

Silverblack Shield

In-Game Description

A silver-black shield imbued with the power of dark.

The equipment of the wardens of the Undead Crypt are soaked in its darkness, and permeated by its power.

The grave wardens are said to know the name of every guest who rests in the crypt, no matter how long they have been with them.

Availability

Spear-and-shield wielding Grave Warden drop.

General Information

Image	Damag e	Counte r Streng th	Poise Damag e	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Aux Effects Aux Effects Reduct ion	Damag e Reduct ion	Stabilit y	Enchan table
	35/0/0/ 0/60 (Parry/S trike)	110	15	70	5.5	16/0/0/ 0 D/-/-/- /-	-/- 40/40/4 0/40	80/80/7 0/70/85	45	Yes

Notes

- When infused with either Poison or Bleed it will actually increase base physical and Dark damage rather than reduce it.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Silverblack Shield +0	35/0/0/0/60	D/-/-/-/-/C	80.0/80.0/70.0 /70.0/85.0	40.0/40.0/40.0 /40.0	45	N/A	N/A
Silverblack Shield +1	38/0/0/0/63	D/-/-/-/-/C	80.5/80.5/70.7 /70.7/85.3	41.5/41.5/41.5 /41.5	45	1x Titanite Shard	430
Silverblack Shield +2	42/0/0/0/66	D/-/-/-/-/C	81.0/81.0/71.5 /71.5/85.7	43.0/43.0/43.0 /43.0	46	2x Titanite Shard	540
Silverblack Shield +3	45/0/0/0/69	D/-/-/-/-/C	81.5/81.5/72.2 /72.2/86.1	44.5/44.5/44.5 /44.5	47	3x Titanite Shard	640
Silverblack Shield +4	49/0/0/0/72	D/-/-/-/-/C	82.0/82.0/73.0 /73.0/86.5	46.0/46.0/46.0 /46.0	48	1x Large Titanite Shard	850
Silverblack Shield +5	52/0/0/0/75	D/-/-/-/-/C	82.5/82.5/73.7 /73.7/86.8	47.5/47.5/47.5 /47.5	49	2x Large Titanite Shard	960
Silverblack Shield +6	56/0/0/0/78	D/-/-/-/-/C	83.0/83.0/74.5 /74.5/87.2	49.0/49.0/49.0 /49.0	49	3x Large Titanite Shard	1,070
Silverblack Shield +7	59/0/0/0/81	D/-/-/-/-/C	83.5/83.5/75.2 /75.2/87.6	50.5/50.5/50.5 /50.5	50	1x Titanite Chunk	1,280
Silverblack Shield +8	63/0/0/0/84	D/-/-/-/-/C	84.0/84.0/76.0 /76.0/88.0	52.0/52.0/52.0 /52.0	51	2x Titanite Chunk	1,390
Silverblack Shield +9	66/0/0/0/87	D/-/-/-/-/C	84.5/84.5/76.7 /76.7/88.3	53.5/53.5/53.5 /53.5	52	3x Titanite Chunk	1,490
Silverblack Shield +10	70/0/0/0/90	C/-/-/-/-/C	85.0/85.0/77.5 /77.5/88.7	55.0/55.0/55.0 /55.0	53	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 Silverblack Shield +0	31/7/0/0/54	0/0	D/-/C/-/-/C	79.1/86.6/69.1/69.1/84.1	39.1/39.1/39.1/39.1
Magic Silverblack Shield +1	34/8/0/0/56	0/0	D/-/C/-/-/C	79.6/87.0/69.9/69.9/84.5	40.6/40.6/40.6/40.6
Magic Silverblack Shield +2	37/8/0/0/59	0/0	D/-/C/-/-/C	80.2/87.3/70.7/70.7/84.9	42.2/42.2/42.2/42.2
Magic Silverblack Shield +3	40/9/0/0/62	0/0	D/-/C/-/-/C	80.7/87.6/71.4/71.4/85.3	43.7/43.7/43.7/43.7
Magic Silverblack Shield +4	44/9/0/0/64	0/0	D/-/C/-/-/C	81.2/88.0/72.2/72.2/85.7	45.2/45.2/45.2/45.2
Magic Silverblack Shield +5	47/9/0/0/67	0/0	D/-/C/-/-/C	81.7/88.3/73.0/73.0/86.1	46.7/46.7/46.7/46.7
Magic Silverblack Shield +6	50/10/0/0/70	0/0	D/-/C/-/-/C	82.2/88.6/73.7/73.7/86.5	48.2/48.2/48.2/48.2
Magic Silverblack Shield +7	53/10/0/0/72	0/0	D/-/C/-/-/C	82.8/89.0/74.5/74.5/86.9	49.8/49.8/49.8/49.8
Magic Silverblack Shield +8	56/11/0/0/75	0/0	D/-/C/-/-/C	83.3/89.3/75.3/75.3/87.3	51.3/51.3/51.3/51.3
Magic Silverblack Shield +9	59/11/0/0/78	0/0	D/-/C/-/-/C	83.8/89.6/76.1/76.1/87.7	52.8/52.8/52.8/52.8
Magic Silverblack Shield +10	63/11/0/0/81	0/0	D/-/C/-/-/C	84.3/90.0/76.8/76.8/88.1	54.3/54.3/54.3/54.3

