

# 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

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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

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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	45.5/45.5/45.5/4 5.5
Dark Tower Shield +3	122/0/0/0/150	0/0	D/-/-/-/-/B	97.8/42.3/74.7/5 1.6/61.4	47/47/47/47
Dark Tower Shield +4	132/0/0/0/161	0/0	D/-/-/-/-/B	97.9/43.9/75.4/5 2.9/62.5	48.4/48.4/48.4/4 8.4
Dark Tower Shield +5	141/0/0/0/173	0/0	D/-/-/-/-/B	97.9/45.4/76.1/5 4.2/63.5	49.8/49.8/49.8/4 9.8
Dark Tower Shield +6	151/0/0/0/184	0/0	D/-/-/-/-/B	98/47/76.8/55.5/ 64.5	51.3/51.3/51.3/5 1.3
Dark Tower Shield +7	160/0/0/0/196	0/0	D/-/-/-/-/B	98.1/48.6/77.4/5 6.8/65.6	52.7/52.7/52.7/5 2.7
Dark Tower Shield +8	170/0/0/0/207	0/0	D/-/-/-/-/B	98.1/50.1/78.1/5 8.1/66.6	54.1/54.1/54.1/5 4.1
Dark Tower Shield +9	179/0/0/0/219	0/0	D/-/-/-/-/B	98.2/51.7/78.8/5 9.4/67.7	55.5/55.5/55.5/5 5.5
Dark Tower Shield +10	189/0/0/0/231	0/0	D/-/-/-/-/B	98.2/53.2/79.5/6 0.7/68.7	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/-/-/-/-/-	97.7/37.7/72.7/4 7.7/37.7	63.3/42.7/42.7/4 2.7
Poison Tower Shield +1	103/0/0/0/0	25/0	D/-/-/-/-/-	97.7/39.2/73.3/4 9/39.2	64.2/44.1/44.1/4 4.1
Poison Tower Shield +2	113/0/0/0/0	27/0	D/-/-/-/-/-	97.8/40.8/74/50. 3/40.8	65.1/45.5/45.5/4 5.5
Poison Tower Shield +3	122/0/0/0/0	30/0	D/-/-/-/-/-	97.8/42.3/74.7/5 1.6/42.3	66/47/47/47
Poison Tower Shield +4	132/0/0/0/0	32/0	D/-/-/-/-/-	97.9/43.9/75.4/5 2.9/43.9	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/-/-/-/-	98.1/50.1/78.1/5 8.1/50.1	54.1/70.6/54.1/5 4.1
Bleed Tower Shield +9	179/0/0/0/0	0/43	D/-/-/-/-	98.2/51.7/78.8/5 9.4/51.7	55.5/71.5/55.5/5 5.5
Bleed Tower Shield +10	189/0/0/0/0	0/46	D/-/-/-/-	98.2/53.2/79.5/6 0.7/53.2	57/72.5/57/57

# 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>