

# Drakekeeper

## General

*Colossal warriors staunchly watch over the shrine, ready to defend its resident, or allow one worthy enough to be granted audience.<sup>1</sup>*

### Sword and Shield

Bonfire Intensity	HP	Souls
1	1,100	1,900
2	1,500	3,800
8	2,835	7,600

### Great Hammer

Bonfire Intensity	HP	Souls
1	1,100	1,900
2	1,650	3,800
8	3,132	7,600

### Warpick and Greatshield

Bonfire Intensity	HP	Souls
1	1,300	1,900
2	1,650	3,800
8	3,130	7,600

### Ultra Greatsword

Bonfire Intensity	HP	Souls
1	1,050	1,900
2	1,250	3,800

8	2,500	7,600
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- Similar to the Old Knights of Heide's Tower of Flame, but they are much more aggressive and have more variety in their attacks.
- Sword & Shield wielders can fire a magic bolt from their weapon when you are out of their range.

## Location

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### **Dragon Shrine**

Found throughout the map.

## Drops

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- Drakekeeper Set (Rare)
- Drakekeeper's Sword (Sword & Shield wielders - Rare)
- Drakekeeper's Great Hammer (Great Hammer wielders - Rare)
- Drakekeeper's Warpick (Warpick & Greatshield wielders - Rare)
- Drakekeeper's Ultra Greatsword (Ultra Greatsword wielders - Rare)
- Drakekeeper's Shield (Sword & Shield wielders - Rare)
- Greatshield of Glory (Warpick & Greatshield wielders - Rare)
- Dragon Charm (Uncommon)

## Weakness

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Weakness	Effectiveness
Strike	150%
Thrust	70%
Slash	100%
Projectile	100%

## Resistance

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Resistance	Reduction
Fire	30%
Magic	50%
Lightning	50%
Dark	30%

Poison	Susceptible
Bleed	Susceptible

## Attacks

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Attack	Description
Move	Description
Move	Description

## Notes

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- While the Sword & Shield wielders are able to block with very high physical damage reduction, the Warpick and Greatshield wielders are able to block with very little of any type of damage reduction.
- All Drakekeepers seem to have an incredibly high amount of stamina and very rarely pause in their swinging. This is specially noticeable when facing the Great Hammer variant, he can swing up to 6 times in 7 seconds.
- Almost every single attack from any Drakekeeper will likely break all of your poise and some attacks, such as those done with a Drakekeeper's mace, often render you unable to move for almost 3 seconds straight.
- It seems as though they will not drop duplicates of their weapons and armor, similar to the Mad Warrior (needs further testing).
- Even though their item drop rate is quite low, you'll eventually start getting weapon and armor duplicates. (Tested in SotFS PS3)

Footnotes 1. Drakekeeper weapon description.

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