

# Yellow Quartz Shield



## In-Game Description

*A small shield affixed with a yellow quartz.  
This shield was found in the Iron Keep.  
Breaks easily due to corrosion,  
but is light and still very stable.*

*In the Old Iron King's great iron keep  
was a vast collection of weapons, erected  
as a display of strength to the world.  
But they were lost when the king's conceit  
doomed the castle to sink into a lake of fire.*

## Availability

- Sold by Chancellor Wellager for 8,000 souls after defeating the Looking Glass Knight.
- Part of the preorder bonus, received after character creation. Cannot be sold or thrown away.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	95/0/0/ 0/0  (Parry/S trike)	0/0	110	15	12/0/0/ 0  D/-/-/-/ /-	80/35/4 0/40/25	30/30/3 0/30	55	60	3

# Notes

- A Hollow Soldier Shield encrusted with hard yellow quartz. All non-physical resistances and status defenses are much better, and carries 20 more base stability, allowing it to block attacks much more effectively.
- Interestingly, it has 150% of the durability of the Hollow Soldier Shield at 60 compared to the former's mere 40, despite claiming to be more brittle.
- Paired with the Yellow Quartz Longsword.

# 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 Cost
Yellow Quartz Shield +0	95/0/0/0/0	0/0	D/-/-/-/-	80/35/40/40/25	30/30/30/30	55	-	-
Yellow Quartz Shield +1	104/0/0/0/0	0/0	D/-/-/-/-	80.5/36.3/41.5/41.5/26.8	31.7/31.7/31.7/31.7	55	1x Titanite Shard	370
Yellow Quartz Shield +2	114/0/0/0/0	0/0	D/-/-/-/-	81/38.2/43/43/28.7	33.5/33.5/33.5/33.5	56	2x Titanite Shard	460
Yellow Quartz Shield +3	123/0/0/0/0	0/0	D/-/-/-/-	81.5/39.8/44.5/44.5/30.3	35.2/35.2/35.2/35.2	57	3x Titanite Shard	550
Yellow Quartz Shield +4	133/0/0/0/0	0/0	D/-/-/-/-	82/41.5/46/46/32.5	37/37/37/37	58	1x Large Titanite Shard	730
Yellow Quartz Shield +5	142/0/0/0/0	0/0	D/-/-/-/-	82.5/43.1/47.5/47.5/34.3	38.7/38.7/38.7/38.7	59	2x Large Titanite Shard	820

Yellow Quartz Shield +6	152/0/0/0/0	0/0	D/-/-/-/-/-	83/44.7/49/49/36.2	40.5/40.5/40.5/40.5	59	3x Large Titanite Shard	910
Yellow Quartz Shield +7	161/0/0/0/0	0/0	D/-/-/-/-/-	83.5/46.3/50.5/50.5/38.1	42.2/42.2/42.2/42.2	60	1x Titanite Chunk	1,090
Yellow Quartz Shield +8	171/0/0/0/0	0/0	D/-/-/-/-/-	84/48/52/52/40	44/44/44/44	61	2x Titanite Chunk	1,180
Yellow Quartz Shield +9	180/0/0/0/0	0/0	D/-/-/-/-/-	84.5/49.6/53.5/53.5/41.8	45.7/45.7/45.7/45.7	62	3x Titanite Chunk	1,270
Yellow Quartz Shield +10	190/0/0/0/0	0/0	C/-/-/-/-/-	85/51.2/55/55/43.7	47.5/47.5/47.5/47.5	63	1x Titanite Slab	1,450

# 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 Yellow Quartz Shield +0	59/73/0/0/0	0/0	D/-/C/-/-/-	77.7/53.3/37.7/37.7/22.7	27.7/27.7/27.7/27.7
Magic Yellow Quartz Shield +1	65/80/0/0/0	0/0	D/-/C/-/-/-	78.2/54.5/39.2/39.2/24.6	29.5/29.5/29.5/29.5
Magic Yellow Quartz Shield +2	71/87/0/0/0	0/0	D/-/C/-/-/-	78.8/55.6/40.8/40.8/26.5	31.3/31.3/31.3/31.3
Magic Yellow Quartz Shield +3	77/95/0/0/0	0/0	D/-/B/-/-/-	79.3/56.8/42.3/42.3/28.5	33.1/33.1/33.1/33.1
Magic Yellow Quartz Shield +4	83/102/0/0/0	0/0	D/-/B/-/-/-	79.9/58/43.9/43.9/30.4	34.9/34.9/34.9/34.9

