

# Vessel Shield


## In-Game Description

*Shield depicting a priestess  
of Eleum Loyce.*

*Emanates a certain heat that  
heightens the abilities of its bearer.*

*The priestesses, who devoted themselves  
to appeasing the ancient flame, are no longer.*

## Availability

Grand Cathedral treasure chest, frozen in ice just before the great hall.

## General Info

- Increases Vigor, Endurance, Adaptability, Intelligence and Faith by one point.
- Increases Strength and Dexterity by four points.
- These stat increases will only accrue while the shield is in one of your two active slots (whether or not you're currently using it).
- Can spell parry.
- If equipped with stats that are below the requirements, but will be high enough after the item's stat increases (for instance, with 7 Intelligence and Faith), the 'Unable to use effectively' message is displayed, but the item then works properly.

## General Information

Name	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	107/0/0/0/0  (Spell Parry/Strike)	0/0	100	15	20/17/8/8  D/D/-/-/-/-	65/25/40/25/25	20/20/70/70	45	60	5

# Upgrades

FoldUnfold Upgrades 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
Vessel Shield +0	107/0/0/0/0	D/D/-/-/-/-	65/25/40/25/25	20/20/70/70	45	-	-
Vessel Shield +1	110/0/0/0/0	D/D/-/-/-/-	65.8/26.8/41.5/26.8/26.8	22/22/70.7/70.7	45	1x Titanite Shard	580
Vessel Shield +2	113/0/0/0/0	D/D/-/-/-/-	66.7/28.7/43/28.7/28.7	24/24/71.5/71.5	46	2x Titanite Shard	720
Vessel Shield +3	116/0/0/0/0	D/D/-/-/-/-	67.6/30.6/44.5/30.6/30.6	26/26/72.2/72.2	47	3x Titanite Shard	870
Vessel Shield +4	120/0/0/0/0	D/D/-/-/-/-	68.5/32.5/46/32.5/32.5	28/28/73/73	48	1x Large Titanite Shard	1,150
Vessel Shield +5	123/0/0/0/0	D/D/-/-/-/-	69.3/34.3/47.5/34.3/34.3	30/30/73.7/73.7	49	2x Large Titanite Shard	1,300

Vessel Shield +6	126/0/0/0/0	D/D/-/-/-/-	70.2/36.2/49/36.2/36.2	32/32/74.5/74.5	49	3x Large Titanite Shard	1,440
Vessel Shield +7	130/0/0/0/0	D/D/-/-/-/-	71.1/38.1/50.5/38.1/38.1	34/34/75.2/75.2	50	1x Titanite Chunk	1,730
Vessel Shield +8	133/0/0/0/0	D/D/-/-/-/-	72/40/52/40/40	36/36/76/76	51	2x Titanite Chunk	1,870
Vessel Shield +9	136/0/0/0/0	D/D/-/-/-/-	72.8/41.8/53.5/41.8/41.8	38/38/76.7/76.7	52	3x Titanite Chunk	2,010
Vessel Shield +10	140/0/0/0/0	C/D/-/-/-/-	73.7/43.7/55/43.7/43.7	40/40/77.5/77.5	53	1x Titanite Slab	2,300

# 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 Vessel Shield +0	67/82/0/0/0	0/0	D/D/C/-/-/-	62.7/43.3/37.7/22.7	17.7/17.7/67.7/67.7
Magic Vessel Shield +1	69/84/0/0/0	0/0	D/D/C/-/-/-	63.6/44.7/39.2/24.6	19.7/19.7/68.5/68.5
Magic Vessel Shield +2	71/87/0/0/0	0/0	D/D/C/-/-/-	64.5/46.1/40.8/26.5	21.8/21.8/69.3/69.3
Magic Vessel Shield +3	73/90/0/0/0	0/0	D/D/B/-/-/-	65.5/47.5/42.3/28.5	23.8/23.8/70.1/70.1
Magic Vessel Shield +4	75/92/0/0/0	0/0	D/D/B/-/-/-	66.4/49/43.9/30.4/30.4	25.9/25.9/70.9/70.9
Magic Vessel Shield +5	77/95/0/0/0	0/0	D/D/B/-/-/-	67.3/50.4/45.4/32.3	27.9/27.9/71.7/71.7
Magic Vessel Shield +6	79/97/0/0/0	0/0	D/D/B/-/-/-	68.3/51.8/47/34.3/34.3	30/30/72.5/72.5

Magic Vessel Shield +7	81/100/0/0/0	0/0	D/D/B/-/-	69.2/53.2/48.6/3 6.2/36.2	32.1/32.1/73.3/7 3.3
Magic Vessel Shield +8	84/102/0/0/0	0/0	D/D/B/-/-	70.1/54.6/50.1/3 8.1/38.1	34.1/34.1/74.1/7 4.1
Magic Vessel Shield +9	86/105/0/0/0	0/0	D/D/B/-/-	71/56/51.7/40/40	36.2/36.2/74.9/7 4.9
Magic Vessel Shield +10	88/107/0/0/0	0/0	D/D/B/-/-	72/57.5/53.2/42/ 42	38.2/38.2/75.7/7 5.7

