

Old Knight's Shield

In-Game Description

An undated ancient shield.

Wielded by a warrior from a time so ancient that there exists no record of his endeavors. Has extremely low durability.

Sometimes, just as a thing falls to pieces, it unleashes its last flash of great power...

Availability

Dark Souls 2 & Scholar of the First Sin:

- Old Knight (Sword & Shield) drop - rare.
- Roaming Soul Aurous Knight drop - very rare.

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
	75/0/0/ 0/0 (Parry/S trike)	0/0	110	15	24/0/0/ 0 E/-/-/-/-	100/70/ 70/70/4 0	60/60/6 0/60	60	20	8.0

Notes

- When fully upgraded, this shield has the highest stability out of all the Normal Shields in the game.
- Has similar stats to the Drakekeeper's Shield. The differences being less damage, worse strength scaling, lower durability, higher stability, higher weight, and a higher strength requirement. In short, if you can afford the higher STR requirement, the Old Knight's Shield is a slightly better shield to use overall.
 - Another major difference is the Old Knight's Shield gains more damage reduction from being infused compared to the Drakekeeper's Shield, most notably when infused with Dark.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls
Old Knight's Shield +0	75/0/0/0/0	0/0	E/-/-/-/-	100.0/70.0/70.0/70.0/40.0	60.0/60.0/60.0/60.0	60	-	-
Old Knight's Shield +1	82/0/0/0/0	0/0	E/-/-/-/-	100.0/70.7/70.7/70.7/41.5	61.0/61.0/61.0/61.0	60	1x Titanite Shard	430
Old Knight's Shield +2	90/0/0/0/0	0/0	E/-/-/-/-	100.0/71.5/71.5/71.5/43.0	62.0/62.0/62.0/62.0	61	2x Titanite Shard	540
Old Knight's Shield +3	97/0/0/0/0	0/0	E/-/-/-/-	100.0/72.2/72.2/72.2/44.5	63.0/63.0/63.0/63.0	62	3x Titanite Shard	640

Old Knight's Shield +4	105/0/0/0/0	0/0	E/-/-/-/-/-	100.0/73.0/73.0/73.0/46.0	64.0/64.0/64.0/64.0	63	1x Large Titanite Shard	850
Old Knight's Shield +5	112/0/0/0/0	0/0	E/-/-/-/-/-	100.0/73.7/73.7/73.7/47.5	65.0/65.0/65.0/65.0	64	2x Large Titanite Shard	960
Old Knight's Shield +6	120/0/0/0/0	0/0	E/-/-/-/-/-	100.0/74.5/74.5/74.5/49.0	66.0/66.0/66.0/66.0	64	3x Large Titanite Shard	1,070
Old Knight's Shield +7	127/0/0/0/0	0/0	E/-/-/-/-/-	100.0/75.2/75.2/75.2/50.5	67.0/67.0/67.0/67.0	65	1x Titanite Chunk	1,280
Old Knight's Shield +8	135/0/0/0/0	0/0	E/-/-/-/-/-	100.0/76.0/76.0/76.0/52.0	68.0/68.0/68.0/68.0	66	2x Titanite Chunk	1,390
Old Knight's Shield +9	142/0/0/0/0	0/0	E/-/-/-/-/-	100.0/76.7/76.7/76.7/53.5	69.0/69.0/69.0/69.0	67	3x Titanite Chunk	1,490
Old Knight's Shield +10	150/0/0/0/0	0/0	E/-/-/-/-/-	100.0/77.5/77.5/77.5/55.0	70.0/70.0/70.0/70.0	68	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 Old Knight's Shield +0	47/57/0/0/0	0/0	E/-/C/-/-/-	97.7/88.3/67.7/67.7/37.7	57.7/57.7/57.7/57.7
Magic Old Knight's Shield +1	51/63/0/0/0	0/0	E/-/C/-/-/-	97.7/88.6/68.5/68.5/39.2	58.7/58.7/58.7/58.7

