

Wicked Eye Greatshield

In-Game Description

*A greatshield with an unsettling design.
Covered in the prints of countless hands.*

*The true origin of this shield is unknown.
No amount of polishing can clear its face
of the mysterious hand prints.*

Effect: HP absorb

Availability

The Gutter treasure. From the Central Gutter bonfire, bear right and make your way down to the ladder guarded by a Hunting Dog and several Poison Shooting Statues. Climb up the ladder and cross the suspended walkway (point 17 on this map). Proceed into the cave directly ahead and open the chest.

General Information

Leeches extra health from every enemy killed.

Name	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	145/0/0 /0/0 (Strike)	0/0	120	30	31/0/0/ 0 D/-/-/- /-	90/65/70/70/40	50/50/50/50	60	70	13.8

Notes

- HP leeching effect stacks with the Ring of the Evil Eye.
- This shield was chosen to be in the game as one of the winners of the Shield Design Contest held by Namco Bandai and FROM Software.
- Originally named the *Guardian Shield*. Additional image.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls
Wicked Eye Greatshield +0	145/0/0/0/0	0/0	D/-/-/-/-/-	90/65/70/70/40	50/50/50/50	60	-	-
Wicked Eye Greatshield +1	159/0/0/0/0	0/0	D/-/-/-/-/-	90.2/65.8/70.7/70.7/41.5	51.2/51.2/51.2/51.2	60	1x Titanite Shard	750
Wicked Eye Greatshield +2	174/0/0/0/0	0/0	D/-/-/-/-/-	81/66.7/71.5/71.5/43	52.5/52.5/52.5/52.5	61	2x Titanite Shard	930
Wicked Eye Greatshield +3	188/0/0/0/0	0/0	D/-/-/-/-/-	81.5/67.6/72.2/72.2/44.5	53.7/53.7/53.7/53.7	62	3x Titanite Shard	1,120
Wicked Eye Greatshield +4	203/0/0/0/0	0/0	D/-/-/-/-/-	82/68.5/73/73/46	55/55/55/55	63	1x Large Titanite Shard	1,490

Wicked Eye Greatshield +5	217/0/0/0/0	0/0	D/-/-/-/-/-	82.5/69.3/73.7/73.7/47.5	56.2/56.2/56.2/56.2	64	2x Large Titanite Shard	1,680
Wicked Eye Greatshield +6	232/0/0/0/0	0/0	D/-/-/-/-/-	83/70.2/74.5/74.5/49	57.5/57.5/57.5/57.5	64	3x Large Titanite Shard	1,860
Wicked Eye Greatshield +7	246/0/0/0/0	0/0	D/-/-/-/-/-	83.5/71.1/75.2/75.2/50.5	58.7/58.7/58.7/58.7	65	1x Titanite Chunk	2,230
Wicked Eye Greatshield +8	261/0/0/0/0	0/0	D/-/-/-/-/-	84/72/76/76/52	60/60/60/60	66	2x Titanite Chunk	2,420
Wicked Eye Greatshield +9	275/0/0/0/0	0/0	D/-/-/-/-/-	84.5/72.8/76.7/76.7/53.5	61.2/61.2/61.2/61.2	67	3x Titanite Chunk	2,600
Wicked Eye Greatshield +10	290/0/0/0/0	0/0	C/-/-/-/-/-	85/73.7/77.5/77.5/55	62.5/62.5/62.5/62.5	68	1x Titanite Slab	2,970

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 Wicked Eye Greatshield +0	91/111/0/0/0	0/0	D/-/C/-/-/-	77.7/83.3/67.7/67.7/37.7	47.7/47.7/47.7/47.7
Magic Wicked Eye Greatshield +1	100/122/0/0/0	0/0	D/-/C/-/-/-	78.2/83.7/68.5/68.5/39.2	49/49/49/49