## 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 Vessel Shield +0	67/0/82/0/0	0/0	D/D/-/C/-/-	62.7/22.7/58.3/2 2.7/22.7	17.7/17.7/67.7/6 7.7
Fire Vessel Shield +1	69/0/84/0/0	0/0	D/D/-/C/-/-	63.6/24.6/59.3/2 4.6/24.6	19.7/19.7/68.5/6 8.5
Fire Vessel Shield +2	71/0/87/0/0	0/0	D/D/-/C/-/-	64.5/26.5/60.4/2 6.5/26.5	21.8/21.8/69.3/6 9.3
Fire Vessel Shield +3	73/0/90/0/0	0/0	D/D/-/B/-/-	65.5/28.5/61.4/2 8.5/28.5	23.8/23.8/70.1/7 0.1
Fire Vessel Shield +4	75/0/92/0/0	0/0	D/D/-/B/-/-	66.4/30.4/62.5/3 0.4/30.4	25.9/25.9/70.9/7 0.9
Fire Vessel Shield +5	77/0/95/0/0	0/0	D/D/-/B/-/-	67.3/32.3/63.5/3 2.3/32.3	27.9/27.9/71.7/7 1.7
Fire Vessel Shield +6	79/0/97/0/0	0/0	D/D/-/B/-/-	68.3/34.3/64.5/3 4.3/34.3	30/30/72.5/72.5
Fire Vessel Shield +7	81/0/100/0/0	0/0	D/D/-/B/-/-	69.2/36.2/65.6/3 6.2/36.2	32.1/32.1/73.3/7 3.3
Fire Vessel Shield +8	84/0/102/0/0	0/0	D/D/-/B/-/-	70.1/38.1/66.6/3 8.1/38.1	34.1/34.1/74.1/7 4.1
Fire Vessel Shield +9	86/0/105/0/0	0/0	D/D/-/B/-/-	71/40/67.7/40/40	36.2/36.2/74.9/7 4.9

Fire Vessel Shield +10	88/0/107/0/0	0/0	D/D/-/B/-/-	72/42/68.7/42/42	38.2/38.2/75.7/75.7
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## 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 Vessel Shield +0	67/0/0/82/0	0/0	D/D/-/-/C/-	62.7/22.7/37.7/43.3/22.7	17.7/17.7/67.7/67.7
Lightning Vessel Shield +1	69/0/0/84/0	0/0	D/D/-/-/C/-	63.6/24.6/39.2/44.7/24.6	19.7/19.7/68.5/68.5
Lightning Vessel Shield +2	71/0/0/87/0	0/0	D/D/-/-/C/-	64.5/26.5/40.8/46.1/26.5	21.8/21.8/69.3/69.3
Lightning Vessel Shield +3	73/0/0/90/0	0/0	D/D/-/-/B/-	65.5/28.5/42.3/47.5/28.5	23.8/23.8/70.1/70.1
Lightning Vessel Shield +4	75/0/0/92/0	0/0	D/D/-/-/B/-	66.4/30.4/43.9/49/30.4	25.9/25.9/70.9/70.9
Lightning Vessel Shield +5	77/0/0/95/0	0/0	D/D/-/-/B/-	67.3/32.3/45.4/50.4/32.3	27.9/27.9/71.7/71.7
Lightning Vessel Shield +6	79/0/0/97/0	0/0	D/D/-/-/B/-	68.3/34.3/47/51.8/34.3	30/30/72.5/72.5
Lightning Vessel Shield +7	81/0/0/100/0	0/0	D/D/-/-/B/-	69.2/36.2/48.6/53.2/36.2	32.1/32.1/73.3/73.3
Lightning Vessel Shield +8	84/0/0/102/0	0/0	D/D/-/-/B/-	70.1/38.1/50.1/54.6/38.1	34.1/34.1/74.1/74.1
Lightning Vessel Shield +9	86/0/0/105/0	0/0	D/D/-/-/B/-	71/40/51.7/56/40	36.2/36.2/74.9/74.9
Lightning Vessel Shield +10	88/0/0/107/0	0/0	D/D/-/-/B/-	72/42/53.2/57.5/42	38.2/38.2/75.7/75.7

