

# Porcine Shield


## In-Game description

*A strangely porcine shield.*

*The pig head looks eerily authentic, but is an imitation. Though the shield's defensive capacity is ordinary, it may spook an unsuspecting foe.*

## Availability

Iron Keep treasure. After defeating the Smelter Demon, climb the stairs. The iron chest is at the top.

## 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
	75/0/0/ 0/0  (Parry/S trike)	0/0	110	15	9/0/0/0  D/-/-/- /-	65/40/6 5/40/40	30/30/3 0/30	40	20	4

## Notes

- A remarkably impractical shield. As heavy as a metallic kite shield with subpar protection on any standard.
- The slightly heightened fire defense suggests it's made of leather, appropriately enough.

- May be nothing more than a cruel joke. Possible reference to a shield design contest disqualified entry because of pig image used in violation of copyright?

# 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
Porcine Shield +0	75/0/0/0/0	D/-/-/-/-	65/40/65/40/40	30/30/30/30	40	-	-
Porcine Shield +1	71/0/0/0/0	D/-/-/-/-	65.8/41.5/65.8/41.5/41.5	31.7/31.7/31.7/31.7	40	1x Titanite Shard	430
Porcine Shield +2	90/0/0/0/0	D/-/-/-/-	66.7/43/66.7/43/43	33.5/33.5/33.5/33.5	41	2x Titanite Shard	540
Porcine Shield +3	97/0/0/0/0	D/-/-/-/-	67.6/44.5/67.6/44.5/44.5	35.5/35.2/35.2/35.2	42	3x Titanite Shard	640
Porcine Shield +4	105/0/0/0/0	D/-/-/-/-	68.5/46/68.5/46/46	37/37/37/37	43	1x Large Titanite Shard	850
Porcine Shield +5	112/0/0/0/0	D/-/-/-/-	69.3/47.5/69.3/47.5/47.5	38.7/38.7/38.7/38.7	44	2x Large Titanite Shard	960
Porcine Shield +6	120/0/0/0/0	D/-/-/-/-	70.2/49/70.2/49/49	40.5/40.5/40.5/40.5	44	3x Large Titanite Shard	1,070
Porcine Shield +7	127/0/0/0/0	D/-/-/-/-	71.1/50.5/71.1/50.5/50.5	42.2/42.2/42.2/42.2	45	1x Titanite Chunk	1,280
Porcine Shield +8	135/0/0/0/0	D/-/-/-/-	72/52/72/52/52	44/44/44/44	46	2x Titanite Chunk	1,390

Porcine Shield +9	142/0/0/0/0	D/-/-/-/-	72.8/53.5/72.8/53.5/53.5	45.7/45.7/45.7/45.7	47	3x Titanite Chunk	1,490
Porcine Shield +10	150/0/0/0/0	C/-/-/-/-	73.7/55/73.7/55/55	47.5/47.5/47.5/47.5	48	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 Porcine Shield +0	47/57/0/0/0	0/0	D/-/C/-/-	62.7/68.3/62.7/37.7/37.7	27.7/27.7/27.7/27.7
Magic Porcine Shield +1	51/63/0/0/0	0/0	D/-/C/-/-	63.6/59.3/63.6/39.2/39.2	29.5/29.5/29.5/29.5
Magic Porcine Shield +2	56/69/0/0/0	0/0	D/-/C/-/-	64.5/60.4/64.5/40.8/40.8	31.3/31.3/31.3/31.3
Magic Porcine Shield +3	61/75/0/0/0	0/0	D/-/B/-/-	65.5/61.4/65.5/42.3/42.3	33.1/33.1/33.1/33.1
Magic Porcine Shield +4	66/80/0/0/0	0/0	D/-/B/-/-	66.4/62.5/66.4/43.9/43.9	34.9/34.9/34.9/34.9
Magic Porcine Shield +5	70/86/0/0/0	0/0	D/-/B/-/-	67.3/63.5/67.3/45.4/45.4	36.7/36.7/36.7/36.7
Magic Porcine Shield +6	75/92/0/0/0	0/0	D/-/B/-/-	68.3/64.5/68.3/47/47	38.5/38.5/38.5/38.5
Magic Porcine Shield +7	80/98/0/0/0	0/0	D/-/B/-/-	69.2/65.6/69.2/48.6/48.6	40.3/40.3/40.3/40.3
Magic Porcine Shield +8	85/103/0/0/0	0/0	D/-/B/-/-	70.1/66.6/70.1/50.1/50.1	42.1/42.1/42.1/42.1
Magic Porcine Shield +9	89/109/0/0/0	0/0	D/-/B/-/-	71/67.7/71/51.7/51.7	43.9/43.9/43.9/43.9

