

# 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 Hexes<sup>1</sup> (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

<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>

Footnotes 1. Works for both staff and chime hexes

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