

# 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

FoldUnfold 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

<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>

<p><b>Stats Needed:</b></p>	<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>
<p><b>Aux Effect:</b></p>	<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>
<p><b>Aux Effect Reduction:</b></p>	<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>
<p><b>Damage Reduction:</b></p>	<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>
<p><b>Stability:</b></p>	<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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