

# Watcher's Shield



## In-Game Description

*Small shield used by the Throne Watcher.  
Made from an old sacred chime.*

*The Watcher has stood by the throne for ages.  
Will his wishes be fulfilled?*

## Availability

Trade Throne Watcher Soul and 3,000 souls with Weaponsmith Ornifex.

## 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/ 0/0  (Parry/S trike)	100	10	70	3.0	8/11/-/-  C/C/-/-/- /-	-/-  40/40/5 0/50	95/65/6 5/90/80	40	Yes/No

## Notes

- Makes a bell sound when a physical attack is blocked.
- Lightning infusion gives 100% Lightning reduction.

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

## Basic

Boss upgrade path.

Requires Petrified Dragon Bone.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Petrified Dragon Bone	Souls Cost
Watcher's Shield +0	40/0/0/0/0	C/C/-/-/-	95.0/65.0/65.0/90.0/80.0	40.0/40.0/50.0/50.0	40	-	N/A
Watcher's Shield +1	52/0/0/0/0	C/C/-/-/-	95.1/65.8/65.8/90.2/80.5	41.5/41.5/51.5/51.5	41	1	1,020
Watcher's Shield +2	64/0/0/0/0	C/C/-/-/-	95.2/66.7/66.7/90.5/81.0	43.0/43.0/52.5/52.5	43	2	1,270
Watcher's Shield +3	76/0/0/0/0	C/C/-/-/-	95.3/67.6/67.6/90.7/81.5	44.5/44.5/53.7/53.7	44	3	1,520
Watcher's Shield +4	88/0/0/0/0	C/C/-/-/-	95.5/68.5/68.5/91.0/82.0	46.0/46.0/55.0/55.0	46	4	2,030
Watcher's Shield +5	100/0/0/0/0	C/C/-/-/-	95.6/69.3/69.3/91.2/82.5	47.5/47.5/56.2/56.2	48	5	2,280

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Watcher's Shield +0	25/30/0/0/0	0/0	D/D/C/-/-/-	92.7/83.3/62.7/87.7/77.7	37.7/37.7/47.7/47.7
Magic Watcher's Shield +1	32/40/0/0/0	0/0	D/D/C/-/-/-	92.8/83.7/63.6/88.0/78.2	39.2/39.2/49.0/49.0
Magic Watcher's Shield +2	40/49/0/0/0	0/0	D/D/C/-/-/-	93.0/84.1/64.5/88.3/78.8	40.8/40.8/50.3/50.3
Magic Watcher's Shield +3	47/58/0/0/0	0/0	C/D/B/-/-/-	93.2/84.5/65.5/88.6/79.3	42.3/42.3/51.6/51.6
Magic Watcher's Shield +4	55/67/0/0/0	0/0	C/D/B/-/-/-	93.4/85.0/66.4/88.9/79.9	43.9/43.9/52.9/52.9
Magic Watcher's Shield +5	63/77/0/0/0	0/0	C/D/B/-/-/-	93.6/85.4/67.3/89.2/80.4	45.4/45.4/54.2/54.2

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Watcher's Shield +0	25/0/30/0/0	0/0	D/D/-/C/-/-	92.7/62.7/83.3/87.7/77.7	37.7/37.7/47.7/47.7
Fire Watcher's Shield +1	32/0/40/0/0	0/0	D/D/-/C/-/-	92.8/63.6/83.7/88.0/78.2	39.2/39.2/49.0/49.0
Fire Watcher's Shield +2	40/0/49/0/0	0/0	D/D/-/C/-/-	93.0/64.5/84.1/88.3/78.8	40.8/40.8/50.3/50.3
Fire Watcher's Shield +3	47/0/58/0/0	0/0	C/D/-/B/-/-	93.2/65.5/84.5/88.6/79.3	42.3/42.3/51.6/51.6
Fire Watcher's Shield +4	55/0/67/0/0	0/0	C/D/-/B/-/-	93.4/66.4/85.0/88.9/79.9	43.9/43.9/52.9/52.9
Fire Watcher's Shield +5	63/0/77/0/0	0/0	C/D/-/B/-/-	93.6/67.3/85.4/89.2/80.4	45.4/45.4/54.2/54.2

