

Rampart Golem Shield

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In-Game Description

*Shield of the rampart golems,
granted life by the Ivory King.*

*The golems were charged with the
containment of the creatures of chaos
within the boundaries of the wall.*

*When the doors of Eleum Loyce were
flung open, the place turned frigid and lifeless,
but the golems remained dutifully on guard.*

Availability

Rampart Golem drop.

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 |
|-------|---|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
| | 115/0/0 /0/0 (Parry/S trike) | 0/0 | 110 | 15 | 19/0/0/ 0 C/E/-/-/ /- | 65/90/9 0/90/90 | 80/80/8 0/80 | 40 | 5 | 8 |

Notes

Very low durability.

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 Cost |
|-------------------------|-------------|-------------|--------------|--------------------------|-----------------------|-----------|-------------------------|------------|
| Rampart Golem Shield +0 | 115/0/0/0/0 | 0/0 | C/E/-/-/-/- | 65/90/90/90/90 | 80/80/80/80 | 40 | - | - |
| Rampart Golem Shield +1 | 118/0/0/0/0 | 0/0 | C/E/-/-/-/- | 65.8/90.2/90.2/90.2/90.2 | 80.5/80.5/80.5/80.5 | 40 | 1x Titanite Shard | 430 |
| Rampart Golem Shield +2 | 122/0/0/0/0 | 0/0 | C/E/-/-/-/- | 66.7/90.5/90.5/90.5/90.5 | 81/81/81/81 | 41 | 2x Titanite Shard | 540 |
| Rampart Golem Shield +3 | 125/0/0/0/0 | 0/0 | C/E/-/-/-/- | 67.6/90.7/90.7/90.7/90.7 | 81.5/81.5/81.5/81.5 | 42 | 3x Titanite Shard | 640 |
| Rampart Golem Shield +4 | 129/0/0/0/0 | 0/0 | C/E/-/-/-/- | 68.5/91/91/91/91 | 82/82/82/82 | 43 | 1x Large Titanite Shard | 850 |
| Rampart Golem Shield +5 | 132/0/0/0/0 | 0/0 | C/E/-/-/-/- | 69.3/91.2/91.2/91.2/91.2 | 82.5/82.5/82.5/82.5 | 44 | 2x Large Titanite Shard | 960 |
| Rampart Golem Shield +6 | 136/0/0/0/0 | 0/0 | C/E/-/-/-/- | 70.2/91.5/91.5/91.5/91.5 | 83/83/83/83 | 44 | 3x Large Titanite Shard | 1,070 |
| Rampart Golem Shield +7 | 139/0/0/0/0 | 0/0 | C/E/-/-/-/- | 71.1/91.7/91.7/91.7/91.7 | 83.5/83.5/83.5/83.5 | 45 | 1x Titanite Chunk | 1,280 |

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|--------------------------|-------------|-----|-------------|--------------------------|---------------------|----|-------------------|-------|
| Rampart Golem Shield +8 | 143/0/0/0/0 | 0/0 | C/E/-/-/-/- | 72/92/92/92/92 | 84/84/84/84 | 46 | 2x Titanite Chunk | 1,390 |
| Rampart Golem Shield +9 | 146/0/0/0/0 | 0/0 | C/E/-/-/-/- | 72.8/92.2/92.2/92.2/92.2 | 84.5/84.5/84.5/84.5 | 47 | 3x Titanite Chunk | 1,490 |
| Rampart Golem Shield +10 | 150/0/0/0/0 | 0/0 | B/E/-/-/-/- | 73.7/92.5/92.5/92.5/92.5 | 85/85/85/85 | 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 Rampart Golem Shield +0 | 72/88/0/0/0 | 0/0 | C/E/C/-/-/- | 62.7/100/87.7/87.7/87.7 | 77.7/77.7/77.7/77.7 |
| Magic Rampart Golem Shield +1 | 74/91/0/0/0 | 0/0 | C/E/C/-/-/- | 63.6/100/88/88/88 | 78.2/78.2/78.2/78.2 |
| Magic Rampart Golem Shield +2 | 76/93/0/0/0 | 0/0 | C/E/C/-/-/- | 64.5/100/88.3/88.3/88.3 | 78.8/78.8/78.8/78.8 |
| Magic Rampart Golem Shield +3 | 79/96/0/0/0 | 0/0 | C/E/B/-/-/- | 65.5/100/88.6/88.6/88.6 | 79.3/79.3/79.3/79.3 |
| Magic Rampart Golem Shield +4 | 81/99/0/0/0 | 0/0 | C/E/B/-/-/- | 66.4/100/88.9/88.9/88.9 | 79.9/79.9/79.9/79.9 |
| Magic Rampart Golem Shield +5 | 83/102/0/0/0 | 0/0 | C/E/B/-/-/- | 67.3/100/89.2/89.2/89.2 | 80.4/80.4/80.4/80.4 |
| Magic Rampart Golem Shield +6 | 85/104/0/0/0 | 0/0 | C/E/B/-/-/- | 68.3/100/89.5/89.5/89.5 | 81/81/81/81 |
| Magic Rampart Golem Shield +7 | 87/107/0/0/0 | 0/0 | C/E/B/-/-/- | 69.2/100/89.8/89.8/89.8 | 81.6/81.6/81.6/81.6 |

