

Manikin Shield

In-Game Description

*A shield used by the
manikins of Harvest Valley.*

*The peculiar art of puppetry
is a vestige of the two lost lands.
The Queen, entranced by poison,
used it to beckon unknowing souls
to the defiled valley.*

Availability

Manikin drop.

Notes

- Designed only for blocking poisoned knives and arrows. Adequate physical damage resistance, high status defenses and very low weight, but otherwise terrible.
- Awful at parrying. See the parry classes for info.
- The Manikin armor uses the same insignia.

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
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	35/0/0/0/0 (Parry/Strike)	0/0	100	10	9/12/0/0 C/C/-/-/-/-	85/35/35/35/35	65/65/65/65	30	40	1.5
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Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Manikin Shield +0	35/0/0/0/0	C/C/-/-/-/-	85/35/35/35/35	65/65/65/65	40	-	-
Manikin Shield +1	38/0/0/0/0	C/C/-/-/-/-	85.3/36.6/36.6/36.3/36.6	65.8/65.8/65.8/65.8	40	1x Titanite Shard	350
Manikin Shield +2	42/0/0/0/0	C/C/-/-/-/-	85.7/38.2/38.2/38.2/38.2	66.7/66.7/66.7/66.7	41	2x Titanite Shard	440
Manikin Shield +3	45/0/0/0/0	C/C/-/-/-/-	86.1/39.8/39.8/39.8/39.8	67.8/67.8/67.8/67.8	42	3x Titanite Shard	530
Manikin Shield +4	49/0/0/0/0	C/C/-/-/-/-	86.5/41.5/41.5/41.5/41.5	68.5/68.5/68.5/68.5	43	1x Large Titanite Shard	700
Manikin Shield +5	52/0/0/0/0	C/C/-/-/-/-	86.8/43.1/43.1/43.1/43.1	69.3/69.3/69.3/69.3	44	2x Large Titanite Shard	790
Manikin Shield +6	56/0/0/0/0	C/C/-/-/-/-	87.5/44.7/44.7/44.7/44.7	70.2/70.2/70.2/70.2	44	3x Large Titanite Shard	880
Manikin Shield +7	59/0/0/0/0	C/C/-/-/-/-	87.6/46.3/46.3/46.3/46.3	71.1/71.1/71.1/71.1	45	1x Titanite Chunk	1050

Manikin Shield +8	63/0/0/0/0	C/C/-/-/-	88/48/48/48/48	72/72/72/72	46	2x Titanite Chunk	1140
Manikin Shield +9	66/0/0/0/0	C/C/-/-/-	88.3/49.6/49.6/49.6	72.8/72.8/72.8	47	3x Titanite Chunk	1230
Manikin Shield +10	70/0/0/0/0	C/C/-/-/-	88.7/51.2/51.2	73.7/73.7/73.7	48	1x Titanite Slab	1400

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 Manikin Shield +0	34/14/0/0/0	0/0	D/D/C/-/-	83.7/45/33.7/33.7/33.7	63.7/63.7/63.7/63.7
Magic Manikin Shield +1	37/16/0/0/0	0/0	D/D/C/-/-	84.1/46.3/35.4/35.4/35.4	64.6/64.6/64.6/64.6
Magic Manikin Shield +2	41/17/0/0/0	0/0	D/D/C/-/-	84.5/47.7/37/37/37	65.5/65.5/65.5/65.5
Magic Manikin Shield +3	44/19/0/0/0	0/0	C/D/B/-/-	84.9/49.1/38.7/38.7/38.7	66.4/66.4/66.4/66.4
Magic Manikin Shield +4	48/20/0/0/0	0/0	C/D/B/-/-	85.3/50.5/40.3/40.3/40.3	67.3/67.3/67.3/67.3
Magic Manikin Shield +5	51/22/0/0/0	0/0	C/D/B/-/-	85.7/51.8/42/42/42	68.2/68.2/68.2/68.2
Magic Manikin Shield +6	54/23/0/0/0	0/0	C/D/B/-/-	86.1/53.2/43.6/43.6/43.6	69.1/69.1/69.1/69.1
Magic Manikin Shield +7	58/24/0/0/0	0/0	C/D/B/-/-	86.5/54.6/45.3/45.3/45.3	70/70/70/70/70
Magic Manikin Shield +8	61/26/0/0/0	0/0	C/D/B/-/-	87/56/47/47/47	71/71/71/71/71

Magic Manikin Shield +9	65/27/0/0/0	0/0	C/D/B/-/-	87.4/57.3/48.6/48.6/48.6	71.9/71.9/71.9/71.9
Magic Manikin Shield +10	68/29/0/0/0	0/0	C/D/B/-/-	87.8/58.7/50.3/50.3/50.3	72.8/72.8/72.8/72.8

