

# Drakekeeper's Greatshield



## In-Game Description

*An extremely sturdy pitch-black greatshield.*

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

## Availability

Dragon Shrine treasure. The chest containing this item can be reached by jumping from the Dark Priestess platform.

## 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
	135/0/0 /0/0  (Strike)	0/0	120	35	37/0/0/ 0  D/D/-/-/ /-	100/70/ 75/75/6 0	70/70/7 0/70	65	90	16.5

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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# Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Drakekeeper's Greatshield +0	135/0/0/0/0	D/D/-/-/-	100/70/75/75/60	70/70/70/70	65	-	-
Drakekeeper's Greatshield +1	148/0/0/0/0	D/D/-/-/-	100/70.7/75.6/75.6/61	70.7/70.7/70.7/70.7	65	1x Titanite Shard	550
Drakekeeper's Greatshield +2	162/0/0/0/0	D/D/-/-/-	100/71.5/76.2/76.2/62	71.5/71.5/71.5/71.5	66	2x Titanite Shard	690
Drakekeeper's Greatshield +3	175/0/0/0/0	D/D/-/-/-	100/72.2/76.8/76.8/63	72.2/72.2/72.2/72.2	67	3x Titanite Shard	830
Drakekeeper's Greatshield +4	189/0/0/0/0	C/D/-/-/-	100/73/77.5/77.5/64	73/73/73/73	68	1x Large Titanite Shard	1,100
Drakekeeper's Greatshield +5	202/0/0/0/0	C/D/-/-/-	100/73.7/78.1/78.1/65	73.7/73.7/73.7/73.7	69	2x Large Titanite Shard	1,240
Drakekeeper's Greatshield +6	216/0/0/0/0	C/D/-/-/-	100/74.5/78.7/78.7/66	74.5/74.5/74.5/74.5	69	3x Large Titanite Shard	1,380
Drakekeeper's Greatshield +7	229/0/0/0/0	C/D/-/-/-	100/75.2/79.3/79.3/67	75.2/75.2/75.2/75.2	70	1x Titanite Chunk	1,650
Drakekeeper's Greatshield +8	243/0/0/0/0	C/D/-/-/-	100/76/80/80/68	76/76/76/76	71	2x Titanite Chunk	1,790

Drakekeeper's Greatshield +9	256/0/0/0/0	C/D/-/-/-	100/76.7/80.6/80.6/69	76.7/76.7/76.7/6.7/76.7	72	3x Titanite Chunk	1,930
Drakekeeper's Greatshield +10	270/0/0/0/0	C/D/-/-/-	100/77.5/81.5/81.5/70	77.5/77.5/77.5/7.5/77.5	73	1x Titanite Slab	2,200

# Infusions

## Magic

Requires Faintstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Drakekeeper's Greatshield +0	85/103/0/0/0	0/0	D/D/C/-/-	97.7/88.3/72.7/72.7/57.7	67.7/67.7/67.7/67.7
Magic Drakekeeper's Greatshield +1	93/114/0/0/0	0/0	D/D/C/-/-	97.7/88.6/73.3/73.3/58.7	68.5/68.5/68.5/68.5
Magic Drakekeeper's Greatshield +2	102/124/0/0/0	0/0	D/D/C/-/-	97.8/88.9/74/74/59.8	69.3/69.3/69.3/69.3
Magic Drakekeeper's Greatshield +3	110/135/0/0/0	0/0	D/D/B/-/-	97.8/89.2/74.7/74.7/60.8	70.1/70.1/70.1/70.1
Magic Drakekeeper's Greatshield +4	119/145/0/0/0	0/0	D/D/B/-/-	97.9/89.5/75.4/75.4/61.9	70.9/70.9/70.9/70.9
Magic Drakekeeper's Greatshield +5	127/155/0/0/0	0/0	D/D/B/-/-	97.9/89.7/76.1/76.1/62.9	71.7/71.7/71.7/71.7
Magic Drakekeeper's Greatshield +6	136/166/0/0/0	0/0	D/D/B/-/-	98/90/76.8/76.8/64	72.5/72.5/72.5/72.5
Magic Drakekeeper's Greatshield +7	144/176/0/0/0	0/0	D/D/B/-/-	98.1/90.3/77.4/77.4/65.1	73.3/73.3/73.3/73.3

Magic Drakekeeper's Greatshield +8	153/187/0/0/0	0/0	D/D/B/-/-	98.1/90.6/78.1/78.1/66.1	74.1/74.1/74.1/74.1
Magic Drakekeeper's Greatshield +9	161/197/0/0/0	0/0	C/D/B/-/-	98.2/90.9/78.8/78.8/67.2	74.9/74.9/74.9/74.9
Magic Drakekeeper's Greatshield +10	170/207/0/0/0	0/0	C/D/B/-/-	98.2/91.2/79.5/79.5/68.2	75.7/75.7/75.7/75.7