## 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 Vessel Shield +0	67/0/0/0/82	0/0	D/D/-/-/-/C	62.7/22.7/37.7/22.7/43.3	17.7/17.7/67.7/67.7
Dark Vessel Shield +1	69/0/0/0/84	0/0	D/D/-/-/-/C	63.6/24.6/39.2/24.6/44.7	19.7/19.7/68.5/68.5
Dark Vessel Shield +2	71/0/0/0/87	0/0	D/D/-/-/-/C	64.5/26.5/40.8/26.5/46.1	21.8/21.8/69.3/69.3
Dark Vessel Shield +3	73/0/0/0/90	0/0	D/D/-/-/-/B	65.5/28.5/42.3/28.5/47.5	23.8/23.8/70.1/70.1
Dark Vessel Shield +4	75/0/0/0/92	0/0	D/D/-/-/-/B	66.4/30.4/43.9/30.4/49	25.9/25.9/70.9/70.9
Dark Vessel Shield +5	77/0/0/0/95	0/0	D/D/-/-/-/B	67.3/32.3/45.4/32.3/50.4	27.9/27.9/71.7/71.7
Dark Vessel Shield +6	79/0/0/0/97	0/0	D/D/-/-/-/B	68.3/34.3/47/34.3/51.8	30/30/72.5/72.5
Dark Vessel Shield +7	81/0/0/0/100	0/0	D/D/-/-/-/B	69.2/36.2/48.6/36.2/53.2	32.1/32.1/73.3/73.3
Dark Vessel Shield +8	84/0/0/0/102	0/0	D/D/-/-/-/B	70.1/38.1/50.1/38.1/54.6	34.1/34.1/74.1/74.1
Dark Vessel Shield +9	86/0/0/0/105	0/0	D/D/-/-/-/B	71/40/51.7/40/56	36.2/36.2/74.9/74.9
Dark Vessel Shield +10	88/0/0/0/107	0/0	D/D/-/-/-/B	72/42/53.2/42/57.5	38.2/38.2/75.7/75.7

## 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
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Poison Vessel Shield +0	67/0/0/0/0	123/0	D/D/-/-/-	62.7/22.7/37.7/22.7	38.3/17.7/67.7/67.7
Poison Vessel Shield +1	69/0/0/0/0	126/0	D/D/-/-/-	63.6/24.6/39.2/24.6	39.8/19.7/68.5/68.5
Poison Vessel Shield +2	71/0/0/0/0	129/0	D/D/-/-/-	64.5/26.5/40.8/26.5	41.4/21.8/69.3/69.3
Poison Vessel Shield +3	73/0/0/0/0	132/0	D/D/-/-/-	65.5/28.5/42.3/28.5	42.9/23.8/70.1/70.1
Poison Vessel Shield +4	75/0/0/0/0	135/0	D/D/-/-/-	66.4/30.4/43.9/30.4	44.5/25.9/70.9/70.9
Poison Vessel Shield +5	77/0/0/0/0	138/0	D/D/-/-/-	67.3/32.3/45.4/32.3	46/27.9/71.7/71.7
Poison Vessel Shield +6	79/0/0/0/0	141/0	D/D/-/-/-	68.3/34.3/47/34.3	47.5/30/72.5/72.5
Poison Vessel Shield +7	81/0/0/0/0	144/0	D/D/-/-/-	69.2/36.2/48.6/36.2	49.1/32.1/73.3/73.3
Poison Vessel Shield +8	84/0/0/0/0	147/0	D/D/-/-/-	70.1/38.1/50.1/38.1	50.6/34.1/74.1/74.1
Poison Vessel Shield +9	86/0/0/0/0	150/0	D/D/-/-/-	71/40/51.7/40/40	52.2/36.2/74.9/74.9
Poison Vessel Shield +10	88/0/0/0/0	154/0	D/D/-/-/-	72/42/53.2/42/42	53.7/38.2/75.7/75.7

## 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 Vessel Shield +0	67/0/0/0/0	0/123	D/D/-/-/-	62.7/22.7/37.7/22.7	17.7/38.3/67.7/67.7
Bleed Vessel Shield +1	69/0/0/0/0	0/126	D/D/-/-/-	63.6/24.6/39.2/24.6	19.7/39.8/68.5/68.5
Bleed Vessel Shield +2	71/0/0/0/0	0/129	D/D/-/-/-	64.5/26.5/40.8/26.5	21.8/41.4/69.3/69.3

Bleed Vessel Shield +3	73/0/0/0/0	0/132	D/D/-/-/-	65.5/28.5/42.3/28.5/28.5	23.8/42.9/70.1/70.1
Bleed Vessel Shield +4	75/0/0/0/0	0/135	D/D/-/-/-	66.4/30.4/43.9/30.4/30.4	25.9/44.5/70.9/70.9
Bleed Vessel Shield +5	77/0/0/0/0	0/138	D/D/-/-/-	67.3/32.3/45.4/32.3/32.3	27.9/46/71.7/71.7
Bleed Vessel Shield +6	79/0/0/0/0	0/141	D/D/-/-/-	68.3/34.3/47/34.3/34.3	30/47.5/72.5/72.5
Bleed Vessel Shield +7	81/0/0/0/0	0/144	D/D/-/-/-	69.2/36.2/48.6/36.2/36.2	32.1/49.1/73.3/73.3
Bleed Vessel Shield +8	84/0/0/0/0	0/147	D/D/-/-/-	70.1/38.1/50.1/38.1/38.1	34.1/50.6/74.1/74.1
Bleed Vessel Shield +9	86/0/0/0/0	0/150	D/D/-/-/-	71/40/51.7/40/40	36.2/52.2/74.9/74.9
Bleed Vessel Shield +10	88/0/0/0/0	0/154	D/D/-/-/-	72/42/53.2/42/42	38.2/53.7/75.7/75.7

# 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>

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