

# Slumbering Dragon Shield


## In-Game Description

*Shield of the Archdrake sect of Lindelt.  
Represents a slumbering dragon,  
and is intended for use in covert rituals.*

*The fools who woke the slumbering dragon  
earned not only its ire, but also the  
destruction of an entire country.*

*The survivors buried their wrongdoings in  
the past, and in a show of terrible conceit,  
attempted to make amends by carrying on  
the knowledge of the wasted land.*

*Effect: stamina recovery*

## Availability

Lindelt Cleric drop.

## General Information

Name	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
	40/0/0/ 50/0	110	15	60	4.5	14/-/-/  -/-/-/B/-	-/  65/65/6 5/65	45/60/6 0/85/60	45	Yes

Increases stamina recovery rate by approximately 5%.

# 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
Slumbering Dragon Shield +0	40/0/0/50/0	-/-/-/B/-	45/60/60/85/60	65/65/65/65	45	-	-
Slumbering Dragon Shield +1	44/0/0/52/0	-/-/-/B/-	46.3/61/61/85.3/61	65.8/65.8/65.8/65.8	45	1x Titanite Shard	430
Slumbering Dragon Shield +2	48/0/0/55/0	-/-/-/B/-	47.7/62/62/85.7/62	66.7/66.7/66.7/66.7	46	2x Titanite Shard	540
Slumbering Dragon Shield +3	52/0/0/57/0	-/-/-/B/-	49.1/63/63/86.1/63	67.6/67.6/67.6/67.6	47	3x Titanite Shard	640
Slumbering Dragon Shield +4	56/0/0/60/0	-/-/-/B/-	50.5/64/64/86.5/64	68.5/68.5/68.5/68.5	48	1x Large Titanite Shard	850
Slumbering Dragon Shield +5	60/0/0/62/0	-/-/-/B/-	51.8/65/65/86.8/65	69.3/69.3/69.3/69.3	49	2x Large Titanite Shard	960
Slumbering Dragon Shield +6	64/0/0/65/0	-/-/-/B/-	53.2/66/66/87.2/66	70.2/70.2/70.2/70.2	49	3x Large Titanite Shard	1,070
Slumbering Dragon Shield +7	68/0/0/67/0	-/-/-/B/-	54.6/67/67/87.6/67	71.1/71.1/71.1/71.1	50	1x Titanite Chunk	1,280
Slumbering Dragon Shield +8	72/0/0/70/0	-/-/-/B/-	56/68/68/88/68	72/72/72/72	51	2x Titanite Chunk	1,390

Slumbering Dragon Shield +9	76/0/0/72/0	-/-/-/B/-	57.3/69/69/88.3/69	72.8/72.8/72.8/72.8	52	3x Titanite Chunk	1,490
Slumbering Dragon Shield +10	80/0/0/75/0	-/-/-/A/-	58.7/70/70/88.7/70	73.7/73.7/73.7/73.7	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 Slumbering Dragon Shield +0	32/8/0/40/0	0/0	-/-/C/-/A/-	44.1/66.6/59.1/84.1/59.1	64.1/64.1/64.1/64.1
Magic Slumbering Dragon Shield +1	35/9/0/42/0	0/0	-/-/C/-/A/-	45.5/67.5/60.1/84.5/60.1	65/65/65/65
Magic Slumbering Dragon Shield +2	38/9/0/44/0	0/0	-/-/C/-/A/-	46.9/68.3/61.2/84.9/61.2	65.9/65.9/65.9/65.9
Magic Slumbering Dragon Shield +3	42/10/0/46/0	0/0	-/-/C/-/A/-	48.3/69.1/62.2/85.3/62.2	66.8/66.8/66.8/66.8
Magic Slumbering Dragon Shield +4	45/10/0/48/0	0/0	-/-/C/-/A/-	49.7/70/63.2/85.7/63.2	67.7/67.7/67.7/67.7
Magic Slumbering Dragon Shield +5	48/11/0/50/0	0/0	-/-/C/-/A/-	51.1/70.8/64.2/86.1/64.2	68.6/68.6/68.6/68.6
Magic Slumbering Dragon Shield +6	51/11/0/52/0	0/0	-/-/C/-/A/-	52.5/71.6/65.2/86.5/65.2	69.5/69.5/69.5/69.5