Magic Wicked Eye Greatshield +2	109/133/0/0/0	0/0	D/-/C/-/-	78.8/84.1/69.3/69.3/40.8	50.3/50.3/50.3/50.3
Magic Wicked Eye Greatshield +3	118/145/0/0/0	0/0	D/-/B/-/-	79.3/84.5/70.1/70.1/42.3	51.6/51.6/51.6/51.6
Magic Wicked Eye Greatshield +4	127/156/0/0/0	0/0	D/-/B/-/-	79.9/85/70.9/70.9/43.9	52.9/52.9/52.9/52.9
Magic Wicked Eye Greatshield +5	137/167/0/0/0	0/0	D/-/B/-/-	80.4/85.4/71.7/71.7/45.4	54.2/54.2/54.2/54.2
Magic Wicked Eye Greatshield +6	146/178/0/0/0	0/0	D/-/B/-/-	81/85.8/72.5/72.5/47	55.5/55.5/55.5/55.5
Magic Wicked Eye Greatshield +7	155/189/0/0/0	0/0	D/-/B/-/-	81.6/86.2/73.3/73.3/48.6	56.8/56.8/56.8/56.8
Magic Wicked Eye Greatshield +8	164/200/0/0/0	0/0	D/-/B/-/-	82.1/86.6/74.1/74.1/50.1	58.1/58.1/58.1/58.1
Magic Wicked Eye Greatshield +9	173/212/0/0/0	0/0	D/-/B/-/-	82.7/87/74.9/74.9/51.7	59.4/59.4/59.4/59.4
Magic Wicked Eye Greatshield +10	182/223/0/0/0	0/0	D/-/B/-/-	83.2/87.5/75.7/75.7/53.2	60.7/60.7/60.7/60.7

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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Wicked Eye Greatshield +0	91/0/111/0/0	0/0	D/-/-/C/-/-	77.7/62.7/88.3/67.7/37.7	47.7/47.7/47.7/47.7
Fire Wicked Eye Greatshield +1	100/0/122/0/0	0/0	D/-/-/C/-/-	78.2/63.6/88.6/68.5/39.2	49/49/49/49
Fire Wicked Eye Greatshield +2	109/0/133/0/0	0/0	D/-/-/C/-/-	78.8/64.5/88.9/69.3/40.8	50.3/50.3/50.3/50.3

Fire Wicked Eye Greatshield +3	118/0/145/0/0	0/0	D/-/-/B/-/-	79.3/65.5/89.2/70.1/42.3	51.6/51.6/51.6/51.6
Fire Wicked Eye Greatshield +4	127/0/156/0/0	0/0	D/-/-/B/-/-	79.9/66.4/89.5/70.9/43.9	52.9/52.9/52.9/52.9
Fire Wicked Eye Greatshield +5	137/0/167/0/0	0/0	D/-/-/B/-/-	80.4/67.3/89.7/71.7/45.4	54.2/54.2/54.2/54.2
Fire Wicked Eye Greatshield +6	146/0/178/0/0	0/0	D/-/-/B/-/-	81/68.3/90/72.5/47	55.5/55.5/55.5/55.5
Fire Wicked Eye Greatshield +7	155/0/189/0/0	0/0	D/-/-/B/-/-	81.6/69.2/90.3/73.3/48.6	56.8/56.8/56.8/56.8
Fire Wicked Eye Greatshield +8	164/0/200/0/0	0/0	D/-/-/B/-/-	82.1/70.1/90.6/74.1/50.1	58.1/58.1/58.1/58.1
Fire Wicked Eye Greatshield +9	173/0/212/0/0	0/0	D/-/-/B/-/-	82.7/71/90.9/74.9/51.7	59.4/59.4/59.4/59.4
Fire Wicked Eye Greatshield +10	182/0/223/0/0	0/0	D/-/-/B/-/-	83.2/72/91.2/75.7/53.2	60.7/60.7/60.7/60.7

