

# 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	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

<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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