Magic Slumbering Dragon Shield +7	55/12/0/54/0	0/0	-/-/C/-/A/-	53.9/72.5/66.3/86.9/66.3	70.4/70.4/70.4/70.4
Magic Slumbering Dragon Shield +8	58/12/0/56/0	0/0	-/-/C/-/A/-	55.3/73.3/67.3/87.3/67.3	71.3/71.3/71.3/71.3
Magic Slumbering Dragon Shield +9	61/13/0/58/0	0/0	-/-/C/-/A/-	56.7/74.1/68.3/87.7/68.3	72.2/72.2/72.2/72.2
Magic Slumbering Dragon Shield +10	64/13/0/60/0	0/0	-/-/B/-/A/-	58.1/75/69.3/88.1/69.3	73.1/73.1/73.1/73.1

## 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 Slumbering Dragon Shield +0	32/0/8/40/0	0/0	-/-/-/C/A/-	44.1/59.1/66.6/84.1/59.1	64.1/64.1/64.1/64.1
Fire Slumbering Dragon Shield +1	35/0/9/42/0	0/0	-/-/-/C/A/-	45.5/60.1/67.5/84.5/60.1	65/65/65/65
Fire Slumbering Dragon Shield +2	38/0/9/44/0	0/0	-/-/-/C/A/-	46.9/61.2/68.3/84.9/61.2	65.9/65.9/65.9/65.9
Fire Slumbering Dragon Shield +3	42/0/10/46/0	0/0	-/-/-/C/A/-	48.3/62.2/69.1/85.3/62.2	66.8/66.8/66.8/66.8
Fire Slumbering Dragon Shield +4	45/0/10/48/0	0/0	-/-/-/C/A/-	49.7/63.2/70/85.7/63.2	67.7/67.7/67.7/67.7
Fire Slumbering Dragon Shield +5	48/0/11/50/0	0/0	-/-/-/C/A/-	51.1/64.2/70.8/86.1/64.2	68.6/68.6/68.6/68.6
Fire Slumbering Dragon Shield +6	51/0/11/52/0	0/0	-/-/-/C/A/-	52.5/65.2/71.6/86.5/65.2	69.5/69.5/69.5/69.5
Fire Slumbering Dragon Shield +7	55/0/12/54/0	0/0	-/-/-/C/A/-	53.9/66.3/72.5/86.9/66.3	70.4/70.4/70.4/70.4
Fire Slumbering Dragon Shield +8	58/0/12/56/0	0/0	-/-/-/C/A/-	55.3/67.3/73.3/87.3/67.3	71.3/71.3/71.3/71.3

Fire Slumbering Dragon Shield +9	61/0/13/58/0	0/0	-/-/-C/A/-	56.7/68.3/74.1/87.7/68.3	72.2/72.2/72.2/72.2
Fire Slumbering Dragon Shield +10	64/0/13/60/0	0/0	-/-/-B/A/-	58.1/69.3/75/88.1/69.3	73.1/73.1/73.1/73.1

