

Tower Shield

In-Game Description

A metal greatshield.

Very heavy, and requiring great strength to handle, but provides excellent defense.

One requires strength to handle a greatshield, but they are very stable. In battle, one fights using shield bash instead of parrying.

Availability

Dark Souls II

- In a chest next to Blue Sentinel Targray in the Cathedral of Blue
- Washing Pole Phantom drop - very rare

Scholar of the First Sin

- In a chest next to Blue Sentinel Targray in the Cathedral of Blue

General Information

Name	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
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	150/0/0 /0/0	0/0	120	35	30/0/0/ 0	100/40/ 75/50/4 0	45/45/4 5/45	70	90	13
	(Strike)				D/-/-/-/ /-					

Upgrades

FoldUnfold Upgrades Availability Dark Souls II Scholar of the First Sin Basic Magic Fire Lightning Dark Poison Bleed
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Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux. Effects Reduction	Stability	Materials Cost	Souls Cost
Tower Shield +0	150/0/0/0/0	D/-/-/-/-	100/40/75/50/40	45/45/45/45	70	-	-
Tower Shield +1	165/0/0/0/0	D/-/-/-/-	100/41.5/75.6/51.2/41.5	46.3/46.3/46.3/46.3	70	1x Titanite Shard	550
Tower Shield +2	180/0/0/0/0	D/-/-/-/-	100/43/76.2/52.5/43	47.7/47.7/47.7/47.7	71	2x Titanite Shard	690
Tower Shield +3	195/0/0/0/0	D/-/-/-/-	100/44.5/76.8/53.7/44.5	49.1/49.1/49.1/49.1	72	3x Titanite Shard	830
Tower Shield +4	210/0/0/0/0	D/-/-/-/-	100/46/77.5/55/46	50.5/50.5/50.5/50.5	73	1x Large Titanite Shard	1,100
Tower Shield +5	225/0/0/0/0	D/-/-/-/-	100/47.5/78.1/56.2/47.5	51.8/51.8/51.8/51.8	74	2x Large Titanite Shard	1,240
Tower Shield +6	240/0/0/0/0	D/-/-/-/-	100/49/78.7/57.5/49	53.2/53.2/53.2/53.2	74	3x Large Titanite Shard	1,380
Tower Shield +7	255/0/0/0/0	D/-/-/-/-	100/50.5/79.3/58.7/50.5	54.6/54.6/54.6/54.6	75	1x Titanite Chunk	1,650
Tower Shield +8	270/0/0/0/0	D/-/-/-/-	100/52/80/60/52	56/56/56/56	76	2x Titanite Chunk	1,790
Tower Shield +9	285/0/0/0/0	D/-/-/-/-	100/53.5/80.6/61.2/53.5	57.3/57.3/57.3/57.3	77	3x Titanite Chunk	1,930

Tower Shield +10	300/0/0/0/0	C/-/-/-/-	100/55/81.2 /62.5/55	58.7/58,7/5 8.7/58.7	78	1x Titanite Slab	2,200
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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 Tower Shield +0	94/115/0/0/0	0/0	D/-/C/-/-/-	97.7/58.3/72.7/4 7.7/37.7	42.7/42.7/42.7/4 2.7
Magic Tower Shield +1	103/127/0/0/0	0/0	D/-/C/-/-/-	97.7/59.3/73.3/4 9/39.2	44.1/44.1/44.1/4 4.1
Magic Tower Shield +2	113/138/0/0/0	0/0	D/-/C/-/-/-	97.8/60.4/74/50. 3/40.8	45.5/45.5/45.5/4 5.5
Magic Tower Shield +3	122/150/0/0/0	0/0	D/-/B/-/-/-	97.8/61.4/74.7/5 1.6/42.3	47/47/47/47
Magic Tower Shield +4	132/161/0/0/0	0/0	D/-/B/-/-/-	97.9/62.5/75.4/5 2.9/43.9	48.4/48.4/48.4/4 8.4
Magic Tower Shield +5	141/173/0/0/0	0/0	D/-/B/-/-/-	97.9/63.5/76.1/5 4.2/45.4	49.8/49.8/49.8/4 9.8
Magic Tower Shield +6	151/184/0/0/0	0/0	D/-/B/-/-/-	98/64.5/76.8/55. 5/47	51.3/51.3/51.3/5 1.3
Magic Tower Shield +7	160/196/0/0/0	0/0	D/-/B/-/-/-	98.1/65.6/77.4/5 6.8/48.6	52.7/52.7/52.7/5 2.7
Magic Tower Shield +8	170/207/0/0/0	0/0	D/-/B/-/-/-	98.1/66.6/78.1/5 8.1/50.1	54.1/54.1/54.1/5 4.1
Magic Tower Shield +9	179/219/0/0/0	0/0	D/-/B/-/-/-	98.2/67.7/78.8/5 9.4/51.7	55.5/55.5/55.5/5 5.5
Magic Tower Shield +10	189/231/0/0/0	0/0	D/-/B/-/-/-	98.2/68.7/79.5/6 0.7/53.2	57/57/57/57