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Watcher's Shield +0	25/0/0/30/0	0/0	D/D/-/-/C/-	92.7/62.7/62.7/100.0/77.7	37.7/37.7/47.7/47.7
Lightning Watcher's Shield +1	32/0/0/40/0	0/0	D/D/-/-/C/-	92.8/63.6/63.6/100.0/78.2	39.2/39.2/49.0/49.0
Lightning Watcher's Shield +2	40/0/0/49/0	0/0	D/D/-/-/C/-	93.0/64.5/64.5/100.0/78.8	40.8/40.8/50.3/50.3
Lightning Watcher's Shield +3	47/0/0/58/0	0/0	C/D/-/-/B/-	93.2/65.5/65.5/100.0/79.3	42.3/42.3/51.6/51.6
Lightning Watcher's Shield +4	55/0/0/67/0	0/0	C/D/-/-/B/-	93.4/66.4/66.4/100.0/79.9	43.9/43.9/52.9/52.9
Lightning Watcher's Shield +5	63/0/0/77/0	0/0	C/D/-/-/B/-	93.6/67.3/67.3/100.0/80.4	45.4/45.4/54.2/54.2

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Watcher's Shield +0	25/0/0/0/30	0/0	D/D/-/-/-/C	92.7/62.7/62.7/87.7/98.3	37.7/37.7/47.7/47.7
Dark Watcher's Shield +1	32/0/0/0/40	0/0	D/D/-/-/-/C	92.8/63.6/63.6/88.0/98.3	39.2/39.2/49.0/49.0
Dark Watcher's Shield +2	40/0/0/0/49	0/0	D/D/-/-/-/C	93.0/64.5/64.5/88.3/98.4	40.8/40.8/50.3/50.3
Dark Watcher's Shield +3	47/0/0/0/58	0/0	C/D/-/-/-/B	93.2/65.5/65.5/88.6/98.4	42.3/42.3/51.6/51.6
Dark Watcher's Shield +4	55/0/0/0/67	0/0	C/D/-/-/-/B	93.4/66.4/66.4/88.9/98.5	43.9/43.9/52.9/52.9
Dark Watcher's Shield +5	63/0/0/0/77	0/0	C/D/-/-/-/B	93.6/67.3/67.3/89.2/98.5	45.4/45.4/54.2/54.2

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Watcher's Shield +0	25/0/0/0/0	6/0	D/D/-/-/-	92.7/62.7/62.7/87.7/77.7	58.3/37.7/47.7/47.7
Poison Watcher's Shield +1	32/0/0/0/0	8/0	D/D/-/-/-	92.8/63.6/63.6/88.0/78.2	59.3/39.2/49.0/49.0
Poison Watcher's Shield +2	40/0/0/0/0	9/0	D/D/-/-/-	93.0/64.5/64.5/88.3/78.8	60.4/40.8/50.3/50.3
Poison Watcher's Shield +3	47/0/0/0/0	11/0	C/D/-/-/-	93.2/65.5/65.5/88.6/79.3	61.4/42.3/51.6/51.6
Poison Watcher's Shield +4	55/0/0/0/0	13/0	C/D/-/-/-	93.4/66.4/66.4/88.9/79.9	62.5/43.9/52.9/52.9
Poison Watcher's Shield +5	63/0/0/0/0	15/0	C/D/-/-/-	93.6/67.3/67.3/89.2/80.4	63.5/45.4/54.2/54.2

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Watcher's Shield +0	25/0/0/0/0	0/6	D/D/-/-/-	92.7/62.7/62.7/87.7/77.7	37.7/58.3/47.7/47.7
Bleed Watcher's Shield +1	32/0/0/0/0	0/8	D/D/-/-/-	92.8/63.6/63.6/88.0/78.2	39.2/59.3/49.0/49.0
Bleed Watcher's Shield +2	40/0/0/0/0	0/9	D/D/-/-/-	93.0/64.5/64.5/88.3/78.8	40.8/60.4/50.3/50.3
Bleed Watcher's Shield +3	47/0/0/0/0	0/11	C/D/-/-/-	93.2/65.5/65.5/88.6/79.3	42.3/61.4/51.6/51.6
Bleed Watcher's Shield +4	55/0/0/0/0	0/13	C/D/-/-/-	93.4/66.4/66.4/88.9/79.9	43.9/62.5/52.9/52.9
Bleed Watcher's Shield +5	63/0/0/0/0	0/15	C/D/-/-/-	93.6/67.3/67.3/89.2/80.4	45.4/63.5/54.2/54.2

# 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>