Magic Old Knight's Shield +2	56/69/0/0/0	0/0	E/-/C/-/-	97.8/88.9/69.3/69.3/40.8	59.8/59.8/59.8/59.8
Magic Old Knight's Shield +3	61/75/0/0/0	0/0	E/-/B/-/-	97.8/89.2/70.1/70.1/42.3	60.8/60.8/60.8/60.8
Magic Old Knight's Shield +4	66/80/0/0/0	0/0	E/-/B/-/-	97.9/89.5/70.9/70.9/43.9	61.9/61.9/61.9/61.9
Magic Old Knight's Shield +5	70/86/0/0/0	0/0	E/-/B/-/-	97.9/89.7/71.7/71.7/45.4	62.9/62.9/62.9/62.9
Magic Old Knight's Shield +6	75/92/0/0/0	0/0	E/-/B/-/-	98.0/90.0/72.5/72.5/47.0	64.0/64.0/64.0/64.0
Magic Old Knight's Shield +7	80/98/0/0/0	0/0	E/-/B/-/-	98.1/90.3/73.3/73.3/48.6	65.1/65.1/65.1/65.1
Magic Old Knight's Shield +8	85/103/0/0/0	0/0	E/-/B/-/-	98.1/90.6/74.1/74.1/50.1	66.1/66.1/66.1/66.1
Magic Old Knight's Shield +9	89/109/0/0/0	0/0	E/-/B/-/-	98.2/90.9/74.9/74.9/51.7	67.2/67.2/67.2/67.2
Magic Old Knight's Shield +10	94/115/0/0/0	0/0	E/-/B/-/-	98.2/91.2/75.7/75.7/53.2	68.2/68.2/68.2/68.2

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 Old Knight's Shield +0	47/0/57/0/0	0/0	E/-/-/C/-/-	97.7/67.7/88.3/67.7/37.7	57.7/57.7/57.7/57.7
Fire Old Knight's Shield +1	51/0/63/0/0	0/0	E/-/-/C/-/-	97.7/68.5/88.6/68.5/39.2	58.7/58.7/58.7/58.7

Fire Old Knight's Shield +2	56/0/69/0/0	0/0	E/-/-/C/-/-	97.8/69.3/88.9/69.3/40.8	59.8/59.8/59.8/59.8
Fire Old Knight's Shield +3	61/0/75/0/0	0/0	E/-/-/B/-/-	97.8/70.1/89.2/70.1/42.3	60.8/60.8/60.8/60.8
Fire Old Knight's Shield +4	66/0/80/0/0	0/0	E/-/-/B/-/-	97.9/70.9/89.5/70.9/43.9	61.9/61.9/61.9/61.9
Fire Old Knight's Shield +5	70/0/86/0/0	0/0	E/-/-/B/-/-	97.9/71.7/89.7/71.7/45.4	62.9/62.9/62.9/62.9
Fire Old Knight's Shield +6	75/0/92/0/0	0/0	E/-/-/B/-/-	98.0/72.5/90.0/72.5/47.0	64.0/64.0/64.0/64.0
Fire Old Knight's Shield +7	80/0/98/0/0	0/0	E/-/-/B/-/-	98.1/73.3/90.3/73.3/48.6	65.1/65.1/65.1/65.1
Fire Old Knight's Shield +8	85/0/103/0/0	0/0	E/-/-/B/-/-	98.1/74.1/90.6/74.1/50.1	66.1/66.1/66.1/66.1
Fire Old Knight's Shield +9	89/0/109/0/0	0/0	E/-/-/B/-/-	98.2/74.9/90.9/74.9/51.7	67.2/67.2/67.2/67.2
Fire Old Knight's Shield +10	94/0/115/0/0	0/0	E/-/-/B/-/-	98.2/75.7/91.2/75.7/53.2	68.2/68.2/68.2/68.2