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 Tower Shield +0	94/0/115/0/0	0/0	D/-/-C/-/-	97.7/37.7/93.3/47.7/37.7	42.7/42.7/42.7/42.7
Fire Tower Shield +1	103/0/127/0/0	0/0	D/-/-C/-/-	97.7/39.2/93.5/49/39.2	44.1/44.1/44.1/44.1
Fire Tower Shield +2	113/0/138/0/0	0/0	D/-/-C/-/-	97.8/40.8/93.6/50.3/40.8	45.5/45.5/45.5/45.5
Fire Tower Shield +3	122/0/150/0/0	0/0	D/-/-B/-/-	97.8/42.3/93.8/51.6/42.3	47/47/47/47
Fire Tower Shield +4	132/0/161/0/0	0/0	D/-/-B/-/-	97.9/43.9/94/52.9/43.9	48.4/48.4/48.4/48.4
Fire Tower Shield +5	141/0/173/0/0	0/0	D/-/-B/-/-	97.9/45.4/94.1/54.2/45.4	49.8/49.8/49.8/49.8
Fire Tower Shield +6	151/0/184/0/0	0/0	D/-/-B/-/-	98/47/94.3/55.5/47	51.3/51.3/51.3/51.3
Fire Tower Shield +7	160/0/196/0/0	0/0	D/-/-B/-/-	98.1/48.6/94.5/56.8/48.6	52.7/52.7/52.7/52.7
Fire Tower Shield +8	170/0/207/0/0	0/0	D/-/-B/-/-	98.1/50.1/94.6/58.1/50.1	54.1/54.1/54.1/54.1
Fire Tower Shield +9	179/0/219/0/0	0/0	D/-/-B/-/-	98.2/51.7/94.8/59.4/51.7	55.5/55.5/55.5/55.5
Fire Tower Shield +10	189/0/231/0/0	0/0	D/-/-B/-/-	98.2/53.2/95/60.7/53.2	57/57/57/57

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 Tower Shield +0	94/0/0/115/0	0/0	D/-/-/-/C/-	97.7/37.7/72.7/68.3/37.7	42.7/42.7/42.7/42.7
Lightning Tower Shield +1	103/0/0/127/0	0/0	D/-/-/-/C/-	97.7/39.2/73.3/69.1/39.2	44.1/44.1/44.1/44.1
Lightning Tower Shield +2	113/0/0/138/0	0/0	D/-/-/-/C/-	97.8/40.8/74/69.9/40.8	45.5/45.5/45.5/45.5
Lightning Tower Shield +3	122/0/0/150/0	0/0	D/-/-/-/B/-	97.8/42.3/74.7/70.7/42.3	47/47/47/47
Lightning Tower Shield +4	132/0/0/161/0	0/0	D/-/-/-/B/-	97.9/43.9/75.4/71.5/43.9	48.4/48.4/48.4/48.4
Lightning Tower Shield +5	141/0/0/173/0	0/0	D/-/-/-/B/-	97.9/45.4/76.1/72.2/45.4	49.8/49.8/49.8/49.8
Lightning Tower Shield +6	151/0/0/184/0	0/0	D/-/-/-/B/-	98/47/76.8/73/47	51.3/51.3/51.3/51.3
Lightning Tower Shield +7	160/0/0/196/0	0/0	D/-/-/-/B/-	98.1/48.6/77.4/73.8/48.6	52.7/52.7/52.7/52.7
Lightning Tower Shield +8	170/0/0/207/0	0/0	D/-/-/-/B/-	98.1/50.1/78.1/74.6/50.1	54.1/54.1/54.1/54.1
Lightning Tower Shield +9	179/0/0/219/0	0/0	D/-/-/-/B/-	98.2/51.7/78.8/75.4/51.7	55.5/55.5/55.5/55.5
Lightning Tower Shield +10	189/0/0/231/0	0/0	D/-/-/-/B/-	98.2/53.2/79.5/76.2/53.2	57/57/57/57

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 Tower Shield +0	94/0/0/0/115	0/0	D/-/-/-/-/C	97.7/37.7/72.7/47.7/58.3	42.7/42.7/42.7/42.7
Dark Tower Shield +1	103/0/0/0/127	0/0	D/-/-/-/-/C	97.7/39.2/73.3/49/59.3	44.1/44.1/44.1/44.1

