

# Mirrah Shield


## In-Game Description

*Shield issued to the proud knights of Mirrah's official order.*

*In Mirrah, a land perennially beset by unrest, this shield was a symbol of the great knights' strength and willingness to give their lives for their country.*

## Availability

Earthen Peak treasure. After the second bonfire, there is a room with a platform that can be activated with a nearby lever. Ride the platform up to reach a chest which contains the shield.

## 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
	67/0/0/ 0/0  (Parry/S trike)	0/0	110	15	12/0/0/ 0  E/B/-/-/ /-	90/40/4 5/45/45	30/30/3 0/30	50	70	4.5

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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# Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Mirrah Shield +0	67/0/0/0/0	0/0	E/B/-/-/-/-	90/40/45/45/45	30/30/30/30	50	-	-
Mirrah Shield +1	73/0/0/0/0	0/0	E/B/-/-/-/-	90.2/41.5/46.3/46.3/46.3	31.7/31.7/31.7/31.7	50	1x Titanite Shard	430
Mirrah Shield +2	80/0/0/0/0	0/0	E/B/-/-/-/-	90.5/43/47.7/47.7/47.7	33.5/33.5/33.5/33.5	51	2x Titanite Shard	540
Mirrah Shield +3	87/0/0/0/0	0/0	E/B/-/-/-/-	90.7/44.5/49.1/49.1/49.1	35.2/35.2/35.2/35.2	52	3x Titanite Shard	640
Mirrah Shield +4	94/0/0/0/0	0/0	E/B/-/-/-/-	91/46/50.5/50.5/50.5	37/37/37/37	53	1x Large Titanite Shard	850
Mirrah Shield +5	101/0/0/0/0	0/0	E/B/-/-/-/-	91.2/47.5/51.8/51.8/51.8	38.7/38.7/38.7/38.7	54	2x Large Titanite Shard	960
Mirrah Shield +6	107/0/0/0/0	0/0	E/B/-/-/-/-	91.5/49/53.2/53.2/53.2	40.5/40.5/40.5/40.5	54	3x Large Titanite Shard	1,070
Mirrah Shield +7	114/0/0/0/0	0/0	E/B/-/-/-/-	91.7/50.5/54.6/54.6/54.6	42.2/42.2/42.2/42.2	55	1x Titanite Chunk	1,280
Mirrah Shield +8	121/0/0/0/0	0/0	E/B/-/-/-/-	92/52/56/56/56	44/44/44/44	56	2x Titanite Chunk	1,390
Mirrah Shield +9	128/0/0/0/0	0/0	E/B/-/-/-/-	92.2/53.5/57.3/57.3/57.3	45.7/45.7/45.7/45.7	57	3x Titanite Chunk	1,490
Mirrah Shield +10	135/0/0/0/0	0/0	E/A/-/-/-/-	92.5/55/58.7/58.7/58.7	47.5/47.5/47.5/47.5	58	1x Titanite Slab	1,700