## 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 Slumbering Dragon Shield +0	32/0/0/49/0	0/0	-/-/-/A/-	44.5/59.5/59.5/88.3/59.5	64.5/64.5/64.5/64.5
Lightning Slumbering Dragon Shield +1	35/0/0/51/0	0/0	-/-/-/A/-	45.9/60.5/60.5/88.6/60.5	65.4/65.4/65.4/65.4
Lightning Slumbering Dragon Shield +2	38/0/0/54/0	0/0	-/-/-/A/-	47.3/61.6/61.6/88.9/61.6	66.3/66.3/66.3/66.3
Lightning Slumbering Dragon Shield +3	42/0/0/56/0	0/0	-/-/-/A/-	48.7/62.6/62.6/89.2/62.6	67.2/67.2/67.2/67.2
Lightning Slumbering Dragon Shield +4	45/0/0/59/0	0/0	-/-/-/A/-	50.1/63.6/63.6/89.5/63.6	68.1/68.1/68.1/68.1
Lightning Slumbering Dragon Shield +5	48/0/0/61/0	0/0	-/-/-/A/-	51.5/64.6/64.6/89.7/64.6	69/69/69/69
Lightning Slumbering Dragon Shield +6	51/0/0/64/0	0/0	-/-/-/A/-	52.8/65.6/65.6/90/65.6	69.8/69.8/69.8/69.8
Lightning Slumbering Dragon Shield +7	55/0/0/66/0	0/0	-/-/-/A/-	54.2/66.6/66.6/90.3/66.6	70.7/70.7/70.7/70.7
Lightning Slumbering Dragon Shield +8	58/0/0/69/0	0/0	-/-/-/A/-	55.6/67.6/67.6/90.6/67.6	71.6/71.6/71.6/71.6

Lightning Slumbering Dragon Shield +9	61/0/0/71/0	0/0	-/-/-/A/-	57/68.6/68.6/90.9/68.6	72.5/72.5/72.5/72.5
Lightning Slumbering Dragon Shield +10	64/0/0/74/0	0/0	-/-/-/A/-	58.4/69.6/69.6/91.2/69.6	73.4/73.4/73.4/73.4

## 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 Slumbering Dragon Shield +0	32/0/0/40/8	0/0	-/-/-/A/E	44.1/59.1/59.1/84.1/66.6	64.1/64.1/64.1/64.1
Dark Slumbering Dragon Shield +1	35/0/0/42/9	0/0	-/-/-/A/E	45.5/60.1/60.1/84.5/67.5	65/65/65/65
Dark Slumbering Dragon Shield +2	38/0/0/44/9	0/0	-/-/-/A/E	46.9/61.2/61.2/84.9/68.3	65.9/65.9/65.9/65.9
Dark Slumbering Dragon Shield +3	42/0/0/46/10	0/0	-/-/-/A/E	48.3/62.2/62.2/85.3/69.1	66.8/66.8/66.8/66.8
Dark Slumbering Dragon Shield +4	45/0/0/48/10	0/0	-/-/-/A/E	49.7/63.2/63.2/85.7/70	67.7/67.7/67.7/67.7
Dark Slumbering Dragon Shield +5	48/0/0/50/11	0/0	-/-/-/A/E	51.1/64.2/64.2/86.1/70.8	68.6/68.6/68.6/68.6
Dark Slumbering Dragon Shield +6	51/0/0/52/11	0/0	-/-/-/A/E	52.5/65.2/65.2/86.5/71.6	69.5/69.5/69.5/69.5
Dark Slumbering Dragon Shield +7	55/0/0/54/12	0/0	-/-/-/A/E	53.9/66.3/66.3/86.9/72.5	70.4/70.4/70.4/70.4
Dark Slumbering Dragon Shield +8	58/0/0/56/12	0/0	-/-/-/A/E	55.3/67.3/67.3/87.3/73.3	71.3/71.3/71.3/71.3
Dark Slumbering Dragon Shield +9	61/0/0/58/13	0/0	-/-/-/A/E	56.7/68.3/68.3/87.7/74.1	72.2/72.2/72.2/72.2
Dark Slumbering Dragon Shield +10	64/0/0/60/13	0/0	-/-/-/A/E	58.1/69.3/69.3/88.1/75	73.1/73.1/73.1/73.1

