

Sanctum Shield

In-Game Description

A shield with a curious design.

One of the treasures of the Sunken King.

A mixture of mystical tree branch and sacred chime iron allows this shield to serve as a catalyst for miracles and sorceries.

Most of the miracles and sorceries created in the Sanctum City were lost, but the quality of their armor and shields suggests highly advanced craftsmanship.

Availability

After going through the door in Dragon's Sanctum that requires the Eternal Sanctum Key, go up the ladders. The shield is on the top floor in a metal chest.

General Information

Name	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
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	0/120/ 0/80/1 20 (Strike/ Spell)	0/0	100	10	100	6/7/18/ 18 -/-/C/- /C/C	85/70/ 85/70/ 70	30/30/ 60/60	40	30	2.0
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Notes

- One of two equipment that can be used to cast Sorceries, Miracles, and Hexes¹ (the other being the Black Witch's Staff).
- Enchanting Sanctum Shield with Magic Weapon/Great Magic Weapon/Crystal Magic Weapon increases its Magic Damage, which also increases the damage of Sorceries cast with it.
 - The same is true for Sunlight Blade: enchanting it increases its Lightning Damage, as well as the damage of Miracles cast with it.
 - The same is true for Dark Weapon/Resonant Weapon: enchanting it with either spell increases its Dark Damage, as well as the damage of Hexes cast with it.
- It uses more stamina to cast than other Spell Tools, probably due to casts counting as a "strong attack".
- Despite being classified as a 'small shield' it is actually closer to being a Spell Tool as it can only be infused with Lightning and Dark.

Upgrades

FoldUnfold Upgrades Basic Lightning Dark
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Basic

Standard upgrade path.
Requires:

- Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
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Sanctum Shield +0	0/120/0/80/120	-/-/C/-/C/C	85.0/70.0/85.0/70.0/70.0	30.0/30.0/60.0/60.0	40	-	-
Sanctum Shield +1	0/126/0/84/126	-/-/C/-/C/C	85.3/70.7/85.3/70.7/70.7	31.7/31.7/61.0/61.0	41	1x Titanite Shard	680
Sanctum Shield +2	0/132/0/88/132	-/-/C/-/C/C	85.7/71.5/85.7/71.5/71.5	33.5/33.5/62.0/62.0	41	2x Titanite Shard	850
Sanctum Shield +3	0/138/0/92/138	-/-/C/-/C/C	86.1/72.2/86.1/72.2/72.2	35.2/35.2/63.0/63.0	42	3x Titanite Shard	1,020
Sanctum Shield +4	0/144/0/96/144	-/-/C/-/C/C	86.3/73.0/86.3/73.0/73.0	37.0/37.0/64.0/64.0	43	1x Large Titanite Shard	1,350
Sanctum Shield +5	0/150/0/100/150	-/-/C/-/C/C	86.8/73.7/86.8/73.7/73.7	38.7/38.7/65.0/65.0	44	2x Large Titanite Shard	1,520
Sanctum Shield +6	0/156/0/104/156	-/-/C/-/C/C	87.2/74.5/87.2/74.5/74.5	40.5/40.5/66.0/66.0	44	3x Large Titanite Shard	1,690
Sanctum Shield +7	0/162/0/108/162	-/-/C/-/C/C	87.6/75.2/87.6/75.2/75.2	42.2/42.2/67.0/67.0	45	1x Titanite Chunk	2,030
Sanctum Shield +8	0/168/0/112/168	-/-/C/-/C/C	88.0/76.0/88.0/76.0/76.0	44.0/44.0/68.0/68.0	46	2x Titanite Chunk	2,200
Sanctum Shield +9	0/174/0/116/174	-/-/C/-/C/C	88.3/76.7/88.3/76.7/76.7	45.7/45.7/69.0/69.0	47	3x Titanite Chunk	2,370
Sanctum Shield +10	0/180/0/120/180	-/-/C/-/C/C	88.7/77.5/88.7/77.5/77.5	47.5/47.5/70.0/70.0	48	1x Titanite Slab	2,700

Infusions

Lightning

Reduces: Base damage, damage and aux effects reduction.

Adds/Increases: Base lightning damage, lightning damage reduction.

