

# 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

<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>

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