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 Silverblack Shield +0	31/0/7/0/54	0/0	D/-/-/C/-/C	79.1/79.1/76.6/69.1/84.1	39.1/39.1/39.1/39.1
Fire Silverblack Shield +1	34/0/8/0/56	0/0	D/-/-/C/-/C	79.6/79.6/77.2/69.9/84.5	40.6/40.6/40.6/40.6
Fire Silverblack Shield +2	37/0/8/0/59	0/0	D/-/-/C/-/C	80.2/80.2/77.8/70.7/84.9	42.2/42.2/42.2/42.2
Fire Silverblack Shield +3	40/0/9/0/62	0/0	D/-/-/C/-/C	80.7/80.7/78.4/71.4/85.3	43.7/43.7/43.7/43.7
Fire Silverblack Shield +4	44/0/9/0/64	0/0	D/-/-/C/-/C	81.2/81.2/79.0/72.2/85.7	45.2/45.2/45.2/45.2
Fire Silverblack Shield +5	47/0/9/0/67	0/0	D/-/-/C/-/C	81.7/81.7/79.5/73.0/86.1	46.7/46.7/46.7/46.7
Fire Silverblack Shield +6	50/0/10/0/70	0/0	D/-/-/C/-/C	82.2/82.2/80.1/73.7/86.5	48.2/48.2/48.2/48.2
Fire Silverblack Shield +7	53/0/10/0/72	0/0	D/-/-/C/-/C	82.8/82.8/80.7/74.5/86.9	49.8/49.8/49.8/49.8
Fire Silverblack Shield +8	56/0/11/0/75	0/0	D/-/-/C/-/C	83.3/83.3/81.3/75.3/87.3	51.3/51.3/51.3/51.3
Fire Silverblack Shield +9	59/0/11/0/78	0/0	D/-/-/C/-/C	83.8/83.8/81.9/76.1/87.7	52.8/52.8/52.8/52.8
Fire Silverblack Shield +10	63/0/11/0/81	0/0	D/-/-/C/-/C	84.3/84.3/82.5/76.8/88.1	54.3/54.3/54.3/54.3