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 Wicked Eye Greatshield +0	91/0/0/111/0	0/0	D/-/-/-/C/-	77.7/62.7/67.7/88.3/37.7	47.7/47.7/47.7/47.7
Lightning Wicked Eye Greatshield +1	100/0/0/122/0	0/0	D/-/-/-/C/-	78.2/63.6/68.5/88.6/39.2	49/49/49/49
Lightning Wicked Eye Greatshield +2	109/0/0/133/0	0/0	D/-/-/-/C/-	78.8/64.5/69.3/88.9/40.8	50.3/50.3/50.3/50.3
Lightning Wicked Eye Greatshield +3	118/0/0/145/0	0/0	D/-/-/-/B/-	79.3/65.5/70.1/89.2/42.3	51.6/51.6/51.6/51.6
Lightning Wicked Eye Greatshield +4	127/0/0/156/0	0/0	D/-/-/-/B/-	79.9/66.4/70.9/89.5/43.9	52.9/52.9/52.9/52.9

Lightning Wicked Eye Greatshield +5	137/0/0/167/0	0/0	D/-/-/B/-	80.4/67.3/71.7/89.7/45.4	54.2/54.2/54.2/54.2
Lightning Wicked Eye Greatshield +6	146/0/0/178/0	0/0	D/-/-/B/-	81/68.3/72.5/90/47	55.5/55.5/55.5/55.5
Lightning Wicked Eye Greatshield +7	155/0/0/189/0	0/0	D/-/-/B/-	81.6/69.2/73.3/90.3/48.6	56.8/56.8/56.8/56.8
Lightning Wicked Eye Greatshield +8	164/0/0/200/0	0/0	D/-/-/B/-	82.1/70.1/74.1/90.6/50.1	58.1/58.1/58.1/58.1
Lightning Wicked Eye Greatshield +9	173/0/0/212/0	0/0	D/-/-/B/-	82.7/71/74.9/90.9/51.7	59.4/59.4/59.4/59.4
Lightning Wicked Eye Greatshield +10	182/0/0/223/0	0/0	D/-/-/B/-	83.2/72/75.7/91.2/53.2	60.7/60.7/60.7/60.7

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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Wicked Eye Greatshield +0	91/0/0/0/111	0/0	D/-/-/-/C	77.7/62.7/67.7/67.7/58.3	47.7/47.7/47.7/47.7
Dark Wicked Eye Greatshield +1	100/0/0/0/122	0/0	D/-/-/-/C	78.2/63.6/68.5/68.5/59.3	49/49/49/49
Dark Wicked Eye Greatshield +2	109/0/0/0/133	0/0	D/-/-/-/C	78.8/64.5/69.3/69.3/60.4	50.3/50.3/50.3/50.3
Dark Wicked Eye Greatshield +3	118/0/0/0/145	0/0	D/-/-/-/B	79.3/65.5/70.1/70.1/61.4	51.6/51.6/51.6/51.6
Dark Wicked Eye Greatshield +4	127/0/0/0/156	0/0	D/-/-/-/B	79.9/66.4/70.9/70.9/62.5	52.9/52.9/52.9/52.9
Dark Wicked Eye Greatshield +5	137/0/0/0/167	0/0	D/-/-/-/B	80.4/67.3/71.7/71.7/63.5	54.2/54.2/54.2/54.2
Dark Wicked Eye Greatshield +6	146/0/0/0/178	0/0	D/-/-/-/B	81/68.3/72.5/72.5/64.5	55.5/55.5/55.5/55.5

Dark Wicked Eye Greatshield +7	155/0/0/0/189	0/0	D/-/-/-/-/B	81.6/69.2/73.3/73.3/65.6	56.8/56.8/56.8/56.8
Dark Wicked Eye Greatshield +8	164/0/0/0/200	0/0	D/-/-/-/-/B	82.1/70.1/74.1/74.1/66.6	58.1/58.1/58.1/58.1
Dark Wicked Eye Greatshield +9	173/0/0/0/212	0/0	D/-/-/-/-/B	82.7/71/74.9/74.9/67.7	59.4/59.4/59.4/59.4
Dark Wicked Eye Greatshield +10	182/0/0/0/223	0/0	D/-/-/-/-/B	83.2/72/75.7/75.7/68.7	60.7/60.7/60.7/60.7