Magic Porcine Shield +10	94/115/0/0/0	0/0	D/-/B/-/-	72/68.7/72/53.2/53.2	45.7/45.7/45.7/45.7
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## 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 Porcine Shield +0	47/0/57/0/0	0/0	D/-/-/C/-/-	62.7/37.7/83.3/37.7/37.7	27.7/27.7/27.7/27.7
Fire Porcine Shield +1	51/0/63/0/0	0/0	D/-/-/C/-/-	63.6/39.2/83.7/39.2/39.2	29.5/29.5/29.5/29.5
Fire Porcine Shield +2	56/0/69/0/0	0/0	D/-/-/C/-/-	64.5/40.8/84.1/40.8/40.8	31.3/31.3/31.3/31.3
Fire Porcine Shield +3	61/0/75/0/0	0/0	D/-/-/B/-/-	65.5/42.3/84.5/42.3/42.3	33.1/33.1/33.1/33.1
Fire Porcine Shield +4	66/0/80/0/0	0/0	D/-/-/B/-/-	66.4/43.9/85/43.9/43.9	34.9/34.9/34.9/34.9
Fire Porcine Shield +5	70/0/86/0/0	0/0	D/-/-/B/-/-	67.3/45.4/85.4/45.4/45.4	36.7/36.7/36.7/36.7
Fire Porcine Shield +6	75/0/92/0/0	0/0	D/-/-/B/-/-	68.3/47/85.8/47/47	38.5/38.5/38.5/38.5
Fire Porcine Shield +7	80/0/98/0/0	0/0	D/-/-/B/-/-	69.2/48.6/86.2/48.6/48.6	40.3/40.3/40.3/40.3
Fire Porcine Shield +8	85/0/103/0/0	0/0	D/-/-/B/-/-	70.1/50.1/86.6/50.1/50.1	42.1/42.1/42.1/42.1
Fire Porcine Shield +9	89/0/109/0/0	0/0	D/-/-/B/-/-	71/51.7/87/51.7/51.7	43.9/43.9/43.9/43.9
Fire Porcine Shield +10	94/0/115/0/0	0/0	D/-/-/B/-/-	72/53.2/87.5/53.2/53.2	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 Porcine Shield +0	47/0/0/57/0	0/0	D/-/-/-/C/-	62.7/37.7/62.7/58.3/37.7	27.7/27.7/27.7/27.7
Lightning Porcine Shield +1	51/0/0/63/0	0/0	D/-/-/-/C/-	63.6/39.2/63.6/59.3/39.2	29.5/29.5/29.5/29.5
Lightning Porcine Shield +2	56/0/0/69/0	0/0	D/-/-/-/C/-	64.5/40.8/64.5/60.4/40.8	31.3/31.3/31.3/31.3
Lightning Porcine Shield +3	61/0/0/75/0	0/0	D/-/-/-/B/-	65.5/42.3/65.5/61.4/42.3	33.1/33.1/33.1/33.1
Lightning Porcine Shield +4	66/0/0/80/0	0/0	D/-/-/-/B/-	66.4/43.9/66.4/62.5/43.9	34.9/34.9/34.9/34.9
Lightning Porcine Shield +5	70/0/0/86/0	0/0	D/-/-/-/B/-	67.3/45.4/67.3/63.5/45.4	36.7/36.7/36.7/36.7
Lightning Porcine Shield +6	75/0/0/92/0	0/0	D/-/-/-/B/-	68.3/47/68.3/64.5/47	38.5/38.5/38.5/38.5
Lightning Porcine Shield +7	80/0/0/98/0	0/0	D/-/-/-/B/-	69.2/48.6/69.2/65.6/48.6	40.3/40.3/40.3/40.3
Lightning Porcine Shield +8	85/0/0/103/0	0/0	D/-/-/-/B/-	70.1/50.1/70.1/66.6/50.1	42.1/42.1/42.1/42.1
Lightning Porcine Shield +9	89/0/0/109/0	0/0	D/-/-/-/B/-	71/51.7/71/67.7/51.7	43.9/43.9/43.9/43.9
Lightning Porcine Shield +10	94/0/0/115/0	0/0	D/-/-/-/B/-	72/53.2/72/68.7/53.2	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
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Dark Porcine Shield +0	47/0/0/0/57	0/0	D/-/-/-/C	62.7/37.7/62.7/37.7/58.3	27.7/27.7/27.7/27.7
Dark Porcine Shield +1	51/0/0/0/63	0/0	D/-/-/-/C	63.6/39.2/63.6/39.2/59.3	29.5/29.5/29.5/29.5
Dark Porcine Shield +2	56/0/0/0/69	0/0	D/-/-/-/C	64.5/40.8/64.5/40.8/60.4	31.3/31.3/31.3/31.3
Dark Porcine Shield +3	61/0/0/0/75	0/0	D/-/-/-/B	65.5/42.3/65.5/42.3/61.4	33.1/33.1/33.1/33.1
Dark Porcine Shield +4	66/0/0/0/80	0/0	D/-/-/-/B	66.4/43.9/66.4/43.9/62.5	34.9/34.9/34.9/34.9
Dark Porcine Shield +5	70/0/0/0/86	0/0	D/-/-/-/B	67.3/45.4/67.3/45.4/63.5	36.7/36.7/36.7/36.7
Dark Porcine Shield +6	75/0/0/0/92	0/0	D/-/-/-/B	68.3/47/68.3/47/64.5	38.5/38.5/38.5/38.5
Dark Porcine Shield +7	80/0/0/0/98	0/0	D/-/-/-/B	69.2/48.6/69.2/48.6/65.6	40.3/40.3/40.3/40.3
Dark Porcine Shield +8	85/0/0/0/103	0/0	D/-/-/-/B	70.1/50.1/70.1/50.1/66.6	42.1/42.1/42.1/42.1
Dark Porcine Shield +9	89/0/0/0/109	0/0	D/-/-/-/B	71/51.7/71/51.7/67.7	43.9/43.9/43.9/43.9
Dark Porcine Shield +10	94/0/0/0/115	0/0	D/-/-/-/B	72/53.2/72/53.2/68.7	45.7/45.7/45.7/45.7