# 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 Mirrah Shield +	42/51/0/0/0	0/0	E/C/C/-/-	87.7/58.3/42.7/42.7/42.7	27.7/27.7/27.7/27.7
Magic Mirrah Shield +1	46/56/0/0/0	0/0	E/C/C/-/-	88/59.3/44.1/44.1/44.1	29.5/29.5/29.5/29.5
Magic Mirrah Shield +2	50/62/0/0/0	0/0	E/C/C/-/-	88.3/60.4/45.5/45.5/45.5	31.3/31.3/31.3/31.3
Magic Mirrah Shield +3	55/67/0/0/0	0/0	E/C/B/-/-	88.6/61.4/47/47/47	33.1/33.1/33.1/33.1
Magic Mirrah Shield +4	59/72/0/0/0	0/0	E/C/B/-/-	88.9/62.5/48.4/48.4/48.4	34.9/34.9/34.9/34.9
Magic Mirrah Shield +5	63/77/0/0/0	0/0	E/C/B/-/-	89.2/63.5/49.8/49.8/49.8	36.7/36.7/36.7/36.7
Magic Mirrah Shield +6	67/83/0/0/0	0/0	E/C/B/-/-	89.5/64.5/51.3/51.3/51.3	38.5/38.5/38.5/38.5
Magic Mirrah Shield +7	72/88/0/0/0	0/0	E/C/B/-/-	89.8/65.6/52.7/52.7/52.7	40.3/40.3/40.3/40.3
Magic Mirrah Shield +8	76/93/0/0/0	0/0	E/C/B/-/-	90.1/66.6/54.1/54.1/54.1	42.1/42.1/42.1/42.1
Magic Mirrah Shield +9	80/98/0/0/0	0/0	E/C/B/-/-	90.4/67.7/55.5/55.5/55.5	43.9/43.9/43.9/43.9
Magic Mirrah Shield +10	85/103/0/0/0	0/0	E/C/B/-/-	90.7/68.7/57/57/57	45.7/45.7/45.7/45.7

# 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 Mirrah Shield +0	42/0/51/0/0/0	0/0	E/C/-/C/-/-	87.7/37.7/63.3/42.7	27.7/27.7/27.7/27.7
Fire Mirrah Shield +1	46/0/56/0/0/0	0/0	E/C/-/C/-/-	88/39.2/64.2/44.1/44.1	29.5/29.5/29.5/29.5
Fire Mirrah Shield +2	50/0/62/0/0/0	0/0	E/C/-/C/-/-	88.3/40.8/65.1/45.5/45.5	31.3/31.3/31.3/31.3
Fire Mirrah Shield +3	55/0/67/0/0/0	0/0	E/C/-/B/-/-	88.6/42.3/66/47/47	33.1/33.1/33.1/33.1
Fire Mirrah Shield +4	59/0/72/0/0/0	0/0	E/C/-/B/-/-	88.9/43.9/67/48.4/48.4	34.9/34.9/34.9/34.9
Fire Mirrah Shield +5	63/0/77/0/0/0	0/0	E/C/-/B/-/-	89.2/45.4/67.9/49.8/49.8	36.7/36.7/36.7/36.7
Fire Mirrah Shield +6	67/0/83/0/0/0	0/0	E/C/-/B/-/-	89.5/47/68.8/51.3/51.3	38.5/38.5/38.5/38.5
Fire Mirrah Shield +7	72/0/88/0/0/0	0/0	E/C/-/B/-/-	89.8/48.6/69.7/52.7/52.7	40.3/40.3/40.3/40.3
Fire Mirrah Shield +8	76/0/93/0/0/0	0/0	E/C/-/B/-/-	90.1/50.1/70.6/54.1/54.1	42.1/42.1/42.1/42.1
Fire Mirrah Shield +9	80/0/98/0/0/0	0/0	E/C/-/B/-/-	90.4/51.7/71.5/55.5/55.5	43.9/43.9/43.9/43.9
Fire Mirrah Shield +10	85/0/103/0/0/0	0/0	E/C/-/B/-/-	90.7/53.2/72.5/57/57	45.7/45.7/45.7/45.7

## 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 Mirrah Shield +0	42/0/0/51/0/0	0/0	E/C/-/-/C/-	87.7/37.7/42.7/63.3/42.7	27.7/27.7/27.7/27.7
Lightning Mirrah Shield +1	46/0/0/56/0/0	0/0	E/C/-/-/C/-	88/39.2/44.1/64.2/44.1	29.5/29.5/29.5/29.5