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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Wicked Eye Greatshield +0	91/0/0/0/0	22/0	D/-/-/-/-/-	77.7/62.7/67.7/67.7/37.7	68.3/47.7/47.7/47.7
Poison Wicked Eye Greatshield +1	100/0/0/0/0	24/0	D/-/-/-/-/-	78.2/63.6/68.5/68.5/39.2	69.1/49/49/49
Poison Wicked Eye Greatshield +2	109/0/0/0/0	26/0	D/-/-/-/-/-	78.8/64.5/69.3/69.3/40.8	69.9/50.3/50.3/50.3
Poison Wicked Eye Greatshield +3	118/0/0/0/0	29/0	D/-/-/-/-/-	79.3/65.5/70.1/70.1/42.3	70.7/51.6/51.6/51.6
Poison Wicked Eye Greatshield +4	127/0/0/0/0	31/0	D/-/-/-/-/-	79.9/66.4/70.9/70.9/43.9	71.5/52.9/52.9/52.9
Poison Wicked Eye Greatshield +5	137/0/0/0/0	33/0	D/-/-/-/-/-	80.4/67.3/71.7/71.7/45.4	72.2/54.2/54.2/54.2
Poison Wicked Eye Greatshield +6	146/0/0/0/0	35/0	D/-/-/-/-/-	81/68.3/72.5/72.5/47	73/55.5/55.5/55.5
Poison Wicked Eye Greatshield +7	155/0/0/0/0	37/0	D/-/-/-/-/-	81.6/69.2/73.3/73.3/48.6	73.8/56.8/56.8/56.8

Poison Wicked Eye Greatshield +8	164/0/0/0/0	40/0	D/-/-/-/-/-	82.1/70.1/74.1/74.1/50.1	74.6/58.1/58.1/58.1
Poison Wicked Eye Greatshield +9	173/0/0/0/0	42/0	D/-/-/-/-/-	82.7/71/74.9/74.9/51.7	75.4/59.4/59.4/59.4
Poison Wicked Eye Greatshield +10	182/0/0/0/0	44/0	D/-/-/-/-/-	83.2/72/75.7/75.7/53.2	76.2/60.7/60.7/60.7

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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Wicked Eye Greatshield +0	91/0/0/0/0	0/22	D/-/-/-/-/-	77.7/62.7/67.7/67.7/37.7	47.7/68.3/47.7/47.7
Bleed Wicked Eye Greatshield +1	100/0/0/0/0	0/24	D/-/-/-/-/-	78.2/63.6/68.5/68.5/39.2	49/69.1/49/49
Bleed Wicked Eye Greatshield +2	109/0/0/0/0	0/26	D/-/-/-/-/-	78.8/64.5/69.3/69.3/40.8	50.3/69.9/50.3/50.3
Bleed Wicked Eye Greatshield +3	118/0/0/0/0	0/29	D/-/-/-/-/-	79.3/65.5/70.1/70.1/42.3	51.6/70.7/51.6/51.6
Bleed Wicked Eye Greatshield +4	127/0/0/0/0	0/31	D/-/-/-/-/-	79.9/66.4/70.9/70.9/43.9	52.9/71.5/52.9/52.9
Bleed Wicked Eye Greatshield +5	137/0/0/0/0	0/33	D/-/-/-/-/-	80.4/67.3/71.7/71.7/45.4	54.2/72.2/54.2/54.2
Bleed Wicked Eye Greatshield +6	146/0/0/0/0	0/35	D/-/-/-/-/-	81/68.3/72.5/72.5/47	55.5/73/55.5/55.5
Bleed Wicked Eye Greatshield +7	155/0/0/0/0	0/37	D/-/-/-/-/-	81.6/69.2/73.3/73.3/48.6	56.8/73.8/56.8/56.8

Bleed Wicked Eye Greatshield +8	164/0/0/0/0	0/40	D/-/-/-/-	82.1/70.1/74.1/74.1/50.1	58.1/74.6/58.1/58.1
Bleed Wicked Eye Greatshield +9	173/0/0/0/0	0/42	D/-/-/-/-	82.7/71/74.9/74.9/51.7	59.4/75.4/59.4/59.4
Bleed Wicked Eye Greatshield +10	182/0/0/0/0	0/44	D/-/-/-/-	83.2/72/75.7/75.7/53.2	60.7/76.2/60.7/60.7

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>