

Loyce Shield

In-Game Description

Shield of the Knights of Loyce.
Gradually restores HP while equipped.

The Knights of Loyce were commanded to strike down each malformed terror that arose from Chaos, and they would not hesitate even if it were their own king.

Availability

Trade Soul of Zallen, the King's Pet and 1,200 souls with Weaponsmith Ornifex.

General Information

Image	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
	61/54/0 /0/0 (Parry/S trike)	0/0	100	15	12/15/0 /0 -/C/D/-/- /-	60/80/4 5/50/50	55/55/4 0/40	50	60	4.5

Notes

- When equipped it gives the wearer a small amount of health regain. Restores at about the same rate as the Crown of the Ivory King, 2 HP per 3 seconds.
- This is one of two boss weapons, the other being the Loyce Greatsword, that requires Twinkling Titanite to upgrade it instead of the usual Petrified Dragon Bone.

Upgrades

Fold
Unfold
Upgrades
Basic
Magic
Fire
Lightning
Dark
Poison
Bleed

Basic

Special upgrade path.
Requires:

- Twinkling Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Loyce Shield +0	61/54/0/0/0	-/C/D/-/-/-	60/80/45/50/50	55/55/40/40	50	-	-
Loyce Shield +1	64/59/0/0/0	-/C/D/-/-/-	61/80.5/46.3/51.2/51.2	56.1/56.1/41.5/41.5	51	1x Twinkling Titanite	930
Loyce Shield +2	68/64/0/0/0	-/C/D/-/-/-	62/81/47.7/52.5/52.5	57.2/57.2/43/43	53	2x Twinkling Titanite	1,160
Loyce Shield +3	72/69/0/0/0	-/C/D/-/-/-	63/81.5/49.1/53.7/53.7	58.3/58.3/44.5/44.5	54	3x Twinkling Titanite	1,390
Loyce Shield +4	76/74/0/0/0	-/C/D/-/-/-	64/82/50.5/55/55	59.5/59.5/46/46	56	4x Twinkling Titanite	1,860
Loyce Shield +5	80/80/0/0/0	-/C/D/-/-/-	65/82.5/51.8/56.2/56.2	60.6/60.6/47.5/47.5	58	5x Twinkling Titanite	2,090

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 Loyce Shield +0	42/70/0/0/0	0/0	-/D/D/-/-/-	58.7/90/43.7/48.7/48.7	53.7/53.7/38.7/38.7
Magic Loyce Shield +1	45/76/0/0/0	0/0	-/D/D/-/-/-	59.7/90.2/45.1/50/50	54.9/54.9/40.2/40.2
Magic Loyce Shield +2	48/83/0/0/0	0/0	-/D/D/-/-/-	60.8/90.5/46.5/51.3/51.3	56/56/41.8/41.8
Magic Loyce Shield +3	50/90/0/0/0	0/0	-/D/D/-/-/-	61.8/90.7/47.9/52.5/52.5	57.2/57.2/43.3/43.3
Magic Loyce Shield +4	53/97/0/0/0	0/0	-/D/D/-/-/-	62.8/91/49.3/53.8/53.8	58.3/58.3/44.8/44.8
Magic Loyce Shield +5	56/104/0/0/0	0/0	-/D/D/-/-/-	63.9/91.2/50.7/55.1/55.1	59.5/59.5/46.4/46.4

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 Loyce Shield +0	44/39/29/0/0	0/0	-/D/D/D/-/-	57.7/77.7/63.3/47.7/47.7	52.7/52.7/37.7/37.7
Fire Loyce Shield +1	46/42/32/0/0	0/0	-/D/D/D/-/-	58.7/78.2/64.2/49/49	53.8/53.8/39.2/39.2
Fire Loyce Shield +2	49/46/35/0/0	0/0	-/D/D/D/-/-	59.8/78.8/65.1/50.3/50.3	55/55/40.8/40.8
Fire Loyce Shield +3	52/50/38/0/0	0/0	-/D/D/D/-/-	60.8/79.3/66/51.6/51.6	56.2/56.2/42.3/42.3
Fire Loyce Shield +4	55/54/41/0/0	0/0	-/D/D/D/-/-	61.9/79.9/67/52.9/52.9	57.4/57.4/43.9/43.9

