

Magic Shield

In-Game Description

*Small shield used by Leydia apostles.
Imbued with a special magic that allows
spells to be deflected by parrying.*

*The Leydia apostles were inhabitants of the
Undead Crypt, but failed to treat death
with the proper respect. As punishment,
they were denied peaceful deaths.*

Availability

Leydia Pyromancer 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
	22/40/0 /0/0 (Spell Parry/St rike)	0/0	100	10	8/14/0/ 0 -/D/C/-/- /-	75/95/7 0/70/70	10/10/1 0/10	25	60	2

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Magic Shield +0	22/40/0/0/0	-/D/C/-/-/-	75/95/70/70/70	10/10/10/10	25	N/A	N/A
Magic Shield +1	24/42/0/0/0	-/D/C/-/-/-	75.6/95.1/70.7/70.7/70.7	12.2/12.2/12.2/12.2	25	1x Titanite Shard	480
Magic Shield +2	26/44/0/0/0	-/D/C/-/-/-	76.2/95.2/71.5/71.5/71.5	14.5/14.5/14.5/14.5	26	2x Titanite Shard	600
Magic Shield +3	28/46/0/0/0	-/C/C/-/-/-	76.8/95.3/72.2/72.2/72.2	16.7/16.7/16.7/16.7	27	3x Titanite Shard	710
Magic Shield +4	31/48/0/0/0	-/C/C/-/-/-	77.5/95.5/73/73/73	19/19/19/19	28	1x Large Titanite Shard	950
Magic Shield +5	33/50/0/0/0	-/C/C/-/-/-	78.1/95.6/73.7/73.7/73.7	21.2/21.2/21.2/21.2	29	2x Large Titanite Shard	1,070
Magic Shield +6	35/52/0/0/0	-/C/C/-/-/-	78.7/95.7/74.5/74.5/74.5	23.5/23.5/23.5/23.5	29	3x Large Titanite Shard	1,190
Magic Shield +7	38/54/0/0/0	-/C/C/-/-/-	79.3/95.8/75.2/75.2/75.2	25.7/25.7/25.7/25.7	30	1x Titanite Chunk	1,420
Magic Shield +8	40/56/0/0/0	-/C/C/-/-/-	80/96/76/76/76	28/28/28/28	31	2x Titanite Chunk	1,540
Magic Shield +9	42/58/0/0/0	-/C/C/-/-/-	80.6/96.1/76.7/76.7/76.7	30.2/30.2/30.2/30.2	32	3x Titanite Chunk	1,660
Magic Shield +10	45/60/0/0/0	-/C/C/-/-/-	81.2/96.2/77.5/77.5/77.5	32.5/32.5/32.5/32.5	33	1x Titanite Slab	1,890

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 Magic Shield +0	17/47/0/0/0	0/0	-/D/C/-/-/-	74.1/100/69.1/69.1/69.1	9.1/9.1/9.1/9.1
Magic Magic Shield +1	19/50/0/0/0	0/0	-/D/C/-/-/-	74.8/100/69.9/69.9/69.9	11.4/11.4/11.4/11.4
Magic Magic Shield +2	21/52/0/0/0	0/0	-/D/C/-/-/-	75.4/100/70.7/70.7/70.7	13.7/13.7/13.7/13.7
Magic Magic Shield +3	23/55/0/0/0	0/0	-/D/C/-/-/-	76.1/100/71.4/71.4/71.4	15.9/15.9/15.9/15.9
Magic Magic Shield +4	24/57/0/0/0	0/0	-/D/C/-/-/-	76.7/100/72.2/72.2/72.2	18.2/18.2/18.2/18.2
Magic Magic Shield +5	26/59/0/0/0	0/0	-/D/C/-/-/-	77.3/100/73/73/73	20.5/20.5/20.5/20.5
Magic Magic Shield +6	28/62/0/0/0	0/0	-/D/C/-/-/-	78/100/73.7/73.7/73.7	22.7/22.7/22.7/22.7
Magic Magic Shield +7	30/64/0/0/0	0/0	-/D/C/-/-/-	78.6/100/74.5/74.5/74.5	25/25/25/25
Magic Magic Shield +8	32/67/0/0/0	0/0	-/D/C/-/-/-	79.3/100/75.3/75.3/75.3	27.3/27.3/27.3/27.3
Magic Magic Shield +9	34/69/0/0/0	0/0	-/D/C/-/-/-	79.9/100/76.1/76.1/76.1	29.6/29.6/29.6/29.6
Magic Magic Shield +10	35/71/0/0/0	0/0	-/C/C/-/-/-	80.6/100/76.8/76.8/76.8	31.8/31.8/31.8/31.8