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 Old Knight's Shield +0	47/0/0/57/0	0/0	E/-/-/C/-/-	97.7/67.7/67.7/88.3/37.7	57.7/57.7/57.7/57.7
Lightning Old Knight's Shield +1	51/0/0/63/0	0/0	E/-/-/C/-/-	97.7/68.5/68.5/88.6/39.2	58.7/58.7/58.7/58.7
Lightning Old Knight's Shield +2	56/0/0/69/0	0/0	E/-/-/C/-/-	97.8/69.3/69.3/88.9/40.8	59.8/59.8/59.8/59.8
Lightning Old Knight's Shield +3	61/0/0/75/0	0/0	E/-/-/B/-/-	97.8/70.1/70.1/89.2/42.3	60.8/60.8/60.8/60.8

Lightning Old Knight's Shield +4	66/0/0/80/0	0/0	E/-/-/-/B/-	97.9/70.9/70.9/89.5/43.9	61.9/61.9/61.9/61.9
Lightning Old Knight's Shield +5	70/0/0/86/0	0/0	E/-/-/-/B/-	97.9/71.7/71.7/89.7/45.4	62.9/62.9/62.9/62.9
Lightning Old Knight's Shield +6	75/0/0/92/0	0/0	E/-/-/-/B/-	98.0/72.5/72.5/90.0/47.0	64.0/64.0/64.0/64.0
Lightning Old Knight's Shield +7	80/0/0/98/0	0/0	E/-/-/-/B/-	98.1/73.3/73.3/90.3/48.6	65.1/65.1/65.1/65.1
Lightning Old Knight's Shield +8	85/0/0/103/0	0/0	E/-/-/-/B/-	98.1/74.1/74.1/90.6/50.1	66.1/66.1/66.1/66.1
Lightning Old Knight's Shield +9	89/0/0/109/0	0/0	E/-/-/-/B/-	98.2/74.9/74.9/90.9/51.7	67.2/67.2/67.2/67.2
Lightning Old Knight's Shield +10	94/0/0/115/0	0/0	E/-/-/-/B/-	98.2/75.7/75.7/91.2/53.2	68.2/68.2/68.2/68.2

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 Old Knight's Shield +0	47/0/0/0/57	0/0	E/-/-/-/C	97.7/67.7/67.7/67.7/88.3	57.7/57.7/57.7/57.7
Dark Old Knight's Shield +1	51/0/0/0/63	0/0	E/-/-/-/C	97.7/68.5/68.5/68.5/88.6	58.7/58.7/58.7/58.7
Dark Old Knight's Shield +2	56/0/0/0/69	0/0	E/-/-/-/C	97.8/69.3/69.3/69.3/88.9	59.8/59.8/59.8/59.8
Dark Old Knight's Shield +3	61/0/0/0/75	0/0	E/-/-/-/B	97.8/70.1/70.1/70.1/89.2	60.8/60.8/60.8/60.8
Dark Old Knight's Shield +4	66/0/0/0/80	0/0	E/-/-/-/B	97.9/70.9/70.9/70.9/89.5	61.9/61.9/61.9/61.9

Dark Old Knight's Shield +5	70/0/0/0/86	0/0	E/-/-/-/-/B	97.9/71.7/71.7/71.7/89.7	62.9/62.9/62.9/62.9
Dark Old Knight's Shield +6	75/0/0/0/92	0/0	E/-/-/-/-/B	98.0/72.5/72.5/72.5/90.0	64.0/64.0/64.0/64.0
Dark Old Knight's Shield +7	80/0/0/0/98	0/0	E/-/-/-/-/B	98.1/73.3/73.3/73.3/90.3	65.1/65.1/65.1/65.1
Dark Old Knight's Shield +8	85/0/0/0/103	0/0	E/-/-/-/-/B	98.1/74.1/74.1/74.1/90.6	66.1/66.1/66.1/66.1
Dark Old Knight's Shield +9	89/0/0/0/109	0/0	E/-/-/-/-/B	98.2/74.9/74.9/74.9/90.9	67.2/67.2/67.2/67.2
Dark Old Knight's Shield +10	94/0/0/0/115	0/0	E/-/-/-/-/B	98.2/75.7/75.7/75.7/91.2	68.2/68.2/68.2/68.2