Magic Yellow Quartz Shield +5	89/109/0/0/0	0/0	D/-/B/-/-	80.4/59.1/45.4/45.4/32.3	36.7/36.7/36.7/36.7
Magic Yellow Quartz Shield +6	95/117/0/0/0	0/0	D/-/B/-/-	81/60.3/47/47/34.3	38.5/38.5/38.5/38.5
Magic Yellow Quartz Shield +7	101/124/0/0/0	0/0	D/-/B/-/-	81.6/61.5/48.6/48.6/36.2	40.3/40.3/40.3/40.3
Magic Yellow Quartz Shield +8	107/131/0/0/0	0/0	D/-/B/-/-	82.1/62.6/50.1/50.1/38.1	42.1/42.1/42.1/42.1
Magic Yellow Quartz Shield +9	113/138/0/0/0	0/0	D/-/B/-/-	82.7/63.8/51.7/51.7/40	43.9/43.9/43.9/43.9
Magic Yellow Quartz Shield +10	119/146/0/0/0	0/0	D/-/B/-/-	83.2/65/53.2/53.2/42	45.7/45.7/45.7/45.7

## 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 Yellow Quartz Shield +0	59/0/73/0/0	0/0	D/-/-/C/-/-	77.7/32.7/58.3/37.7/22.7	27.7/27.7/27.7/27.7
Fire Yellow Quartz Shield +1	65/0/80/0/0	0/0	D/-/-/C/-/-	78.2/34.3/59.3/39.2/24.6	29.5/29.5/29.5/29.5
Fire Yellow Quartz Shield +2	71/0/87/0/0	0/0	D/-/-/C/-/-	78.8/36/60.4/40.8/26.5	31.3/31.3/31.3/31.3
Fire Yellow Quartz Shield +3	77/0/95/0/0	0/0	D/-/-/B/-/-	79.3/37.7/61.4/42.3/28.5	33.1/33.1/33.1/33.1
Fire Yellow Quartz Shield +4	83/0/102/0/0	0/0	D/-/-/B/-/-	79.9/39.4/62.5/43.9/30.4	34.9/34.9/34.9/34.9
Fire Yellow Quartz Shield +5	89/0/109/0/0	0/0	D/-/-/B/-/-	80.4/41.1/63.5/45.4/32.3	36.7/36.7/36.7/36.7
Fire Yellow Quartz Shield +6	95/0/117/0/0	0/0	D/-/-/B/-/-	81/42.8/64.5/47/34.3	38.5/38.5/38.5/38.5
Fire Yellow Quartz Shield +7	101/0/124/0/0	0/0	D/-/-/B/-/-	81.6/44.4/65.6/48.6/36.2	40.3/40.3/40.3/40.3

Fire Yellow Quartz Shield +8	107/0/131/0/0	0/0	D/-/-/B/-/-	82.1/46.1/66.6/5 0.1/38.1	42.1/42.1/42.1/4 2.1
Fire Yellow Quartz Shield +9	113/0/138/0/0	0/0	D/-/-/B/-/-	82.7/47.8/67.7/5 1.7/40	43.9/43.9/43.9/4 3.9
Fire Yellow Quartz Shield +10	119/0/146/0/0	0/0	D/-/-/B/-/-	83.2/49.5/68.7/5 3.2/42	45.7/45.7/45.7/4 5.7

