0/ 0/0  (Parry/S trike)	0/0	100	10	9/7/0/0  C/B/-/-/- /-	90/75/7 0/70/70	50/50/4 5/45	45	60	2.5

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
--

## Basic

Special upgrade path.  
Requires Twinkling Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls
Llewellyn Shield +0	73/0/0/0/0	0/0	C/B/-/-/-	90/75/70/70/70	50/50/45/45	45	-	-
Llewellyn Shield +1	80/0/0/0/0	0/0	C/B/-/-/-	90.2/75.6/70.7/70.7/70.7	51.2/51.2/46.3/46.3	46	1x Twinkling Titanite	770
Llewellyn Shield +2	87/0/0/0/0	0/0	C/B/-/-/-	90.5/76.2/71.5/71.5/71.5	52.5/52.5/47.7/47.7	48	2x Twinkling Titanite	960
Llewellyn Shield +3	95/0/0/0/0	0/0	C/B/-/-/-	90.7/76.8/72.2/72.2/72.2	53.7/53.7/49.1/49.1	49	3x Twinkling Titanite	1,150
Llewellyn Shield +4	102/0/0/0/0	0/0	C/B/-/-/-	91/77.5/73/73/73	55/55/50.5/50.5	51	4x Twinkling Titanite	1,530
Llewellyn Shield +5	110/0/0/0/0	0/0	C/B/-/-/-	91.2/78.1/73.7/73.7/73.7	56.2/56.2/51.8/51.8	53	5x Twinkling Titanite	1,720

# 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Llewellyn Shield +0	45/56/0/0/0	0/0	D/C/C/-/-	87.7/93.3/67.7/67.7/67.7	47.7/47.7/42.7/42.7
Magic Llewellyn Shield +1	50/61/0/0/0	0/0	D/C/C/-/-	88/93.5/68.5/68.5/68.5	49/49/44.1/44.1

Magic Llewellyn Shield +2	55/67/0/0/0	0/0	D/C/C/-/-	88.3/93.6/69.3/69.3/69.3	50.3/50.3/45.5/45.5
Magic Llewellyn Shield +3	59/73/0/0/0	0/0	C/C/B/-/-	88.6/93.8/70.1/70.1/70.1	51.6/51.6/47/47
Magic Llewellyn Shield +4	64/79/0/0/0	0/0	C/C/B/-/-	88.9/94/70.9/70.9/70.9	52.9/52.9/48.4/48.4
Magic Llewellyn Shield +5	69/84/0/0/0	0/0	C/C/B/-/-	89.2/94.1/71.7/71.7/71.7	54.2/54.2/49.8/49.8

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Llewellyn Shield +0	45/0/56/0/0	0/0	D/C/-/C/-	87.7/72.7/88.3/67.7/67.7	47.7/47.7/42.7/42.7
Fire Llewellyn Shield +1	50/0/61/0/0	0/0	D/C/-/C/-	88/73.3/88.6/68.5/68.5	49/49/44.1/44.1
Fire Llewellyn Shield +2	55/0/67/0/0	0/0	D/C/-/C/-	88.3/74/88.9/69.3/69.3	50.3/50.3/45.5/45.5
Fire Llewellyn Shield +3	59/0/73/0/0	0/0	C/C/-/B/-	88.6/74.7/89.2/70.1/70.1	51.6/51.6/47/47
Fire Llewellyn Shield +4	64/0/79/0/0	0/0	C/C/-/B/-	88.9/75.4/89.5/70.9/70.9	52.9/52.9/48.4/48.4
Fire Llewellyn Shield +5	69/0/84/0/0	0/0	C/C/-/B/-	89.2/76.1/89.7/71.7/71.7	54.2/54.2/49.8/49.8

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
------	--------	-------------	--------------	------------------	-----------------------