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 Manikin Shield +0	34/0/14/0/0	0/0	D/D/-/C/-/-	83.7/33.7/45/33.7/33.7	63.7/63.7/63.7/63.7
Fire Manikin Shield +1	37/0/16/0/0	0/0	D/D/-/C/-/-	84.1/35.4/46.3/35.4/35.4	64.6/64.6/64.6/64.6
Fire Manikin Shield +2	41/0/17/0/0	0/0	D/D/-/C/-/-	84.5/37/47.7/37/37	65.5/65.5/65.5/65.5
Fire Manikin Shield +3	44/0/19/0/0	0/0	C/D/-/B/-/-	84.9/38.7/49.1/38.7/38.7	66.4/66.4/66.4/66.4
Fire Manikin Shield +4	48/0/20/0/0	0/0	C/D/-/B/-/-	85.3/40.3/50.5/40.3/40.3	67.3/67.3/67.3/67.3
Fire Manikin Shield +5	51/0/22/0/0	0/0	C/D/-/B/-/-	85.7/42/51.8/42/42	68.2/68.2/68.2/68.2
Fire Manikin Shield +6	54/0/23/0/0	0/0	C/D/-/B/-/-	86.1/43.6/53.2/43.6/43.6	69.1/69.1/69.1/69.1
Fire Manikin Shield +7	58/0/24/0/0	0/0	C/D/-/B/-/-	86.5/45.3/54.6/45.3/45.3	70/70/70/70
Fire Manikin Shield +8	61/0/26/0/0	0/0	C/D/-/B/-/-	87/47/56/47/47	71/71/71/71
Fire Manikin Shield +9	65/0/27/0/0	0/0	C/D/-/B/-/-	87.4/48.6/57.3/48.6/48.6	71.9/71.9/71.9/71.9
Fire Manikin Shield +10	68/0/29/0/0	0/0	C/D/-/B/-/-	87.8/50.3/58.7/50.3/50.3	72.8/72.8/72.8/72.8

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Manikin Shield +0	34/0/0/14/0	0/0	D/D/-/-/C/-	83.7/33.7/33.7/45/33.7	63.7/63.7/63.7/63.7
Lightning Manikin Shield +1	37/0/0/16/0	0/0	D/D/-/-/C/-	84.1/35.4/35.4/46.3/35.4	64.6/64.6/64.6/64.6
Lightning Manikin Shield +2	41/0/0/17/0	0/0	D/D/-/-/C/-	84.5/37/37/47.7/37	65.5/65.5/65.5/65.5
Lightning Manikin Shield +3	44/0/0/19/0	0/0	C/D/-/-/B/-	84.9/38.7/38.7/49.1/38.7	66.4/66.4/66.4/66.4
Lightning Manikin Shield +4	48/0/0/20/0	0/0	C/D/-/-/B/-	85.3/40.3/40.3/50.5/40.3	67.3/67.3/67.3/67.3
Lightning Manikin Shield +5	51/0/0/22/0	0/0	C/D/-/-/B/-	85.7/42/42/51.8/42	68.2/68.2/68.2/68.2
Lightning Manikin Shield +6	54/0/0/23/0	0/0	C/D/-/-/B/-	86.1/43.6/43.6/53.2/43.6	69.1/69.1/69.1/69.1
Lightning Manikin Shield +7	58/0/0/24/0	0/0	C/D/-/-/B/-	86.5/45.3/45.3/54.6/45.3	70/70/70/70
Lightning Manikin Shield +8	61/0/0/26/0	0/0	C/D/-/-/B/-	87/47/47/56/47	71/71/71/71
Lightning Manikin Shield +9	65/0/0/27/0	0/0	C/D/-/-/B/-	87.4/48.6/48.6/57.3/48.6	71.9/71.9/71.9/71.9
Lightning Manikin Shield +10	68/0/0/29/0	0/0	C/D/-/-/B/-	87.8/50.3/50.3/58.7/50.3	72.8/72.8/72.8/72.8