Dark Tower Shield +2	113/0/0/0/138	0/0	D/-/-/-/-/C	97.8/40.8/74/50.3/60.4	45.5/45.5/45.5/45.5
Dark Tower Shield +3	122/0/0/0/150	0/0	D/-/-/-/-/B	97.8/42.3/74.7/51.6/61.4	47/47/47/47
Dark Tower Shield +4	132/0/0/0/161	0/0	D/-/-/-/-/B	97.9/43.9/75.4/52.9/62.5	48.4/48.4/48.4/48.4
Dark Tower Shield +5	141/0/0/0/173	0/0	D/-/-/-/-/B	97.9/45.4/76.1/54.2/63.5	49.8/49.8/49.8/49.8
Dark Tower Shield +6	151/0/0/0/184	0/0	D/-/-/-/-/B	98/47/76.8/55.5/64.5	51.3/51.3/51.3/51.3
Dark Tower Shield +7	160/0/0/0/196	0/0	D/-/-/-/-/B	98.1/48.6/77.4/56.8/65.6	52.7/52.7/52.7/52.7
Dark Tower Shield +8	170/0/0/0/207	0/0	D/-/-/-/-/B	98.1/50.1/78.1/58.1/66.6	54.1/54.1/54.1/54.1
Dark Tower Shield +9	179/0/0/0/219	0/0	D/-/-/-/-/B	98.2/51.7/78.8/59.4/67.7	55.5/55.5/55.5/55.5
Dark Tower Shield +10	189/0/0/0/231	0/0	D/-/-/-/-/B	98.2/53.2/79.5/60.7/68.7	57/57/57/57

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 Tower Shield +0	94/0/0/0/0	23/0	D/-/-/-/-/-	97.7/37.7/72.7/47.7/37.7	63.3/42.7/42.7/42.7
Poison Tower Shield +1	103/0/0/0/0	25/0	D/-/-/-/-/-	97.7/39.2/73.3/49/39.2	64.2/44.1/44.1/44.1
Poison Tower Shield +2	113/0/0/0/0	27/0	D/-/-/-/-/-	97.8/40.8/74/50.3/40.8	65.1/45.5/45.5/45.5
Poison Tower Shield +3	122/0/0/0/0	30/0	D/-/-/-/-/-	97.8/42.3/74.7/51.6/42.3	66/47/47/47
Poison Tower Shield +4	132/0/0/0/0	32/0	D/-/-/-/-/-	97.9/43.9/75.4/52.9/43.9	67/48.4/48.4/48.4

Poison Tower Shield +5	141/0/0/0/0	34/0	D/-/-/-/-/-	97.9/45.4/76.1/54.2/45.4	67.9/49.8/49.8/49.8
Poison Tower Shield +6	151/0/0/0/0	36/0	D/-/-/-/-/-	98/47/76.8/55.5/47	68.8/51.3/51.3/51.3
Poison Tower Shield +7	160/0/0/0/0	39/0	D/-/-/-/-/-	98.1/48.6/77.4/56.8/48.6	69.7/52.7/52.7/52.7
Poison Tower Shield +8	170/0/0/0/0	41/0	D/-/-/-/-/-	98.1/50.1/78.1/58.1/50.1	70.6/54.1/54.1/54.1
Poison Tower Shield +9	179/0/0/0/0	43/0	D/-/-/-/-/-	98.2/51.7/78.8/59.4/51.7	71.5/55.5/55.5/55.5
Poison Tower Shield +10	189/0/0/0/0	46/0	D/-/-/-/-/-	98.2/53.2/79.5/60.7/53.2	72.5/57/57/57

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 Tower Shield +0	94/0/0/0/0	0/23	D/-/-/-/-/-	97.7/37.7/72.7/47.7/37.7	42.7/63.3/42.7/42.7
Bleed Tower Shield +1	103/0/0/0/0	0/25	D/-/-/-/-/-	97.7/39.2/73.3/49/39.2	44.1/64.2/44.1/44.1
Bleed Tower Shield +2	113/0/0/0/0	0/27	D/-/-/-/-/-	97.8/40.8/74/50.3/40.8	45.5/65.1/45.5/45.5
Bleed Tower Shield +3	122/0/0/0/0	0/30	D/-/-/-/-/-	97.8/42.3/74.7/51.6/42.3	47/66/47/47
Bleed Tower Shield +4	132/0/0/0/0	0/32	D/-/-/-/-/-	97.9/43.9/75.4/52.9/43.9	48.4/67/48.4/48.4
Bleed Tower Shield +5	141/0/0/0/0	0/34	D/-/-/-/-/-	97.9/45.4/76.1/54.2/45.4	49.8/67.9/49.8/49.8
Bleed Tower Shield +6	151/0/0/0/0	0/36	D/-/-/-/-/-	98/47/76.8/55.5/47	51.3/68.8/51.3/51.3
Bleed Tower Shield +7	160/0/0/0/0	0/39	D/-/-/-/-/-	98.1/48.6/77.4/56.8/48.6	52.7/69.7/52.7/52.7

Bleed Tower Shield +8	170/0/0/0/0	0/41	D/-/-/-/-	98.1/50.1/78.1/58.1/50.1	54.1/70.6/54.1/54.1
Bleed Tower Shield +9	179/0/0/0/0	0/43	D/-/-/-/-	98.2/51.7/78.8/59.4/51.7	55.5/71.5/55.5/55.5
Bleed Tower Shield +10	189/0/0/0/0	0/46	D/-/-/-/-	98.2/53.2/79.5/60.7/53.2	57/72.5/57/57

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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