

Dragonrider Greatshield

In-Game Description

*Greatshield of the Dragonriders,
King Vendrick's royal guard.*

*The rank of Dragonrider was reserved for
honorable warriors who helped found Drangleic.
Together with the king, they crushed its former
inhabitants and erected a magnificent kingdom
upon their graves.*

Availability

Trade the Dragonrider Soul and 1,500 souls with Straid of Olaphis.

General Information

Name	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
	124/0/0 /0/0 (Strike)	0/0	120	35	35/0/0/ 0 D/-/-/-/- /-	100/60/ 75/75/5 0	55/55/2 0/20	70	100	13.5

Upgrades

Basic

Standard upgrade path.
Requires Petrified Dragon Bone.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Dragonrider Greatshield +0	124/0/0/0/0/0/0	D/-/-/-/-/-	100/60/75/75/50	55/55/20/20	70	-	-
Dragonrider Greatshield +1	161/0/0/0/0/0/0	D/-/-/-/-/-	100/61/75.6/75.6/51.2	56.1/56.1/22/22	71	1x Petrified Dragon Bone	1,230
Dragonrider Greatshield +2	198/0/0/0/0/0/0	D/-/-/-/-/-	100/62/76.2/76.2/52.5	57.2/57.2/24/24	72	2x Petrified Dragon Bone	1,540
Dragonrider Greatshield +3	235/0/0/0/0/0/0	D/-/-/-/-/-	100/63/76.8/76.8/53.7	58.3/58.3/26/26	73	3x Petrified Dragon Bone	1,840
Dragonrider Greatshield +4	272/0/0/0/0/0/0	D/-/-/-/-/-	100/64/77.5/77.5/55	59.5/59.5/28/28	74	4x Petrified Dragon Bone	2,460
Dragonrider Greatshield +5	310/0/0/0/0/0/0	D/-/-/-/-/-	100/65/78.1/78.1/56.2	60.6/60.6/30/30	75	5x Petrified Dragon Bone	2,760

Infusions

Magic

Requires Faintstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Dragonrider Greatshield +0	78/95/0/0/0	0/0	D/-/C/-/-/-	97.7/78.3/72.7/72.7/47.7	52.7/52.7/17.7/17.7
Magic Dragonrider Greatshield +1	101/124/0/0/0	0/0	D/-/C/-/-/-	97.7/78.8/73.3/73.3/49	53.8/53.8/19.7/19.7
Magic Dragonrider Greatshield +2	124/152/0/0/0	0/0	D/-/C/-/-/-	97.8/79.4/74/74/50.3	55/55/21.8/21.8

Magic Dragonrider Greatshield +3	148/181/0/0/0	0/0	D/-/B/-/-	97.8/79.9/74.7/74.7/51.6	56.2/56.2/23.8/23.8
Magic Dragonrider Greatshield +4	171/210/0/0/0	0/0	D/-/B/-/-	97.9/80.5/75.4/75.4/52.9	57.4/57.4/25.9/25.9
Magic Dragonrider Greatshield +5	195/238/0/0/0	0/0	D/-/B/-/-	97.9/81/76.1/76.1/54.2	58.6/58.6/27.9/27.9

Fire

Requires Firedrake Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Dragonrider Greatshield +0	78/0/95/0/0	0/0	D/-/-/C/-/-	97.7/57.7/93.3/72.7/47.7	52.7/52.7/17.7/17.7
Fire Dragonrider Greatshield +1	101/0/124/0/0	0/0	D/-/-/C/-/-	97.7/58.7/93.5/73.3/49	53.8/53.8/19.7/19.7
Fire Dragonrider Greatshield +2	124/0/152/0/0	0/0	D/-/-/C/-/-	97.8/59.8/93.6/74/50.3	55/55/21.8/21.8
Fire Dragonrider Greatshield +3	148/0/181/0/0	0/0	D/-/-/B/-/-	97.8/60.8/93.8/74.7/51.6	56.2/56.2/23.8/23.8
Fire Dragonrider Greatshield +4	171/0/210/0/0	0/0	D/-/-/B/-/-	97.9/61.9/94/75.4/52.9	57.4/57.4/25.9/25.9
Fire Dragonrider Greatshield +5	195/0/238/0/0	0/0	D/-/-/B/-/-	97.9/62.9/94.1/76.1/54.2	58.6/58.6/27.9/27.9