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|-----------------------------------|--------------|-----|-----------|-------------------------|---------------------|
| Magic Rampart Golem Shield +8 | 90/110/0/0/0 | 0/0 | C/E/B/-/- | 70.1/100/90.1/90.1/90.1 | 82.1/82.1/82.1/82.1 |
| Magic Rampart Golem Shield +9 | 92/112/0/0/0 | 0/0 | C/E/B/-/- | 71/100/90.4/90.4/90.4 | 82.7/82.7/82.7/82.7 |
| Magic Rampart Golem Shield +10 | 94/115/0/0/0 | 0/0 | C/E/B/-/- | 72/100/90.7/90.7/90.7 | 83.2/83.2/83.2/83.2 |

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 Rampart Golem Shield +0 | 72/0/88/0/0 | 0/0 | C/E/-/C/-/- | 62.7/87.7/100/87.7/87.7 | 77.7/77.7/77.7/77.7 |
| Fire Rampart Golem Shield +1 | 74/0/91/0/0 | 0/0 | C/E/-/C/-/- | 63.6/88/100/88/88 | 78.2/78.2/78.2/78.2 |
| Fire Rampart Golem Shield +2 | 76/0/93/0/0 | 0/0 | C/E/-/C/-/- | 64.5/88.3/100/88.3/88.3 | 78.8/78.8/78.8/78.8 |
| Fire Rampart Golem Shield +3 | 79/0/96/0/0 | 0/0 | C/E/-/B/-/- | 65.5/88.6/100/88.6/88.6 | 79.3/79.3/79.3/79.3 |
| Fire Rampart Golem Shield +4 | 81/0/99/0/0 | 0/0 | C/E/-/B/-/- | 66.4/88.9/100/88.9/88.9 | 79.9/79.9/79.9/79.9 |
| Fire Rampart Golem Shield +5 | 83/0/102/0/0 | 0/0 | C/E/-/B/-/- | 67.3/89.2/100/89.2/89.2 | 80.4/80.4/80.4/80.4 |
| Fire Rampart Golem Shield +6 | 85/0/104/0/0 | 0/0 | C/E/-/B/-/- | 68.3/89.5/100/89.5/89.5 | 81/81/81/81 |
| Fire Rampart Golem Shield +7 | 87/0/107/0/0 | 0/0 | C/E/-/B/-/- | 69.2/89.8/100/89.8/89.8 | 81.6/81.6/81.6/81.6 |
| Fire Rampart Golem Shield +8 | 90/0/110/0/0 | 0/0 | C/E/-/B/-/- | 70.1/90.1/100/90.1/90.1 | 82.1/82.1/82.1/82.1 |
| Fire Rampart Golem Shield +9 | 92/0/112/0/0 | 0/0 | C/E/-/B/-/- | 71/90.4/100/90.4/90.4 | 82.7/82.7/82.7/82.7 |
| Fire Rampart Golem Shield +10 | 94/0/115/0/0 | 0/0 | C/E/-/B/-/- | 72/90.7/100/90.7/90.7 | 83.2/83.2/83.2/83.2 |