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 Silverblack Shield +0	31/0/0/7/54	0/0	D/-/-/-/C/C	79.1/79.1/69.1/76.6/84.1	39.1/39.1/39.1/39.1
Lightning Silverblack Shield +1	34/0/0/8/56	0/0	D/-/-/-/C/C	79.6/79.6/69.9/77.2/84.5	40.6/40.6/40.6/40.6
Lightning Silverblack Shield +2	37/0/0/8/59	0/0	D/-/-/-/C/C	80.2/80.2/70.7/77.8/84.9	42.2/42.2/42.2/42.2
Lightning Silverblack Shield +3	40/0/0/9/62	0/0	D/-/-/-/C/C	80.7/80.7/71.4/78.4/85.3	43.7/43.7/43.7/43.7
Lightning Silverblack Shield +4	44/0/0/9/64	0/0	D/-/-/-/C/C	81.2/81.2/72.2/79.0/85.7	45.2/45.2/45.2/45.2
Lightning Silverblack Shield +5	47/0/0/9/67	0/0	D/-/-/-/C/C	81.7/81.7/73.0/79.5/86.1	46.7/46.7/46.7/46.7
Lightning Silverblack Shield +6	50/0/0/10/70	0/0	D/-/-/-/C/C	82.2/82.2/73.7/80.1/86.5	48.2/48.2/48.2/48.2
Lightning Silverblack Shield +7	53/0/0/10/72	0/0	D/-/-/-/C/C	82.8/82.8/74.5/80.7/86.9	49.8/49.8/49.8/49.8
Lightning Silverblack Shield +8	56/0/0/11/75	0/0	D/-/-/-/C/C	83.3/83.3/75.3/81.3/87.3	51.3/51.3/51.3/51.3
Lightning Silverblack Shield +9	59/0/0/11/78	0/0	D/-/-/-/C/C	83.8/83.8/76.1/81.9/87.7	52.8/52.8/52.8/52.8
Lightning Silverblack Shield +10	63/0/0/11/81	0/0	D/-/-/-/C/C	84.3/84.3/76.8/82.5/88.1	54.3/54.3/54.3/54.3

Dark

Reduces: Base physical 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 Silverblack Shield +0	31/0/0/7/54	0/0	D/-/-/-/C	79.1/79.1/69.1/76.6/84.1	39.1/39.1/39.1/39.1
Dark Silverblack Shield +1	34/0/0/0/69	0/0	D/-/-/-/C	80.0/80.0/70.3/70.3/88.6	41.0/41.0/41.0/41.0
Dark Silverblack Shield +2	37/0/0/0/72	0/0	D/-/-/-/C	80.6/80.6/71.1/71.1/88.9	42.6/42.6/42.6/42.6
Dark Silverblack Shield +3	40/0/0/0/75	0/0	D/-/-/-/C	81.1/81.1/71.8/71.8/89.2	44.1/44.1/44.1/44.1
Dark Silverblack Shield +4	44/0/0/0/79	0/0	D/-/-/-/C	81.6/81.6/72.6/72.6/89.5	45.6/45.6/45.6/45.6
Dark Silverblack Shield +5	47/0/0/0/82	0/0	D/-/-/-/C	82.1/82.1/73.3/73.3/89.7	47.1/47.1/47.1/47.1
Dark Silverblack Shield +6	50/0/0/0/85	0/0	D/-/-/-/C	82.6/82.6/74.1/74.1/90.0	48.6/48.6/48.6/48.6
Dark Silverblack Shield +7	53/0/0/0/89	0/0	D/-/-/-/C	83.1/83.1/74.9/74.9/90.3	50.1/50.1/50.1/50.1
Dark Silverblack Shield +8	56/0/0/0/92	0/0	D/-/-/-/C	83.6/83.6/75.6/75.6/90.6	51.6/51.6/51.6/51.6
Dark Silverblack Shield +9	59/0/0/0/95	0/0	D/-/-/-/C	84.1/84.1/76.4/76.4/90.9	53.1/53.1/53.1/53.1
Dark Silverblack Shield +10	63/0/0/0/99	0/0	D/-/-/-/C	84.6/84.6/77.1/77.1/91.2	54.6/54.6/54.6/54.6