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Magic Shield +0	18/34/11/0/0	0/0	-/D/C/C/-/-	73.7/93.7/80/68.7/68.7	8.7/8.7/8.7/8.7
Fire Magic Shield +1	20/35/12/0/0	0/0	-/D/C/C/-/-	74.4/93.9/80.5/69.5/69.5	11/11/11/11
Fire Magic Shield +2	22/37/13/0/0	0/0	-/D/C/C/-/-	75/94/81/70.3/70.3	13.3/13.3/13.3/13.3
Fire Magic Shield +3	24/39/13/0/0	0/0	-/D/C/C/-/-	75.7/94.2/81.5/71/71	15.5/15.5/15.5/15.5
Fire Magic Shield +4	26/40/14/0/0	0/0	-/D/C/C/-/-	76.3/94.3/82/71.8/71.8	17.8/17.8/17.8/17.8
Fire Magic Shield +5	28/42/13/0/0	0/0	-/D/C/C/-/-	77/94.5/82.5/72.6/72.6	20.1/20.1/20.1/20.1
Fire Magic Shield +6	30/44/15/0/0	0/0	-/D/C/C/-/-	77.6/94.6/83/73.4/73.4	22.4/22.4/22.4/22.4
Fire Magic Shield +7	32/45/16/0/0	0/0	-/D/C/C/-/-	78.3/84.8/83.5/74.2/74.2	24.7/24.7/24.7/24.7
Fire Magic Shield +8	34/47/16/0/0	0/0	-/D/C/C/-/-	79/5/84/75/75	27/27/27/27
Fire Magic Shield +9	36/49/17/0/0	0/0	-/D/C/C/-/-	79.6/95.1/84.5/75.7/75.7	29.2/29.2/29.2/29.2
Fire Magic Shield +10	38/50/17/0/0	0/0	-/C/C/C/-/-	80.3/95.3/85/76.5/76.5	31.5/31.5/31.5/31.5

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 Magic Shield +0	18/34/0/11/0	0/0	-/D/C/-/C/-	73.7/93.7/68.7/80/68.7	8.7/8.7/8.7/8.7

Lightning Magic Shield +1	20/35/0/12/0	0/0	-/D/C/-/C/-	74.4/93.9/69.5/80.5/69.5	11/11/11/11
Lightning Magic Shield +2	22/37/0/13/0	0/0	-/D/C/-/C/-	75/94/70.3/81/70.3	13.3/13.3/13.3/13.3
Lightning Magic Shield +3	24/39/0/13/0	0/0	-/D/C/-/C/-	75.7/94.2/71/81.5/71	15.5/15.5/15.5/15.5
Lightning Magic Shield +4	26/40/0/14/0	0/0	-/D/C/-/C/-	76.3/94.3/71.8/82/71.8	17.8/17.8/17.8/17.8
Lightning Magic Shield +5	28/42/0/13/0	0/0	-/D/C/-/C/-	77/94.5/72.6/82.5/72.6	20.1/20.1/20.1/20.1
Lightning Magic Shield +6	30/44/0/15/0	0/0	-/D/C/-/C/-	77.6/94.6/73.4/83/73.4	22.4/22.4/22.4/22.4
Lightning Magic Shield +7	32/45/0/16/0	0/0	-/D/C/-/C/-	78.3/84.8/74.2/83.5/74.2	24.7/24.7/24.7/24.7
Lightning Magic Shield +8	34/47/0/16/0	0/0	-/D/C/-/C/-	79/5/75/84/75	27/27/27/27
Lightning Magic Shield +9	36/49/0/17/0	0/0	-/D/C/-/C/-	79.6/95.1/75.7/84.5/75.7	29.2/29.2/29.2/29.2
Lightning Magic Shield +10	38/50/0/17/0	0/0	-/C/C/-/C/-	80.3/95.3/76.5/85/76.5	31.5/31.5/31.5/31.5

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 Magic Shield +0	18/34/0/0/11	0/0	-/D/C/-/I-/C	73.7/93.7/68.7/68.7/80	8.7/8.7/8.7/8.7
Dark Magic Shield +1	20/35/0/0/12	0/0	-/D/C/-/I-/C	74.4/93.9/69.5/69.5/80.5	11/11/11/11
Dark Magic Shield +2	22/37/0/0/13	0/0	-/D/C/-/I-/C	75/94/70.3/70.3/81	13.3/13.3/13.3/13.3
Dark Magic Shield +3	24/39/0/0/13	0/0	-/D/C/-/I-/C	75.7/94.2/71/71/81.5	15.5/15.5/15.5/15.5