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 Rampart Golem Shield +0 | 72/0/0/88/0 | 0/0 | C/E/-/-/C/- | 62.7/87.7/87.7/100/87.7 | 77.7/77.7/77.7/77.7 |
| Lightning Rampart Golem Shield +1 | 74/0/0/91/0 | 0/0 | C/E/-/-/C/- | 63.6/88/88/100/88 | 78.2/78.2/78.2/78.2 |
| Lightning Rampart Golem Shield +2 | 76/0/0/93/0 | 0/0 | C/E/-/-/C/- | 64.5/88.3/88.3/100/88.3 | 78.8/78.8/78.8/78.8 |
| Lightning Rampart Golem Shield +3 | 79/0/0/96/0 | 0/0 | C/E/-/-/B/- | 65.5/88.6/88.6/100/88.6 | 79.3/79.3/79.3/79.3 |
| Lightning Rampart Golem Shield +4 | 81/0/0/99/0 | 0/0 | C/E/-/-/B/- | 66.4/88.9/88.9/100/88.9 | 79.9/79.9/79.9/79.9 |
| Lightning Rampart Golem Shield +5 | 83/0/0/102/0 | 0/0 | C/E/-/-/B/- | 67.3/89.2/89.2/100/89.2 | 80.4/80.4/80.4/80.4 |
| Lightning Rampart Golem Shield +6 | 85/0/0/104/0 | 0/0 | C/E/-/-/B/- | 68.3/89.5/89.5/100/89.5 | 81/81/81/81 |
| Lightning Rampart Golem Shield +7 | 87/0/0/107/0 | 0/0 | C/E/-/-/B/- | 69.2/89.8/89.8/100/89.8 | 81.6/81.6/81.6/81.6 |
| Lightning Rampart Golem Shield +8 | 90/0/0/110/0 | 0/0 | C/E/-/-/B/- | 70.1/90.1/90.1/100/90.1 | 82.1/82.1/82.1/82.1 |
| Lightning Rampart Golem Shield +9 | 92/0/0/112/0 | 0/0 | C/E/-/-/B/- | 71/90.4/90.4/100/90.4 | 82.7/82.7/82.7/82.7 |
| Lightning Rampart Golem Shield +10 | 94/0/0/115/0 | 0/0 | C/E/-/-/B/- | 72/90.7/90.7/100/90.7 | 83.2/83.2/83.2/83.2 |

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 Rampart Golem Shield +0 | 72/0/0/0/88 | 0/0 | C/E/-/-/-/C | 62.7/87.7/87.7/87.7/100 | 77.7/77.7/77.7/77.7 |
| Dark Rampart Golem Shield +1 | 74/0/0/0/91 | 0/0 | C/E/-/-/-/C | 63.6/88/88/88/100 | 78.2/78.2/78.2/78.2 |
| Dark Rampart Golem Shield +2 | 76/0/0/0/93 | 0/0 | C/E/-/-/-/C | 64.5/88.3/88.3/88.3/100 | 78.8/78.8/78.8/78.8 |
| Dark Rampart Golem Shield +3 | 79/0/0/0/96 | 0/0 | C/E/-/-/-/B | 65.5/88.6/88.6/88.6/100 | 79.3/79.3/79.3/79.3 |
| Dark Rampart Golem Shield +4 | 81/0/0/0/99 | 0/0 | C/E/-/-/-/B | 66.4/88.9/88.9/88.9/100 | 79.9/79.9/79.9/79.9 |
| Dark Rampart Golem Shield +5 | 83/0/0/0/102 | 0/0 | C/E/-/-/-/B | 67.3/89.2/89.2/89.2/100 | 80.4/80.4/80.4/80.4 |
| Dark Rampart Golem Shield +6 | 85/0/0/0/104 | 0/0 | C/E/-/-/-/B | 68.3/89.5/89.5/89.5/100 | 81/81/81/81 |
| Dark Rampart Golem Shield +7 | 87/0/0/0/107 | 0/0 | C/E/-/-/-/B | 69.2/89.8/89.8/89.8/100 | 81.6/81.6/81.6/81.6 |
| Dark Rampart Golem Shield +8 | 90/0/0/0/110 | 0/0 | C/E/-/-/-/B | 70.1/90.1/90.1/90.1/100 | 82.1/82.1/82.1/82.1 |
| Dark Rampart Golem Shield +9 | 92/0/0/0/112 | 0/0 | C/E/-/-/-/B | 71/90.4/90.4/90.4/100 | 82.7/82.7/82.7/82.7 |
| Dark Rampart Golem Shield +10 | 94/0/0/0/115 | 0/0 | C/E/-/-/-/B | 72/90.7/90.7/90.7/100 | 83.2/83.2/83.2/83.2 |