# 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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Yellow Quartz Shield +0	59/0/0/73/0	0/0	D/-/-/C/-	77.7/32.7/37.7/5 8.3/22.7	27.7/27.7/27.7/2 7.7
Lightning Yellow Quartz Shield +1	65/0/0/80/0	0/0	D/-/-/C/-	78.2/34.3/39.2/5 9.3/24.6	29.5/29.5/29.5/2 9.5
Lightning Yellow Quartz Shield +2	71/0/0/87/0	0/0	D/-/-/C/-	78.8/36/40.8/60. 4/26.5	31.3/31.3/31.3/3 1.3
Lightning Yellow Quartz Shield +3	77/0/0/95/0	0/0	D/-/-/B/-	79.3/37.7/42.3/6 1.4/28.5	33.1/33.1/33.1/3 3.1
Lightning Yellow Quartz Shield +4	83/0/0/102/0	0/0	D/-/-/B/-	79.9/39.4/43.9/6 2.5/30.4	34.9/34.9/34.9/3 4.9
Lightning Yellow Quartz Shield +5	89/0/0/109/0	0/0	D/-/-/B/-	80.4/41.1/45.4/6 3.5/32.3	36.7/36.7/36.7/3 6.7
Lightning Yellow Quartz Shield +6	95/0/0/117/0	0/0	D/-/-/B/-	81/42.8/47/64.5/ 34.3	38.5/38.5/38.5/3 8.5
Lightning Yellow Quartz Shield +7	101/0/0/124/0	0/0	D/-/-/B/-	81.6/44.4/48.6/6 5.6/36.2	40.3/40.3/40.3/4 0.3
Lightning Yellow Quartz Shield +8	107/0/0/131/0	0/0	D/-/-/B/-	82.1/46.1/50.1/6 6.6/38.1	42.1/42.1/42.1/4 2.1
Lightning Yellow Quartz Shield +9	113/0/0/138/0	0/0	D/-/-/B/-	82.7/47.8/51.7/6 7.7/40	43.9/43.9/43.9/4 3.9
Lightning Yellow Quartz Shield +10	119/0/0/146/0	0/0	D/-/-/B/-	83.2/49.5/53.2/6 8.7/42	45.7/45.7/45.7/4 5.7

## 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 Yellow Quartz Shield +0	59/0/0/0/73	0/0	D/-/-/-/C	77.7/32.7/37.7/37.7/43.3	27.7/27.7/27.7/27.7
Dark Yellow Quartz Shield +1	65/0/0/0/80	0/0	D/-/-/-/C	78.2/34.3/39.2/39.2/44.7	29.5/29.5/29.5/29.5
Dark Yellow Quartz Shield +2	71/0/0/0/87	0/0	D/-/-/-/C	78.8/36/40.8/40.8/46.1	31.3/31.3/31.3/31.3
Dark Yellow Quartz Shield +3	77/0/0/0/95	0/0	D/-/-/-/B	79.3/37.7/42.3/42.3/47.5	33.1/33.1/33.1/33.1
Dark Yellow Quartz Shield +4	83/0/0/0/102	0/0	D/-/-/-/B	79.9/39.4/43.9/43.9/49	34.9/34.9/34.9/34.9
Dark Yellow Quartz Shield +5	89/0/0/0/109	0/0	D/-/-/-/B	80.4/41.1/45.4/45.4/50.4	36.7/36.7/36.7/36.7
Dark Yellow Quartz Shield +6	95/0/0/0/117	0/0	D/-/-/-/B	81/42.8/47/47/51.8	38.5/38.5/38.5/38.5
Dark Yellow Quartz Shield +7	101/0/0/0/124	0/0	D/-/-/-/B	81.6/44.4/48.6/48.6/53.2	40.3/40.3/40.3/40.3
Dark Yellow Quartz Shield +8	107/0/0/0/131	0/0	D/-/-/-/B	82.1/46.1/50.1/50.1/54.6	42.1/42.1/42.1/42.1
Dark Yellow Quartz Shield +9	113/0/0/0/138	0/0	D/-/-/-/B	82.7/47.8/51.7/51.7/56	43.9/43.9/43.9/43.9
Dark Yellow Quartz Shield +10	119/0/0/0/146	0/0	D/-/-/-/B	83.2/49.5/53.2/53.2/57.5	45.7/45.7/45.7/45.7

