

Deflection

FoldUnfold Table of Contents Description List of Deflectable Enemy Attacks

Disclaimer: The information in this article is currently heavily outdated and should not be thought of as verifiably correct.

Description

Deflection is a hidden value for weapons that have blocking ability, but primarily only concerns shields. This value is not listed in game. It is not the same as the stability value of the shield. Upgrading shields does not affect its deflection value.

If an attack connects with your shield, and your shield's Deflection rate is high enough to overpower it and that attack doesn't break your guard by draining the rest of your stamina, then the attack will be deflected. Your opponent will be in staggered state, allowing for extra damage.

Even though you can block with almost all weapons (by equipping it in left hand or two-handing it), all non-shield weapons (including Dark Hand) have **no deflection rate**. That means, the enemy won't be staggered and can finish their attack animation if you block with those weapons. Shields that you don't have enough stats to wield **in one hand** also have no deflection, even if you wield greatshields like Havel's Greatshield.

As a general rule:

- Small shields have **light** deflection.
- Normal shields have **medium** deflection.
- Greatshields have **heavy** deflection.
- Unique shields have **light** deflection.

Though there are exceptions:

- Cracked Round Shield, a small shield, has **no** deflection.
- Iron Round Shield, a normal shield, has **heavy** deflection.

Iron Flesh provides the Deflection of a Greatshield, but only to unblocked attacks.

List of Deflectable Enemy Attacks

Ordered by normal playthrough without the Master Key. Each enemy has different attack which need different level of deflection rating to successfully deflect, some of which can't be deflected at

all. The undeflectable attacks, and enemies whose attacks are undeflectable, are not listed here.

Enemy	Location	Attack Pattern	Needed
Hollow (sword)	Undead Asylum Undead Burg Undead Parish Painted World of Ariamis	1-H swing 2-H overhead swing Jump attack	Light Medium Medium
Hollow (torch)	Undead Asylum Lower Undead Burg Undead Parish Depths Painted World of Ariamis	All except jump attack Jump attack	Light Medium
Armored Hollow (sword)	Undead Burg	1-H swing 2-H overhead swing Jump attack	Light Medium Medium
Armored Hollow (axe)	Undead Burg	1-H swing 2-H overhead swing Jump attack	Medium Heavy Heavy
Undead Soldier (sword)	Undead Burg Undead Parish	1-H swing 2-H overhead swing Jump attack	Light Medium Medium
Undead Soldier (spear)	Undead Burg Undead Parish	1-H thrust 2-H thrust	Light Medium
Small Undead Rat	Undead Burg Depths	All attacks	Light
Balder Knight (side sword)	Undead Parish Sen's Fortress	Quick slash Sword & shield bash Running stab	Medium Heavy Heavy
Balder Knight (rapier)	Undead Parish Sen's Fortress	Stab	Medium
Undead Attack Dog	Lower Undead Burg Royal Wood	Bite Jump attack	Light Heavy
Undead Assassin	Lower Undead Burg	Quick 1-H slash Charged 1-H slash	Light Medium
Large Undead Rat	Depths	All attacks	Light
Infested Barbarian (club)	Blighttown	1-H diagonal swing	Heavy
Infested Ghoul (sword)	Blighttown	1-H horizontal swipe 1-H overhead smash Shoving attack	Light Light Heavy
Infested Ghoul (spear)	Blighttown	1-H horizontal swipe 1-H overhead smash Shoving attack	Light Medium Heavy
Infested Ghoul (corpse)	Blighttown	1-H horizontal swipe 1-H overhead smash Shoving attack	Medium Heavy Heavy

Flaming Attack Dog	Blighttown	Bite Jump attack	Light Heavy
Cragspider	Blighttown	Claw swipe	Light
Giant Leech	Blighttown	Bite	Medium
Egg Carrier	Quelaag's Domain	Larva bite	Light
Egg Carrier's larva	Quelaag's Domain	Lunging bite	Light
Serpent Soldier	Sen's Fortress The Duke's Archives	All attack except bite	Medium
Serpent Mage	Sen's Fortress The Duke's Archives	Quick slash Charged slash	Light Light
Painting Guardian	Anor Londo	Right/left 1-H slash Cartwheel slash "1-H strong attack" slash	Light Light Heavy
Silver Knight (sword)	Anor Londo	Quick slash Thrust	Heavy Heavy
Silver Knight (spear)	Anor Londo	Quick stab Horizontal slash	Heavy Heavy
Bat Wing Demon	Anor Londo	Stab Charged stab Horizontal swipe	Medium Heavy Medium
Demonic Foliage	Darkroot Garden	Horizontal swipe Overhead smash Double overhead smash	Light Medium Heavy
Ghost (daggers)	New Londo Ruins	All attacks except grab	Light
Darkwraith enemy	New Londo Ruins	1-H Slash Running thrust	Heavy Heavy
Skeleton (scimitar)	The Catacombs	Quick slash Charged slash Charged spinning slash	Light Medium Medium
Skeleton (falchion)	The Catacombs	1-H slash 2-H slash	Light Medium
Giant Skeleton (sword)	The Catacombs Tomb of the Giants	1-H slash	Medium
Skeleton Beast	Tomb of the Giants	Quick (non-combo) bite	Heavy
Undead Crystal Soldier (sword)	The Duke's Archives	1-H slash Overhead slash Shoulder bash	Light Heavy Heavy
Man-eater Shell	The Duke's Archives Ash Lake	Kick	Heavy
Minor Capra Demon	Demon Ruins	1-H slash	Heavy
Chaos Eater	Lost Izalith	Tentacle swipe	Heavy

Black Knight (sword)	Undead Burg Undead Asylum Kiln of the First Flame	Quick slash Thrust after shield bash	Heavy Heavy
Black Knight (halberd)	Darkroot Basin Tomb of the Giants Kiln of the First Flame	Quick stab	Heavy
Snow Rat	Painted World of Ariamis	All attacks	Light
Crow Demon	Painted World of Ariamis	Wing swipe	Medium
Phalanx	Painted World of Ariamis	Stab Swipe	Light Medium
Heavy Knight (sword)	Painted World of Ariamis	1-H slash	Heavy
Scarecrow (pitchfork)	Royal Wood	Swipe Single shove Overhead smash	Medium Medium Medium
Bloathead	Oolacile Township Chasm of the Abyss	Left/right hand swipe Flail around	Medium Heavy
Bloathead Sorcerer	Oolacile Township Chasm of the Abyss	Hand swipe	Medium

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