

# Deflection

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*Disclaimer: The information in this article is currently heavily outdated and should not be thought of as verifiably correct.*

## Description

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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

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

|                                |                                       |  |                           |
|--------------------------------|---------------------------------------|--|---------------------------|
| Flaming Attack Dog             | Blighttown                            | Bite<br>Jump attack  | Light<br>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<br>The Duke's Archives | All attack except bite   | Medium                    |
| Serpent Mage                   | Sen's Fortress<br>The Duke's Archives | Quick slash<br>Charged slash   | Light<br>Light            |
| Painting Guardian              | Anor Londo                            | Right/left 1-H slash<br>Cartwheel slash<br>"1-H strong attack" slash | Light<br>Light<br>Heavy   |
| Silver Knight (sword)          | Anor Londo                            | Quick slash<br>Thrust  | Heavy<br>Heavy            |
| Silver Knight (spear)          | Anor Londo                            | Quick stab<br>Horizontal slash                                       | Heavy<br>Heavy            |
| Bat Wing Demon                 | Anor Londo                            | Stab<br>Charged stab<br>Horizontal swipe                             | Medium<br>Heavy<br>Medium |
| Demonic Foliage                | Darkroot Garden                       | Horizontal swipe<br>Overhead smash<br>Double overhead smash          | Light<br>Medium<br>Heavy  |
| Ghost (daggers)                | New Londo Ruins                       | All attacks except grab  | Light                     |
| Darkwraith enemy               | New Londo Ruins                       | 1-H Slash<br>Running thrust  | Heavy<br>Heavy            |
| Skeleton (scimitar)            | The Catacombs                         | Quick slash<br>Charged slash<br>Charged spinning slash               | Light<br>Medium<br>Medium |
| Skeleton (falchion)            | The Catacombs                         | 1-H slash<br>2-H slash   | Light<br>Medium           |
| Giant Skeleton (sword)         | The Catacombs<br>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<br>Overhead slash<br>Shoulder bash                         | Light<br>Heavy<br>Heavy   |
| Man-eater Shell                | The Duke's Archives<br>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<br>Undead Asylum<br>Kiln of the First Flame         | Quick slash<br>Thrust after shield bash | Heavy<br>Heavy             |
| Black Knight (halberd) | Darkroot Basin<br>Tomb of the Giants<br>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<br>Swipe                           | Light<br>Medium            |
| Heavy Knight (sword)   | Painted World of Ariamis  | 1-H slash                               | Heavy                      |
| Scarecrow (pitchfork)  | Royal Wood  | Swipe<br>Single shove<br>Overhead smash | Medium<br>Medium<br>Medium |
| Bloathead              | Oolacile Township<br>Chasm of the Abyss                         | Left/right hand swipe<br>Flail around   | Medium<br>Heavy            |
| Bloathead Sorcerer     | Oolacile Township<br>Chasm of the Abyss                         | Hand swipe                              | Medium                     |

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