Lightning Mirrah Shield +2	50/0/0/62/0/0	0/0	E/C/-/-/C/-	88.3/40.8/45.5/65.1/45.5	31.3/31.3/31.3/31.3
Lightning Mirrah Shield +3	55/0/0/67/0/0	0/0	E/C/-/-/B/-	88.6/42.3/47/66/47	33.1/33.1/33.1/33.1
Lightning Mirrah Shield +4	59/0/0/72/0/0	0/0	E/C/-/-/B/-	88.9/43.9/48.4/67/48.4	34.9/34.9/34.9/34.9
Lightning Mirrah Shield +5	63/0/0/77/0/0	0/0	E/C/-/-/B/-	89.2/45.4/49.8/67.9/49.8	36.7/36.7/36.7/36.7
Lightning Mirrah Shield +6	67/0/0/83/0/0	0/0	E/C/-/-/B/-	89.5/47/51.3/68.8/51.3	38.5/38.5/38.5/38.5
Lightning Mirrah Shield +7	72/0/0/88/0/0	0/0	E/C/-/-/B/-	89.8/48.6/52.7/69.7/52.7	40.3/40.3/40.3/40.3
Lightning Mirrah Shield +8	76/0/0/93/0/0	0/0	E/C/-/-/B/-	90.1/50.1/54.1/70.6/54.1	42.1/42.1/42.1/42.1
Lightning Mirrah Shield +9	80/0/0/98/0/0	0/0	E/C/-/-/B/-	90.4/51.7/55.5/71.5/55.5	43.9/43.9/43.9/43.9
Lightning Mirrah Shield +10	85/0/0/103/0/0	0/0	E/C/-/-/B/-	90.7/53.2/57/72.5/57	45.7/45.7/45.7/45.7

## 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 Mirrah Shield +0	42/0/0/0/51/0	0/0	E/C/-/-/-/C	87.7/37.7/42.7/42.7/63.3	27.7/27.7/27.7/27.7
Dark Mirrah Shield +1	46/0/0/0/56/0	0/0	E/C/-/-/-/C	88/39.2/44.1/44.1/64.2	29.5/29.5/29.5/29.5
Dark Mirrah Shield +2	50/0/0/0/62/0	0/0	E/C/-/-/-/C	88.3/40.8/45.5/45.5/65.1	31.3/31.3/31.3/31.3
Dark Mirrah Shield +3	55/0/0/0/67/0	0/0	E/C/-/-/-/B	88.6/42.3/47/47/66	33.1/33.1/33.1/33.1
Dark Mirrah Shield +4	59/0/0/0/72/0	0/0	E/C/-/-/-/B	88.9/43.9/48.4/48.4/67	34.9/34.9/34.9/34.9

Dark Mirrah Shield +5	63/0/0/0/77/0	0/0	E/C/-/-/-/B	89.2/45.4/49.8/4 9.8/67.9	36.7/36.7/36.7/3 6.7
Dark Mirrah Shield +6	67/0/0/0/83/0	0/0	E/C/-/-/-/B	89.5/47/51.3/51. 3/68.8	38.5/38.5/38.5/3 8.5
Dark Mirrah Shield +7	72/0/0/0/88/0	0/0	E/C/-/-/-/B	89.8/48.6/52.7/5 2.7/69.7	40.3/40.3/40.3/4 0.3
Dark Mirrah Shield +8	76/0/0/0/93/0	0/0	E/C/-/-/-/B	90.1/50.1/54.1/5 4.1/70.6	42.1/42.1/42.1/4 2.1
Dark Mirrah Shield +9	80/0/0/0/98/0	0/0	E/C/-/-/-/B	90.4/51.7/55.5/5 5.5/71.5	43.9/43.9/43.9/4 3.9
Dark Mirrah Shield +10	85/0/0/0/103/0	0/0	E/C/-/-/-/B	90.7/53.2/57/57/ 72.5	45.7/45.7/45.7/4 5.7