Poison

Reduces: 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 Silverblack Shield +0	37/0/0/0/64	1/0	D/-/-/-/C	79.1/79.1/69.1/69.1/84.1	46.6/39.1/39.1/39.1
Poison Silverblack Shield +1	41/0/0/0/68	1/0	D/-/-/-/C	79.6/79.6/69.9/69.9/84.5	48.0/40.6/40.6/40.6
Poison Silverblack Shield +2	45/0/0/0/71	2/0	D/-/-/-/C	80.2/80.2/70.7/70.7/84.9	49.3/42.2/42.2/42.2
Poison Silverblack Shield +3	49/0/0/0/74	2/0	D/-/-/-/B	80.7/80.7/71.4/71.4/85.3	50.6/43.7/43.7/43.7
Poison Silverblack Shield +4	52/0/0/0/77	2/0	D/-/-/-/B	81.2/81.2/72.2/72.2/85.7	52.0/45.2/45.2/45.2
Poison Silverblack Shield +5	56/0/0/0/81	2/0	D/-/-/-/B	81.7/81.7/73.0/73.0/86.1	53.3/46.7/46.7/46.7
Poison Silverblack Shield +6	60/0/0/0/84	2/0	D/-/-/-/B	82.2/82.2/73.7/73.7/86.5	54.6/48.2/48.2/48.2
Poison Silverblack Shield +7	64/0/0/0/87	2/0	D/-/-/-/B	82.8/82.8/74.5/74.5/86.9	56.0/49.8/49.8/49.8
Poison Silverblack Shield +8	68/0/0/0/90	3/0	D/-/-/-/B	83.3/83.3/75.3/75.3/87.3	57.3/51.3/51.3/51.3
Poison Silverblack Shield +9	71/0/0/0/93	3/0	D/-/-/-/B	83.8/83.8/76.1/76.1/87.7	58.6/52.8/52.8/52.8
Poison Silverblack Shield +10	79/0/0/0/97	3/0	D/-/-/-/B	84.3/84.3/76.8/76.8/88.1	60.0/54.3/54.3/54.3

Bleed

Reduces: 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 Silverblack Shield +0	37/0/0/0/64	0/1	D/-/-/-/C	79.1/79.1/69.1/69.1/84.1	39.1/46.6/39.1/39.1
Bleed Silverblack Shield +1	41/0/0/0/68	0/1	D/-/-/-/C	79.6/79.6/69.9/69.9/84.5	40.6/48.0/40.6/40.6
Bleed Silverblack Shield +2	45/0/0/0/59	0/2	D/-/-/-/C	80.2/80.2/70.7/70.7/84.9	42.2/49.3/42.2/42.2
Bleed Silverblack Shield +3	49/0/0/0/74	0/2	D/-/-/-/B	80.7/80.7/71.4/71.4/85.3	43.7/50.6/43.7/43.7
Bleed Silverblack Shield +4	52/0/0/0/77	0/2	D/-/-/-/B	81.2/81.2/72.2/72.2/85.7	45.2/52.0/45.2/45.2
Bleed Silverblack Shield +5	56/0/0/0/81	0/2	D/-/-/-/B	81.7/81.7/73.0/73.0/86.1	46.7/53.3/46.7/46.7
Bleed Silverblack Shield +6	60/0/0/0/84	0/2	D/-/-/-/B	82.2/82.2/73.7/73.7/86.5	48.2/54.6/48.2/48.2
Bleed Silverblack Shield +7	64/0/0/0/87	0/2	D/-/-/-/B	82.8/82.8/74.5/74.5/86.9	49.8/56.0/49.8/49.8
Bleed Silverblack Shield +8	68/0/0/0/90	0/3	D/-/-/-/B	83.3/83.3/75.3/75.3/87.3	51.3/57.3/51.3/51.3
Bleed Silverblack Shield +9	71/0/0/0/93	0/3	D/-/-/-/B	83.8/83.8/76.1/76.1/87.7	52.8/58.6/52.8/52.8
Bleed Silverblack Shield +10	75/0/0/0/97	0/3	D/-/-/-/B	84.3/84.3/76.8/76.8/88.1	54.3/60.0/54.3/54.3

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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