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 Old Knight's Shield +0	47/0/0/0/0	11/0	E/-/-/-/-/-	97.7/67.7/67.7/67.7/37.7	78.3/57.7/57.7/57.7
Poison Old Knight's Shield +1	51/0/0/0/0	12/0	E/-/-/-/-/-	97.7/68.5/68.5/68.5/39.2	78.8/58.7/58.7/58.7
Poison Old Knight's Shield +2	56/0/0/0/0	13/0	E/-/-/-/-/-	97.8/69.3/69.3/69.3/40.8	79.4/59.8/59.8/59.8
Poison Old Knight's Shield +3	61/0/0/0/0	15/0	E/-/-/-/-/-	97.8/70.1/70.1/70.1/42.3	79.9/60.8/60.8/60.8
Poison Old Knight's Shield +4	66/0/0/0/0	16/0	E/-/-/-/-/-	97.9/70.9/70.9/70.9/43.9	80.5/61.9/61.9/61.9
Poison Old Knight's Shield +5	70/0/0/0/0	17/0	E/-/-/-/-/-	97.9/71.7/71.7/71.7/45.4	81.0/62.9/62.9/62.9

Poison Old Knight's Shield +6	75/0/0/0/0	18/0	E/-/-/-/-	98.0/72.5/72.5/72.5/47.0	81.5/64.0/64.0/64.0
Poison Old Knight's Shield +7	80/0/0/0/0	19/0	E/-/-/-/-	98.1/73.3/73.3/73.3/48.6	82.1/65.1/65.1/65.1
Poison Old Knight's Shield +8	85/0/0/0/0	20/0	E/-/-/-/-	98.1/74.1/74.1/74.1/50.1	82.6/66.1/66.1/66.1
Poison Old Knight's Shield +9	89/0/0/0/0	21/0	E/-/-/-/-	98.2/74.9/74.9/74.9/51.7	83.2/67.2/67.2/67.2
Poison Old Knight's Shield +10	94/0/0/0/0	23/0	E/-/-/-/-	98.2/75.7/75.7/75.7/53.2	83.7/68.2/68.2/68.2

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 Old Knight's Shield +0	47/0/0/0/0	0/11	E/-/-/-/-	97.7/67.7/67.7/67.7/37.7	57.7/78.3/57.7/57.7
Bleed Old Knight's Shield +1	51/0/0/0/0	0/12	E/-/-/-/-	97.7/68.5/68.5/68.5/39.2	58.7/78.8/58.7/58.7
Bleed Old Knight's Shield +2	56/0/0/0/0	0/13	E/-/-/-/-	97.8/69.3/69.3/69.3/40.8	59.8/79.4/59.8/59.8
Bleed Old Knight's Shield +3	61/0/0/0/0	0/15	E/-/-/-/-	97.8/70.1/70.1/70.1/42.3	60.8/79.9/60.8/60.8
Bleed Old Knight's Shield +4	66/0/0/0/0	0/16	E/-/-/-/-	97.9/70.9/70.9/70.9/43.9	61.9/80.5/61.9/61.9

Bleed Old Knight's Shield +5	70/0/0/0/0	0/17	E/-/-/-/-	97.9/71.7/71.7/71.7/45.4	62.9/81.0/62.9/62.9
Bleed Old Knight's Shield +6	75/0/0/0/0	0/18	E/-/-/-/-	98.0/72.5/72.5/72.5/47.0	64.0/81.5/64.0/64.0
Bleed Old Knight's Shield +7	80/0/0/0/0	0/19	E/-/-/-/-	98.1/73.3/73.3/73.3/48.6	65.1/82.1/65.1/65.1
Bleed Old Knight's Shield +8	85/0/0/0/0	0/20	E/-/-/-/-	98.1/74.1/74.1/74.1/50.1	66.1/82.6/66.1/66.1
Bleed Old Knight's Shield +9	89/0/0/0/0	0/21	E/-/-/-/-	98.2/74.9/74.9/74.9/51.7	67.2/83.2/67.2/67.2
Bleed Old Knight's Shield +10	94/0/0/0/0	0/23	E/-/-/-/-	98.2/75.7/75.7/75.7/53.2	68.2/83.7/68.2/68.2

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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