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Manikin Shield +0	34/0/0/0/14	0/0	D/D/-/-/-/C	83.7/33.7/33.7/33.7/45	63.7/63.7/63.7/63.7
Dark Manikin Shield +1	37/0/0/0/16	0/0	D/D/-/-/-/C	84.1/35.4/35.4/35.4/46.3	64.6/64.6/64.6/64.6
Dark Manikin Shield +2	41/0/0/0/17	0/0	D/D/-/-/-/C	84.5/37/37/37/47.7	65.5/65.5/65.5/65.5
Dark Manikin Shield +3	44/0/0/0/19	0/0	C/D/-/-/-/B	84.9/38.7/38.7/38.7/49.1	66.4/66.4/66.4/66.4
Dark Manikin Shield +4	48/0/0/0/20	0/0	C/D/-/-/-/B	85.3/40.3/40.3/40.3/50.5	67.3/67.3/67.3/67.3
Dark Manikin Shield +5	51/0/0/0/22	0/0	C/D/-/-/-/B	85.7/42/42/42/51.8	68.2/68.2/68.2/68.2
Dark Manikin Shield +6	54/0/0/0/23	0/0	C/D/-/-/-/B	86.1/43.6/43.6/43.6/53.2	69.1/69.1/69.1/69.1
Dark Manikin Shield +7	58/0/0/0/24	0/0	C/D/-/-/-/B	86.5/45.3/45.3/45.3/54.6	70/70/70/70
Dark Manikin Shield +8	61/0/0/0/26	0/0	C/D/-/-/-/B	87/47/47/47/56	71/71/71/71
Dark Manikin Shield +9	65/0/0/0/27	0/0	C/D/-/-/-/B	87.4/48.6/48.6/48.6/57.3	71.9/71.9/71.9/71.9
Dark Manikin Shield +10	68/0/0/0/29	0/0	C/D/-/-/-/B	87.8/50.3/50.3/50.3/58.7	72.8/72.8/72.8/72.8

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Manikin Shield +0	34/0/0/0/0	2/0	D/D/-/-/-/-	83.7/33.7/33.7/33.7/33.7	75/63.7/63.7/63.7
Poison Manikin Shield +1	37/0/0/0/0	3/0	D/D/-/-/-/-	84.1/35.4/35.4/35.4/35.4	75.6/64.6/64.6/64.6

Poison Manikin Shield +2	41/0/0/0/0	3/0	D/D/-/-/-	84.5/37/37/37/37	76.2/65.5/65.5/65.5
Poison Manikin Shield +3	44/0/0/0/0	3/0	C/D/-/-/-	84.9/38.7/38.7/38.7/38.7	76.8/66.4/66.4/66.4
Poison Manikin Shield +4	48/0/0/0/0	4/0	C/D/-/-/-	85.3/40.3/40.3/40.3/40.3	77.5/67.3/67.3/67.3
Poison Manikin Shield +5	51/0/0/0/0	4/0	C/D/-/-/-	85.7/42/42/42/42	78.1/68.2/68.2/68.2
Poison Manikin Shield +6	54/0/0/0/0	4/0	C/D/-/-/-	86.1/43.6/43.6/43.6/43.6	78.7/69.1/69.1/69.1
Poison Manikin Shield +7	58/0/0/0/0	4/0	C/D/-/-/-	86.5/45.3/45.3/45.3/45.3	79.3/70/70/70/70
Poison Manikin Shield +8	61/0/0/0/0	5/0	C/D/-/-/-	87/47/47/47/47	80/71/71/71/71
Poison Manikin Shield +9	65/0/0/0/0	5/0	C/D/-/-/-	87.4/48.6/48.6/48.6/48.6	80.6/71.9/71.9/71.9
Poison Manikin Shield +10	68/0/0/0/0	5/0	C/D/-/-/-	87.8/50.3/50.3/50.3/50.3	81.2/72.8/72.8/72.8

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Manikin Shield +0	34/0/0/0/0	0/2	D/D/-/-/-	83.7/33.7/33.7/33.7/33.7	63.7/75/63.7/63.7
Bleed Manikin Shield +1	37/0/0/0/0	0/3	D/D/-/-/-	84.1/35.4/35.4/35.4/35.4	64.6/75.6/64.6/64.6
Bleed Manikin Shield +2	41/0/0/0/0	0/3	D/D/-/-/-	84.5/37/37/37/37	65.5/76.2/65.5/65.5
Bleed Manikin Shield +3	44/0/0/0/0	0/3	C/D/-/-/-	84.9/38.7/38.7/38.7/38.7	66.4/76.8/66.4/66.4
Bleed Manikin Shield +4	48/0/0/0/0	0/4	C/D/-/-/-	85.3/40.3/40.3/40.3/40.3	67.3/77.5/67.3/67.3

Bleed Manikin Shield +5	51/0/0/0/0	0/4	C/D/-/-/-	85.7/42/42/42/42	68.2/78.1/68.2/68.2
Bleed Manikin Shield +6	54/0/0/0/0	0/4	C/D/-/-/-	86.1/43.6/43.6/43.6/43.6	69.1/78.7/69.1/69.1
Bleed Manikin Shield +7	58/0/0/0/0	0/4	C/D/-/-/-	86.5/45.3/45.3/45.3/45.3	70/79.3/70/70
Bleed Manikin Shield +8	61/0/0/0/0	0/5	C/D/-/-/-	87/47/47/47/47	71/80/71/71
Bleed Manikin Shield +9	65/0/0/0/0	0/5	C/D/-/-/-	87.4/48.6/48.6/48.6/48.6	71.9/80.6/71.9/71.9
Bleed Manikin Shield +10	68/0/0/0/0	0/5	C/D/-/-/-	87.8/50.3/50.3/50.3/50.3	72.8/81.2/72.8/72.8

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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