Dark Magic Shield +4	26/40/0/0/14	0/0	-/D/C/-/-/C	76.3/94.3/71.8/71.8/82	17.8/17.8/17.8/17.8
Dark Magic Shield +5	28/42/0/0/13	0/0	-/D/C/-/-/C	77/94.5/72.6/72.6/82.5	20.1/20.1/20.1/20.1
Dark Magic Shield +6	30/44/0/0/15	0/0	-/D/C/-/-/C	77.6/94.6/73.4/73.4/83	22.4/22.4/22.4/22.4
Dark Magic Shield +7	32/45/0/0/16	0/0	-/D/C/-/-/C	78.3/84.8/74.2/74.2/83.5	24.7/24.7/24.7/24.7
Dark Magic Shield +8	34/47/0/0/16	0/0	-/D/C/-/-/C	79/5/75/75/84	27/27/27/27
Dark Magic Shield +9	36/49/0/0/17	0/0	-/D/C/-/-/C	79.6/95.1/75.7/75.7/84.5	29.2/29.2/29.2/29.2
Dark Magic Shield +10	38/50/0/0/17	0/0	-/C/C/-/-/C	80.3/95.3/76.5/76.5/85	31.5/31.5/31.5/31.5

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 Magic Shield +0	19/34/0/0/0	2/0	-/D/C/-/-/-	72.7/92.7/67.7/67.7/67.7	28.3/7.7/7.7/7.7/7.7
Poison Magic Shield +1	21/36/0/0/0	3/0	-/D/C/-/-/-	73.3/92.8/68.5/68.5/68.5	30.1/10/10/10/10
Poison Magic Shield +2	23/38/0/0/0	3/0	-/D/C/-/-/-	74/93/69.3/69.3/69.3	31.9/12.3/12.3/12.3/12.3
Poison Magic Shield +3	25/40/0/0/0	3/0	-/D/B/-/-/-	74.7/93.2/70.1/70.1/70.1	33.7/14.6/14.6/14.6/14.6
Poison Magic Shield +4	27/41/0/0/0	4/0	-/D/B/-/-/-	75.4/93.4/70.9/70.9/70.9	35.5/16.9/16.9/16.9/16.9
Poison Magic Shield +5	29/43/0/0/0	4/0	-/D/B/-/-/-	76.1/93.6/71.7/71.7/71.7	37.2/19.2/19.2/19.2/19.2
Poison Magic Shield +6	31/45/0/0/0	4/0	-/D/B/-/-/-	76.8/93.8/72.5/72.5/72.5	39/21.5/21.5/21.5/21.5

Poison Magic Shield +7	33/46/0/0/0	5/0	-/D/B/-/-/-	77.4/93.9/73.3/73.3/73.3	40.8/23.8/23.8/23.8
Poison Magic Shield +8	35/48/0/0/0	5/0	-/D/B/-/-/-	78.1/94.1/74.1/74.1/74.1	42.6/26.1/26.1/26.1
Poison Magic Shield +9	37/50/0/0/0	5/0	-/D/B/-/-/-	78.8/94.3/74.9/74.9/74.9	44.4/28.4/28.4/28.4
Poison Magic Shield +10	39/52/0/0/0	5/0	-/C/B/-/-/-	79.5/94.5/75.7/75.7/75.7	46.2/30.7/30.7/30.7

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 Magic Shield +0	19/34/0/0/0	0/2	-/D/C/-/-/-	72.7/92.7/67.7/67.7/67.7	7.7/28.3/7.7/7.7
Bleed Magic Shield +1	21/36/0/0/0	0/3	-/D/C/-/-/-	73.3/92.8/68.5/68.5/68.5	10/30.1/10/10
Bleed Magic Shield +2	23/38/0/0/0	0/3	-/D/C/-/-/-	74/93/69.3/69.3/69.3	12.3/31.9/12.3/12.3
Bleed Magic Shield +3	25/40/0/0/0	0/3	-/D/B/-/-/-	74.7/93.2/70.1/70.1/70.1	14.6/33.7/14.6/14.6
Bleed Magic Shield +4	27/41/0/0/0	0/4	-/D/B/-/-/-	75.4/93.4/70.9/70.9/70.9	16.9/35.5/16.9/16.9
Bleed Magic Shield +5	29/43/0/0/0	0/4	-/D/B/-/-/-	76.1/93.6/71.7/71.7/71.7	19.2/37.2/19.2/19.2
Bleed Magic Shield +6	31/45/0/0/0	0/4	-/D/B/-/-/-	76.8/93.8/72.5/72.5/72.5	21.5/39/21.5/21.5
Bleed Magic Shield +7	33/46/0/0/0	0/5	-/D/B/-/-/-	77.4/93.9/73.3/73.3/73.3	23.8/40.8/23.8/23.8
Bleed Magic Shield +8	35/48/0/0/0	0/5	-/D/B/-/-/-	78.1/94.1/74.1/74.1/74.1	26.1/42.6/26.1/26.1
Bleed Magic Shield +9	37/50/0/0/0	0/5	-/D/B/-/-/-	78.8/94.3/74.9/74.9/74.9	28.4/44.4/28.4/28.4

Bleed Magic Shield +10	39/52/0/0/0	0/5	-/C/B/-/-/-	79.5/94.5/75.7/7 5.7/75.7	30.7/46.2/30.7/3 0.7
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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>