Fire Loyce Shield +5	57/57/44/0/0	0/0	-/D/D/D/-/-	62.9/80.4/67.9/54.2/54.2	58.6/58.6/45.4/45.4
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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 Loyce Shield +0	44/39/0/29/0	0/0	-/D/D/-/D/-	57.7/77.7/42.7/68.3/47.7	52.7/52.7/37.7/37.7
Lightning Loyce Shield +1	46/42/0/32/0	0/0	-/D/D/-/D/-	58.7/78.2/44.1/69.1/49	53.8/53.8/39.2/39.2
Lightning Loyce Shield +2	49/46/0/35/0	0/0	-/D/D/-/D/-	59.8/78.8/45.5/69.9/50.3	55/55/40.8/40.8
Lightning Loyce Shield +3	52/50/0/38/0	0/0	-/D/D/-/D/-	60.8/79.3/47/70.7/51.6	56.2/56.2/42.3/42.3
Lightning Loyce Shield +4	55/54/0/41/0	0/0	-/D/D/-/D/-	61.9/79.9/48.4/71.5/52.9	57.4/57.4/43.9/43.9
Lightning Loyce Shield +5	57/57/0/44/0	0/0	-/D/D/-/D/-	62.9/80.4/49.8/72.2/54.2	58.6/58.6/45.4/45.4

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 Loyce Shield +0	44/39/0/0/29	0/0	-/D/D/-/-/D	57.7/77.7/42.7/47.7/68.3	52.7/52.7/37.7/37.7
Dark Loyce Shield +1	46/42/0/0/32	0/0	-/D/D/-/-/D	58.7/78.2/44.1/49/69.1	53.8/53.8/39.2/39.2

Dark Loyce Shield +2	49/46/0/0/35	0/0	-/D/D/-/-/D	59.8/78.8/45.5/50.3/69.9	55/55/40.8/40.8
Dark Loyce Shield +3	52/50/0/0/38	0/0	-/D/D/-/-/D	60.8/79.3/47/51.6/70.7	56.2/56.2/42.3/42.3
Dark Loyce Shield +4	55/54/0/0/41	0/0	-/D/D/-/-/D	61.9/79.9/48.4/52.9/71.5	57.4/57.4/43.9/43.9
Dark Loyce Shield +5	57/57/0/0/44	0/0	-/D/D/-/-/D	62.9/80.4/49.8/54.2/72.2	58.6/58.6/45.4/45.4

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 Loyce Shield +0	53/46/0/0/0	105/0	-/D/D/-/-/-	57.7/77.7/42.7/47.7/47.7	73.3/52.7/37.7/37.7
Poison Loyce Shield +1	56/51/0/0/0	110/0	-/D/D/-/-/-	58.7/78.2/44.1/49/49	74/53.8/39.2/39.2
Poison Loyce Shield +2	59/56/0/0/0	116/0	-/D/D/-/-/-	59.8/78.8/45.5/50.3/50.3	74.6/55/40.8/40.8
Poison Loyce Shield +3	62/60/0/0/0	121/0	-/D/D/-/-/-	60.8/79.3/47/51.6/51.6	75.3/56.2/42.3/42.3
Poison Loyce Shield +4	66/65/0/0/0	126/0	-/D/D/-/-/-	61.9/79.9/48.4/52.9/52.9	76/57.4/43.9/43.9
Poison Loyce Shield +5	69/69/0/0/0	132/0	-/D/D/-/-/-	62.9/80.4/49.8/54.2/54.2	76.6/58.6/45.4/45.4

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 Loyce Shield +0	53/46/0/0/0	0/105	-/D/D/-/-	57.7/77.7/42.7/47.7/47.7	52.7/73.3/37.7/37.7
Bleed Loyce Shield +1	56/51/0/0/0	0/110	-/D/D/-/-	58.7/78.2/44.1/49/49	53.8/74/39.2/39.2
Bleed Loyce Shield +2	59/56/0/0/0	0/116	-/D/D/-/-	59.8/78.8/45.5/50.3/50.3	55/74.6/40.8/40.8
Bleed Loyce Shield +3	62/60/0/0/0	0/121	-/D/D/-/-	60.8/79.3/47/51.6/51.6	56.2/75.3/42.3/42.3
Bleed Loyce Shield +4	66/65/0/0/0	0/126	-/D/D/-/-	61.9/79.9/48.4/52.9/52.9	57.4/76/43.9/43.9
Bleed Loyce Shield +5	69/69/0/0/0	0/132	-/D/D/-/-	62.9/80.4/49.8/54.2/54.2	58.6/76.6/45.4/45.4

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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