# 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 Slumbering Dragon Shield +0	34/0/0/43/0	5/0	-/-/-/S/-	42.7/57.7/57.7/82.7/57.7	83.3/62.7/62.7/62.7
Poison Slumbering Dragon Shield +1	38/0/0/45/0	5/0	-/-/-/S/-	44.1/58.7/58.7/83.1/58.7	83.7/63.6/63.6/63.6
Poison Slumbering Dragon Shield +2	41/0/0/47/0	6/0	-/-/-/S/-	45.5/59.8/59.8/83.5/59.8	84.1/64.5/64.5/64.5
Poison Slumbering Dragon Shield +3	45/0/0/50/0	6/0	-/-/-/S/-	47/60.8/60.8/84/60.8	84.5/65.5/65.5/65.5
Poison Slumbering Dragon Shield +4	48/0/0/52/0	7/0	-/-/-/S/-	48.4/61.9/61.9/84.4/61.9	85/66.4/66.4/66.4
Poison Slumbering Dragon Shield +5	52/0/0/54/0	7/0	-/-/-/S/-	49.8/62.9/62.9/84.8/62.9	85.4/67.3/67.3/67.3
Poison Slumbering Dragon Shield +6	55/0/0/56/0	8/0	-/-/-/S/-	51.3/64/64/85.3/64	85.8/68.3/68.3/68.3
Poison Slumbering Dragon Shield +7	59/0/0/58/0	8/0	-/-/-/S/-	52.7/65.1/65.1/85.7/65.1	86.2/69.2/69.2/69.2
Poison Slumbering Dragon Shield +8	62/0/0/60/0	9/0	-/-/-/S/-	54.1/66.1/66.1/86.1/66.1	86.6/70.1/70.1/70.1
Poison Slumbering Dragon Shield +9	66/0/0/63/0	10/0	-/-/-/S/-	55.5/67.2/67.2/86.5/67.2	87/71/71/71

Poison Slumbering Dragon Shield +10	69/0/0/65/0	10/0	-/-/-/S/-	57/68.2/68.2/87/ 68.2	87.5/72/72/72
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# 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 Slumbering Dragon Shield +0	34/0/0/43/0	0/5	-/-/-/S/-	42.7/57.7/57.7/8 2.7/57.7	62.7/83.3/62.7/6 2.7
Bleed Slumbering Dragon Shield +1	38/0/0/45/0	0/5	-/-/-/S/-	44.1/58.7/58.7/8 3.1/58.7	63.6/83.7/63.6/6 3.6
Bleed Slumbering Dragon Shield +2	41/0/0/47/0	0/6	-/-/-/S/-	45.5/59.8/59.8/8 3.5/59.8	64.5/84.1/64.5/6 4.5
Bleed Slumbering Dragon Shield +3	45/0/0/50/0	0/6	-/-/-/S/-	47/60.8/60.8/84/ 60.8	65.5/84.5/65.5/6 5.5
Bleed Slumbering Dragon Shield +4	48/0/0/52/0	0/7	-/-/-/S/-	48.4/61.9/61.9/8 4.4/61.9	66.4/85/66.4/66. 4
Bleed Slumbering Dragon Shield +5	52/0/0/54/0	0/7	-/-/-/S/-	49.8/62.9/62.9/8 4.8/62.9	67.3/85.4/67.3/6 7.3
Bleed Slumbering Dragon Shield +6	55/0/0/56/0	0/8	-/-/-/S/-	51.3/64/64/85.3/ 64	68.3/85.8/68.3/6 8.3
Bleed Slumbering Dragon Shield +7	59/0/0/58/0	0/8	-/-/-/S/-	52.7/65.1/65.1/8 5.7/65.1	69.2/86.2/69.2/6 9.2
Bleed Slumbering Dragon Shield +8	62/0/0/60/0	0/9	-/-/-/S/-	54.1/66.1/66.1/8 6.1/66.1	70.1/86.6/70.1/7 0.1
Bleed Slumbering Dragon Shield +9	66/0/0/63/0	0/10	-/-/-/S/-	55.5/67.2/67.2/8 6.5/67.2	71/87/71/71
Bleed Slumbering Dragon Shield +10	69/0/0/65/0	0/10	-/-/-/S/-	57/68.2/68.2/87/ 68.2	72/87.5/72/72

# 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>

Revision #1  
Created 17 December 2024 08:02:55 by jade  
Updated 17 December 2024 08:02:55 by jade