Requires:

- Boltstone

- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Sanctum Shield +0	0/101/0/104/101	-/-/C/-/C/C	83.7/68.7/83.7/80.0/68.7	28.7/28.7/58.7/58.7
Lightning Sanctum Shield +1	0/107/0/109/107	-/-/C/-/C/C	84.1/69.5/84.1/80.5/69.5	30.5/30.5/59.7/59.7
Lightning Sanctum Shield +2	0/112/0/114/112	-/-/C/-/C/C	84.5/70.3/84.5/81.0/70.3	32.3/32.3/60.8/60.8
Lightning Sanctum Shield +3	0/117/0/119/117	-/-/C/-/C/C	84.9/71.0/84.9/81.5/71.0	34.0/34.0/61.8/61.8
Lightning Sanctum Shield +4	0/122/0/124/122	-/-/C/-/C/C	85.3/71.8/85.3/82.0/71.8	35.8/35.8/62.8/62.8
Lightning Sanctum Shield +5	0/127/0/130/127	-/-/C/-/C/C	85.7/72.6/85.7/82.5/72.6	37.6/37.6/63.9/63.9
Lightning Sanctum Shield +6	0/132/0/135/132	-/-/C/-/C/C	86.1/73.4/86.1/83.0/73.4	39.4/39.4/64.9/64.9
Lightning Sanctum Shield +7	0/137/0/140/137	-/-/C/-/C/C	86.5/74.2/86.5/83.5/74.2	41.2/41.2/65.9/65.9
Lightning Sanctum Shield +8	0/142/0/145/142	-/-/C/-/C/C	87.0/75.0/87.0/84.0/75.0	43.0/43.0/67.0/67.0
Lightning Sanctum Shield +9	0/147/0/150/147	-/-/C/-/C/C	87.4/75.7/87.4/84.5/75.7	44.7/44.7/68.0/68.0
Lightning Sanctum Shield +10	0/153/0/156/153	-/-/C/-/C/C	87.8/76.5/87.8/85.0/76.5	46.5/46.5/69.0/69.0

Dark

Reduces: Base damage, damage and aux effects reduction.

Adds/Increases: Base dark damage, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Sanctum Shield +0	0/101/0/68/156	-/-/C/-/C/C	83.7/68.7/83.7/68.7/80.0	28.7/28.7/58.7/58.7
Dark Sanctum Shield +1	0/107/0/71/163	-/-/C/-/C/C	84.1/69.5/84.1/69.5/80.5	30.5/30.5/59.7/59.7

Dark Sanctum Shield +2	0/112/0/74/171	-/-/C/-/C/C	84.5/70.3/84.5/70.3/81.0	32.3/32.3/60.8/60.8
Dark Sanctum Shield +3	0/117/0/78/179	-/-/C/-/C/C	84.9/71.0/84.9/71.0/81.5	34.0/34.0/61.8/61.8
Dark Sanctum Shield +4	0/122/0/81/187	-/-/C/-/C/C	85.3/71.8/85.3/71.8/82.0	35.8/35.8/62.8/62.8
Dark Sanctum Shield +5	0/127/0/85/195	-/-/C/-/C/C	85.7/72.6/85.7/72.6/82.5	37.6/37.6/63.9/63.9
Dark Sanctum Shield +6	0/132/0/88/202	-/-/C/-/C/C	86.1/73.4/86.1/73.4/83.0	39.4/39.4/64.9/64.9
Dark Sanctum Shield +7	0/137/0/91/210	-/-/C/-/C/C	86.5/74.2/86.5/74.2/83.5	41.2/41.2/65.9/65.9
Dark Sanctum Shield +8	0/142/0/95/218	-/-/C/-/C/C	87.0/75.0/87.0/75.0/84.0	43.0/43.0/67.0/67.0
Dark Sanctum Shield +9	0/147/0/98/226	-/-/C/-/C/C	87.4/75.7/87.4/75.7/84.5	44.7/44.7/68.0/68.0
Dark Sanctum Shield +10	0/153/0/101/233	-/-/C/-/C/C	87.8/76.5/87.8/76.5/85.0	46.5/46.5/69.0/69.0

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>

Footnotes 1. Works for both staff and chime hexes

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