# 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 Mirrah Shield +0	42/0/0/0/0	10/0	E/C/-/-/-/-	87.7/37.7/42.7/4 2.7/42.7	48.3/27.7/27.7/2 7.7
Poison Mirrah Shield +1	46/0/0/0/0	11/0	E/C/-/-/-/-	88/39.2/44.1/44. 1/44.1	49.6/29.5/29.5/2 9.5
Poison Mirrah Shield +2	50/0/0/0/0	12/0	E/C/-/-/-/-	88.3/40.8/45.5/4 5.5/45.5	50.9/31.3/31.3/3 1.3
Poison Mirrah Shield +3	55/0/0/0/0	13/0	E/C/-/-/-/-	88.6/42.3/47/47/ 47	52.2/33.1/33.1/3 3.1
Poison Mirrah Shield +4	59/0/0/0/0	14/0	E/C/-/-/-/-	88.9/43.9/48.4/4 8.4/48.4	53.5/34.9/34.9/3 4.9
Poison Mirrah Shield +5	63/0/0/0/0	15/0	E/C/-/-/-/-	89.2/45.4/49.8/4 9.8/49.8	54.7/36.7/36.7/3 6.7
Poison Mirrah Shield +6	67/0/0/0/0	16/0	E/C/-/-/-/-	89.5/47/51.3/51. 3/51.3	56/38.5/38.5/38. 5
Poison Mirrah Shield +7	72/0/0/0/0	17/0	E/C/-/-/-/-	89.8/48.6/52.7/5 2.7/52.7	57.3/40.3/40.3/4 0.3

Poison Mirrah Shield +8	76/0/0/0/0	18/0	E/C/-/-/-	90.1/50.1/54.1/54.1/54.1	58.6/42.1/42.1/42.1
Poison Mirrah Shield +9	80/0/0/0/0	19/0	E/C/-/-/-	90.4/51.7/55.5/55.5/55.5	58.6/43.9/43.9/43.9
Poison Mirrah Shield +10	85/0/0/0/0	20/0	E/C/-/-/-	90.7/53.2/57/57/57	61.2/45.7/45.7/45.7

# 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 Mirrah Shield +0	42/0/0/0/0	0/10	E/C/-/-/-	87.7/37.7/42.7/42.7/42.7	27.7/48.3/27.7/27.7
Bleed Mirrah Shield +1	46/0/0/0/0	0/11	E/C/-/-/-	88/39.2/44.1/44.1/44.1	29.5/49.6/29.5/29.5
Bleed Mirrah Shield +2	50/0/0/0/0	0/12	E/C/-/-/-	88.3/40.8/45.5/45.5/45.5	31.3/50.9/31.3/31.3
Bleed Mirrah Shield +3	55/0/0/0/0	0/13	E/C/-/-/-	88.6/42.3/47/47/47	33.1/52.2/33.1/33.1
Bleed Mirrah Shield +4	59/0/0/0/0	0/14	E/C/-/-/-	88.9/43.9/48.4/48.4/48.4	34.9/53.5/34.9/34.9
Bleed Mirrah Shield +5	63/0/0/0/0	0/15	E/C/-/-/-	89.2/45.4/49.8/49.8/49.8	36.7/54.7/36.7/36.7
Bleed Mirrah Shield +6	67/0/0/0/0	0/16	E/C/-/-/-	89.5/47/51.3/51.3/51.3	38.5/56/38.5/38.5
Bleed Mirrah Shield +7	72/0/0/0/0	0/17	E/C/-/-/-	89.8/48.6/52.7/52.7/52.7	40.3/57.3/40.3/40.3
Bleed Mirrah Shield +8	76/0/0/0/0	0/18	E/C/-/-/-	90.1/50.1/54.1/54.1/54.1	42.1/58.6/42.1/42.1
Bleed Mirrah Shield +9	80/0/0/0/0	0/19	E/C/-/-/-	90.4/51.7/55.5/55.5/55.5	43.9/58.6/43.9/43.9
Bleed Mirrah Shield +10	85/0/0/0/0	0/20	E/C/-/-/-	90.7/53.2/57/57/57	45.7/61.2/45.7/45.7

# 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>