## 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
Poison Yellow Quartz Shield +0	59/0/0/0/0	14/0	D/-/-/-/-	77.7/32.7/37.7/37.7/22.7	48.3/27.7/27.7/27.7
Poison Yellow Quartz Shield +1	65/0/0/0/0	16/0	D/-/-/-/-	78.2/34.3/39.2/39.2/24.6	49.6/29.5/29.5/29.5
Poison Yellow Quartz Shield +2	71/0/0/0/0	17/0	D/-/-/-/-	78.8/36/40.8/40.8/26.5	50.9/31.3/31.3/31.3
Poison Yellow Quartz Shield +3	77/0/0/0/0	19/0	D/-/-/-/-	79.3/37.7/42.3/42.3/28.5	52.2/33.1/33.1/33.1
Poison Yellow Quartz Shield +4	83/0/0/0/0	20/0	D/-/-/-/-	79.9/39.4/43.9/43.9/30.4	53.5/34.9/34.9/34.9
Poison Yellow Quartz Shield +5	89/0/0/0/0	21/0	D/-/-/-/-	80.4/41.1/45.4/45.4/32.3	54.7/36.7/36.7/36.7
Poison Yellow Quartz Shield +6	95/0/0/0/0	23/0	D/-/-/-/-	81/42.8/47/47/34.3	56/38.5/38.5/38.5
Poison Yellow Quartz Shield +7	101/0/0/0/0	24/0	D/-/-/-/-	81.6/44.4/48.6/48.6/36.2	37.3/40.3/40.3/40.3
Poison Yellow Quartz Shield +8	107/0/0/0/0	26/0	D/-/-/-/-	82.1/46.1/50.1/50.1/38.1	58.6/42.1/42.1/42.1
Poison Yellow Quartz Shield +9	113/0/0/0/0	27/0	D/-/-/-/-	82.7/47.8/51.7/51.7/40	59.9/43.9/43.9/43.9
Poison Yellow Quartz Shield +10	119/0/0/0/0	29/0	D/-/-/-/-	83.2/49.5/53.2/53.2/42	61.2/45.7/45.7/45.7

## 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 Yellow Quartz Shield +0	59/0/0/0/0	0/14	D/-/-/-/-	77.7/32.7/37.7/37.7/22.7	27.7/48.3/27.7/27.7

Bleed Yellow Quartz Shield +1	65/0/0/0/0	0/16	D/-/-/-/-	78.2/34.3/39.2/39.2/24.6	29.5/49.6/29.5/29.5
Bleed Yellow Quartz Shield +2	71/0/0/0/0	0/17	D/-/-/-/-	78.8/36/40.8/40.8/26.5	31.3/50.9/31.3/31.3
Bleed Yellow Quartz Shield +3	77/0/0/0/0	0/19	D/-/-/-/-	79.3/37.7/42.3/42.3/28.5	33.1/52.2/33.1/33.1
Bleed Yellow Quartz Shield +4	83/0/0/0/0	0/20	D/-/-/-/-	79.9/39.4/43.9/43.9/30.4	34.9/53.5/34.9/34.9
Bleed Yellow Quartz Shield +5	89/0/0/0/0	0/21	D/-/-/-/-	80.4/41.1/45.4/45.4/32.3	36.7/54.7/36.7/36.7
Bleed Yellow Quartz Shield +6	95/0/0/0/0	0/23	D/-/-/-/-	81/42.8/47/47/34.3	38.5/56/38.5/38.5
Bleed Yellow Quartz Shield +7	101/0/0/0/0	0/24	D/-/-/-/-	81.6/44.4/48.6/48.6/36.2	40.3/37.3/40.3/40.3
Bleed Yellow Quartz Shield +8	107/0/0/0/0	0/26	D/-/-/-/-	82.1/46.1/50.1/50.1/38.1	42.1/58.6/42.1/42.1
Bleed Yellow Quartz Shield +9	113/0/0/0/0	0/27	D/-/-/-/-	82.7/47.8/51.7/51.7/40	43.9/59.9/43.9/43.9
Bleed Yellow Quartz Shield +10	119/0/0/0/0	0/29	D/-/-/-/-	83.2/49.5/53.2/53.2/42	45.7/61.2/45.7/45.7

# 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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