

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

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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