Lightning

Requires Boltstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Dragonrider Greatshield +0	78/0/0/95/0	0/0	D/-/-/-/C/-	97.7/57.7/72.7/93.3/47.7	52.7/52.7/17.7/17.7
Lightning Dragonrider Greatshield +1	101/0/0/124/0	0/0	D/-/-/-/C/-	97.7/58.7/73.3/93.5/49	53.8/53.8/19.7/19.7

Lightning Dragonrider Greatshield +2	124/0/0/152/0	0/0	D/-/-/-/C/-	97.8/59.8/74/93.6/50.3	55/55/21.8/21.8
Lightning Dragonrider Greatshield +3	148/0/0/181/0	0/0	D/-/-/-/B/-	97.8/60.8/74.7/93.8/51.6	56.2/56.2/23.8/23.8
Lightning Dragonrider Greatshield +4	171/0/0/210/0	0/0	D/-/-/-/B/-	97.9/61.9/75.4/94/52.9	57.4/57.4/25.9/25.9
Lightning Dragonrider Greatshield +5	195/0/0/238/0	0/0	D/-/-/-/B/-	97.9/62.9/76.1/94.1/54.2	58.6/58.6/27.9/27.9

Dark

Requires Darknight Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Dragonrider Greatshield +0	78/0/0/0/95	0/0	D/-/-/-/-/C	97.7/57.7/72.7/72.7/68.3	52.7/52.7/17.7/17.7
Dark Dragonrider Greatshield +1	101/0/0/0/124	0/0	D/-/-/-/-/C	97.7/58.7/73.3/73.3/69.1	53.8/53.8/19.7/19.7
Dark Dragonrider Greatshield +2	124/0/0/0/152	0/0	D/-/-/-/-/C	97.8/59.8/74/74/69.9	55/55/21.8/21.8
Dark Dragonrider Greatshield +3	148/0/0/0/181	0/0	D/-/-/-/-/B	97.8/60.8/74.7/74.7/70.7	56.2/56.2/23.8/23.8
Dark Dragonrider Greatshield +4	171/0/0/0/210	0/0	D/-/-/-/-/B	97.9/61.9/75.4/75.4/71.5	57.4/57.4/25.9/25.9
Dark Dragonrider Greatshield +5	195/0/0/0/238	0/0	D/-/-/-/-/B	97.9/62.9/76.1/76.1/72.2	58.6/58.6/27.9/27.9

Poison

Requires Poison Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Dragonrider Greatshield +0	78/0/0/0/0	19/0	D/-/-/-/-/-	97.7/57.7/72.7/72.7/47.7	73.3/52.7/17.7/17.7

Poison Dragonrider Greatshield +1	101/0/0/0/0	24/0	D/-/-/-/-	97.7/58.7/73.3/73.3/49	74/53.8/19.7/19.7
Poison Dragonrider Greatshield +2	124/0/0/0/0	30/0	D/-/-/-/-	97.8/59.8/74/74/50.3	74.6/55/21.8/21.8
Poison Dragonrider Greatshield +3	148/0/0/0/0	36/0	D/-/-/-/-	97.8/60.8/74.7/74.7/51.6	75.3/56.2/23.8/23.8
Poison Dragonrider Greatshield +4	171/0/0/0/0	42/0	D/-/-/-/-	97.9/61.9/75.4/75.4/52.9	76/57.4/25.9/25.9
Poison Dragonrider Greatshield +5	195/0/0/0/0	47/0	D/-/-/-/-	97.9/62.9/76.1/76.1/54.2	76.6/58.6/27.9/27.9

Bleed

Requires Bleed Stoneand 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Dragonrider Greatshield +0	78/0/0/0/0	0/19	D/-/-/-/-	97.7/57.7/72.7/72.7/47.7	52.7/73.3/17.7/17.7
Bleed Dragonrider Greatshield +1	101/0/0/0/0	0/24	D/-/-/-/-	97.7/58.7/73.3/73.3/49	53.8/74/19.7/19.7
Bleed Dragonrider Greatshield +2	124/0/0/0/0	0/30	D/-/-/-/-	97.8/59.8/74/74/50.3	55/74.6/21.8/21.8
Bleed Dragonrider Greatshield +3	148/0/0/0/0	0/36	D/-/-/-/-	97.8/60.8/74.7/74.7/51.6	56.2/75.3/23.8/23.8
Bleed Dragonrider Greatshield +4	171/0/0/0/0	0/42	D/-/-/-/-	97.9/61.9/75.4/75.4/52.9	57.4/76/25.9/25.9
Bleed Dragonrider Greatshield +5	195/0/0/0/0	0/47	D/-/-/-/-	97.9/62.9/76.1/76.1/54.2	58.6/76.6/27.9/27.9

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>

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