

Rampart Golem Shield

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

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

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

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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