## 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 Porcine Shield +0	47/0/0/0/0	11/0	D/-/-/-/-	62.7/37.7/62.7/37.7/37.7	48.3/27.7/27.7/27.7
Poison Porcine Shield +1	51/0/0/0/0	12/0	D/-/-/-/-	63.6/39.2/63.6/39.2/39.2	49.6/29.5/29.5/29.5
Poison Porcine Shield +2	56/0/0/0/0	13/0	D/-/-/-/-	64.5/40.8/64.5/40.8/40.8	50.9/31.3/31.3/31.3

Poison Porcine Shield +3	61/0/0/0/0	15/0	D/-/-/-/-	65.5/42.3/65.5/42.3/42.3	52.2/33.1/33.1/33.1
Poison Porcine Shield +4	66/0/0/0/0	16/0	D/-/-/-/-	66.4/43.9/66.4/43.9/43.9	53.5/34.9/34.9/34.9
Poison Porcine Shield +5	70/0/0/0/0	17/0	D/-/-/-/-	67.3/45.4/67.3/45.4/45.4	54.7/36.7/36.7/36.7
Poison Porcine Shield +6	75/0/0/0/0	18/0	D/-/-/-/-	68.3/47/68.3/47/47	56/38.5/38.5/38.5
Poison Porcine Shield +7	80/0/0/0/0	19/0	D/-/-/-/-	69.2/48.6/69.2/48.6/48.6	57.3/40.3/40.3/40.3
Poison Porcine Shield +8	85/0/0/0/0	20/0	D/-/-/-/-	70.1/50.1/70.1/50.1/50.1	58.6/42.1/42.1/42.1
Poison Porcine Shield +9	89/0/0/0/0	21/0	D/-/-/-/-	71/51.7/71/51.7/51.7	59.9/43.9/43.9/43.9
Poison Porcine Shield +10	94/0/0/0/0	23/0	D/-/-/-/-	72/53.2/72/53.2/53.2	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 Porcine Shield +0	47/0/0/0/0	0/11	D/-/-/-/-	62.7/37.7/62.7/37.7/37.7	27.7/48.3/27.7/27.7
Bleed Porcine Shield +1	51/0/0/0/0	0/12	D/-/-/-/-	63.6/39.2/63.6/39.2/39.2	29.5/49.6/29.5/29.5
Bleed Porcine Shield +2	56/0/0/0/0	0/13	D/-/-/-/-	64.5/40.8/64.5/40.8/40.8	31.3/50.9/31.3/31.3
Bleed Porcine Shield +3	61/0/0/0/0	0/15	D/-/-/-/-	65.5/42.3/65.5/42.3/42.3	33.1/52.2/33.1/33.1
Bleed Porcine Shield +4	66/0/0/0/0	0/16	D/-/-/-/-	66.4/43.9/66.4/43.9/43.9	34.9/53.5/34.9/34.9
Bleed Porcine Shield +5	70/0/0/0/0	0/17	D/-/-/-/-	67.3/45.4/67.3/45.4/45.4	36.7/54.7/36.7/36.7

Bleed Porcine Shield +6	75/0/0/0/0	0/18	D/-/-/-/-	68.3/47/68.3/47/47	38.5/56/38.5/38.5
Bleed Porcine Shield +7	80/0/0/0/0	0/19	D/-/-/-/-	69.2/48.6/69.2/48.6/48.6	40.3/57.3/40.3/40.3
Bleed Porcine Shield +8	85/0/0/0/0	0/20	D/-/-/-/-	70.1/50.1/70.1/50.1/50.1	42.1/58.6/42.1/42.1
Bleed Porcine Shield +9	89/0/0/0/0	0/21	D/-/-/-/-	71/51.7/71/51.7/51.7	43.9/59.9/43.9/43.9
Bleed Porcine Shield +10	94/0/0/0/0	0/23	D/-/-/-/-	72/53.2/72/53.2/53.2	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>

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