Lightning Llewellyn Shield +0	45/0/0/56/0	0/0	D/C/-/-/C/-	87.7/72.7/67.7/88.3/67.7	47.7/47.7/42.7/42.7
Lightning Llewellyn Shield +1	50/0/0/61/0	0/0	D/C/-/-/C/-	88/73.3/68.5/88.6/68.5	49/49/44.1/44.1
Lightning Llewellyn Shield +2	55/0/0/67/0	0/0	D/C/-/-/C/-	88.3/74/69.3/88.9/69.3	50.3/50.3/45.5/45.5
Lightning Llewellyn Shield +3	59/0/0/73/0	0/0	C/C/-/-/B/-	88.6/74.7/70.1/89.2/70.1	51.6/51.6/47/47
Lightning Llewellyn Shield +4	64/0/0/79/0	0/0	C/C/-/-/B/-	88.9/75.4/70.9/89.5/70.9	52.9/52.9/48.4/48.4
Lightning Llewellyn Shield +5	69/0/0/84/0	0/0	C/C/-/-/B/-	89.2/76.1/71.7/89.7/71.7	54.2/54.2/49.8/49.8

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Llewellyn Shield +0	45/0/0/0/56	0/0	D/C/-/-/-/C	87.7/72.7/67.7/67.7/88.3	47.7/47.7/42.7/42.7
Dark Llewellyn Shield +1	50/0/0/0/61	0/0	D/C/-/-/-/C	88/73.3/68.5/68.5/88.6	49/49/44.1/44.1
Dark Llewellyn Shield +2	55/0/0/0/67	0/0	D/C/-/-/-/C	88.3/74/69.3/69.3/88.9	50.3/50.3/45.5/45.5
Dark Llewellyn Shield +3	59/0/0/0/73	0/0	C/C/-/-/-/B	88.6/74.7/70.1/70.1/89.2	51.6/51.6/47/47
Dark Llewellyn Shield +4	64/0/0/0/79	0/0	C/C/-/-/-/B	88.9/75.4/70.9/70.9/89.5	52.9/52.9/48.4/48.4
Dark Llewellyn Shield +5	69/0/0/0/84	0/0	C/C/-/-/-/B	89.2/76.1/71.7/71.7/89.7	54.2/54.2/49.8/49.8

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Llewellyn Shield +0	45/0/0/0/0	11/0	D/C/-/-/-/-	87.7/72.7/67.7/67.7/67.7	68.3/47.7/42.7/42.7
Poison Llewellyn Shield +1	50/0/0/0/0	12/0	D/C/-/-/-/-	88/73.3/68.5/68.5	69.1/49/44.1/44.1
Poison Llewellyn Shield +2	55/0/0/0/0	13/0	D/C/-/-/-/-	88.3/74/69.3/69.3	69.9/50.3/45.5/45.5
Poison Llewellyn Shield +3	59/0/0/0/0	14/0	C/C/-/-/-/-	88.6/74.7/70.1/70.1	70.7/51.6/47/47
Poison Llewellyn Shield +4	64/0/0/0/0	15/0	C/C/-/-/-/-	88.9/75.4/70.9/70.9	71.5/52.9/48.4/48.4
Poison Llewellyn Shield +5	69/0/0/0/0	16/0	C/C/-/-/-/-	89.2/76.1/71.7/71.7	72.2/54.2/49.8/49.8

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Llewellyn Shield +0	45/0/0/0/0	0/11	D/C/-/-/-/-	87.7/72.7/67.7/67.7/67.7	47.7/68.3/42.7/42.7
Bleed Llewellyn Shield +1	50/0/0/0/0	0/12	D/C/-/-/-/-	88/73.3/68.5/68.5	49/69.1/44.1/44.1
Bleed Llewellyn Shield +2	55/0/0/0/0	0/13	D/C/-/-/-/-	88.3/74/69.3/69.3	50.3/69.9/45.5/45.5
Bleed Llewellyn Shield +3	59/0/0/0/0	0/14	C/C/-/-/-/-	88.6/74.7/70.1/70.1	51.6/70.7/47/47
Bleed Llewellyn Shield +4	64/0/0/0/0	0/15	C/C/-/-/-/-	88.9/75.4/70.9/70.9	52.9/71.5/48.4/48.4

Bleed Llewellyn Shield +5	69/0/0/0/0	0/16	C/C/-/-/-	89.2/76.1/71.7/7 1.7/71.7	54.2/72.2/49.8/4 9.8
------------------------------	------------	------	-----------	------------------------------	-------------------------

# 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>