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 Rampart Golem Shield +0 | 72/0/0/0/0 | 18/0 | C/E/-/-/-/- | 62.7/87.7/87.7/87.7/87.7 | 98.3/77.7/77.7/77.7 |
| Poison Rampart Golem Shield +1 | 74/0/0/0/0 | 18/0 | C/E/-/-/-/- | 63.6/88/88/88/88 | 98.3/78.2/78.2/78.2 |
| Poison Rampart Golem Shield +2 | 76/0/0/0/0 | 19/0 | C/E/-/-/-/- | 64.5/88.3/88.3/88.3/88.3 | 98.4/78.8/78.8/78.8 |
| Poison Rampart Golem Shield +3 | 79/0/0/0/0 | 19/0 | C/E/-/-/-/- | 65.5/88.6/88.6/88.6/88.6 | 98.4/79.3/79.3/79.3 |
| Poison Rampart Golem Shield +4 | 81/0/0/0/0 | 20/0 | C/E/-/-/-/- | 66.4/88.9/88.9/88.9/88.9 | 98.5/79.9/79.9/79.9 |
| Poison Rampart Golem Shield +5 | 83/0/0/0/0 | 20/0 | C/E/-/-/-/- | 67.3/89.2/89.2/89.2/89.2 | 98.5/80.4/80.4/80.4 |
| Poison Rampart Golem Shield +6 | 85/0/0/0/0 | 21/0 | C/E/-/-/-/- | 68.3/89.5/89.5/89.5/89.5 | 98.5/81/81/81 |
| Poison Rampart Golem Shield +7 | 87/0/0/0/0 | 21/0 | C/E/-/-/-/- | 69.2/89.8/89.8/89.8/89.8 | 98.6/81.6/81.6/81.6 |
| Poison Rampart Golem Shield +8 | 90/0/0/0/0 | 22/0 | C/E/-/-/-/- | 70.1/90.1/90.1/90.1/90.1 | 98.6/82.1/82.1/82.1 |
| Poison Rampart Golem Shield +9 | 92/0/0/0/0 | 22/0 | C/E/-/-/-/- | 71/90.4/90.4/90.4/90.4 | 98.7/82.7/82.7/82.7 |
| Poison Rampart Golem Shield +10 | 94/0/0/0/0 | 23/0 | C/E/-/-/-/- | 72/90.7/90.7/90.7/90.7 | 98.7/83.2/83.2/83.2 |

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 Rampart Golem Shield +0 | 72/0/0/0/0 | 0/18 | C/E/-/-/-/- | 62.7/87.7/87.7/87.7/87.7 | 77.7/98.3/77.7/77.7 |

| | | | | | |
|--------------------------------|------------|------|-----------|---------------------|---------------------|
| Bleed Rampart Golem Shield +1 | 74/0/0/0/0 | 0/18 | C/E/-/-/- | 63.6/88.88/88/88 | 78.2/98.3/78.2/78.2 |
| Bleed Rampart Golem Shield +2 | 76/0/0/0/0 | 0/19 | C/E/-/-/- | 64.5/88.3/88.3/88.3 | 78.8/98.4/78.8/78.8 |
| Bleed Rampart Golem Shield +3 | 79/0/0/0/0 | 0/19 | C/E/-/-/- | 65.5/88.6/88.6/88.6 | 79.3/98.4/79.3/79.3 |
| Bleed Rampart Golem Shield +4 | 81/0/0/0/0 | 0/20 | C/E/-/-/- | 66.4/88.9/88.9/88.9 | 79.9/98.5/79.9/79.9 |
| Bleed Rampart Golem Shield +5 | 83/0/0/0/0 | 0/20 | C/E/-/-/- | 67.3/89.2/89.2/89.2 | 80.4/98.5/80.4/80.4 |
| Bleed Rampart Golem Shield +6 | 85/0/0/0/0 | 0/21 | C/E/-/-/- | 68.3/89.5/89.5/89.5 | 81/98.5/81/81 |
| Bleed Rampart Golem Shield +7 | 87/0/0/0/0 | 0/21 | C/E/-/-/- | 69.2/89.8/89.8/89.8 | 81.6/98.6/81.6/81.6 |
| Bleed Rampart Golem Shield +8 | 90/0/0/0/0 | 0/22 | C/E/-/-/- | 70.1/90.1/90.1/90.1 | 82.1/98.6/82.1/82.1 |
| Bleed Rampart Golem Shield +9 | 92/0/0/0/0 | 0/22 | C/E/-/-/- | 71/90.4/90.4/90.4 | 82.7/98.7/82.7/82.7 |
| Bleed Rampart Golem Shield +10 | 94/0/0/0/0 | 0/23 | C/E/-/-/- | 72/90.7/90.7/90.7 | 83.2/98.7/83.2/83.2 |

Key

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| 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> |

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| 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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