# Fire

Requires Firedrake Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Drakekeeper's Greatshield +0	85/0/103/0/0	0/0	D/D/-/C/-/-	97.7/67.7/93.3/72.7/57.7	67.7/67.7/67.7/67.7
Fire Drakekeeper's Greatshield +1	93/0/114/0/0	0/0	D/D/-/C/-/-	97.7/68.5/93.5/73.3/58.7	68.5/68.5/68.5/68.5
Fire Drakekeeper's Greatshield +2	102/0/124/0/0	0/0	D/D/-/C/-/-	97.8/69.3/93.6/74/59.8	69.3/69.3/69.3/69.3
Fire Drakekeeper's Greatshield +3	110/0/135/0/0	0/0	D/D/-/B/-/-	97.8/70.1/93.8/74.7/60.8	70.1/70.1/70.1/70.1
Fire Drakekeeper's Greatshield +4	119/0/145/0/0	0/0	D/D/-/B/-/-	97.9/70.9/94/75.4/61.9	70.9/70.9/70.9/70.9
Fire Drakekeeper's Greatshield +5	127/0/155/0/0	0/0	D/D/-/B/-/-	97.9/71.7/94.1/76.1/62.9	71.7/71.7/71.7/71.7
Fire Drakekeeper's Greatshield +6	136/0/166/0/0	0/0	D/D/-/B/-/-	98/72.5/94.3/76.8/64	72.5/72.5/72.5/72.5
Fire Drakekeeper's Greatshield +7	144/0/176/0/0	0/0	D/D/-/B/-/-	98.1/73.3/94.5/77.4/65.1	73.3/73.3/73.3/73.3
Fire Drakekeeper's Greatshield +8	153/0/187/0/0	0/0	D/D/-/B/-/-	98.1/74.1/94.6/78.1/66.1	74.1/74.1/74.1/74.1

Fire Drakekeeper's Greatshield +9	161/0/197/0/0	0/0	C/D/-/B/-/-	98.2/74.9/94.8/7 8.8/67.2	74.9/74.9/74.9/7 4.9
Fire Drakekeeper's Greatshield +10	170/0/207/0/0	0/0	C/D/-/B/-/-	98.2/75.7/95/79. 5/68.2	75.7/75.7/75.7/7 5.7

# Lightning

Requires Boltstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Drakekeeper's Greatshield +0	85/0/0/103/0	0/0	D/D/-/-/C/-	97.7/67.7/72.7/9 3.3/57.7	67.7/67.7/67.7/6 7.7
Lightning Drakekeeper's Greatshield +1	93/0/0/114/0	0/0	D/D/-/-/C/-	97.7/68.5/73.3/9 3.5/58.7	68.5/68.5/68.5/6 8.5
Lightning Drakekeeper's Greatshield +2	102/0/0/124/0	0/0	D/D/-/-/C/-	97.8/69.3/74/93. 6/59.8	69.3/69.3/69.3/6 9.3
Lightning Drakekeeper's Greatshield +3	110/0/0/135/0	0/0	D/D/-/-/B/-	97.8/70.1/74.7/9 3.8/60.8	70.1/70.1/70.1/7 0.1
Lightning Drakekeeper's Greatshield +4	119/0/0/145/0	0/0	D/D/-/-/B/-	97.9/70.9/75.4/9 4/61.9	70.9/70.9/70.9/7 0.9
Lightning Drakekeeper's Greatshield +5	127/0/0/155/0	0/0	D/D/-/-/B/-	97.9/71.7/76.1/9 4.1/62.9	71.7/71.7/71.7/7 1.7
Lightning Drakekeeper's Greatshield +6	136/0/0/166/0	0/0	D/D/-/-/B/-	98/72.5/76.8/94. 3/64	72.5/72.5/72.5/7 2.5
Lightning Drakekeeper's Greatshield +7	144/0/0/176/0	0/0	D/D/-/-/B/-	98.1/73.3/77.4/9 4.5/65.1	73.3/73.3/73.3/7 3.3
Lightning Drakekeeper's Greatshield +8	153/0/0/187/0	0/0	D/D/-/-/B/-	98.1/74.1/78.1/9 4.6/66.1	74.1/74.1/74.1/7 4.1
Lightning Drakekeeper's Greatshield +9	161/0/0/197/0	0/0	C/D/-/-/B/-	98.2/74.9/78.8/9 4.8/67.2	74.9/74.9/74.9/7 4.9

Lightning Drakekeeper's Greatshield +10	170/0/0/207/0	0/0	C/D/-/-/B/-	98.2/75.7/79.5/9 5/68.2	75.7/75.7/75.7/7 5.7
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# Dark

Requires Darknight Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Drakekeeper's Greatshield +0	85/0/0/0/103	0/0	D/D/-/-/-/C	97.7/67.7/72.7/7 2.7/78.3	67.7/67.7/67.7/6 7.7
Dark Drakekeeper's Greatshield +1	93/0/0/0/114	0/0	D/D/-/-/-/C	97.7/68.5/73.3/7 3.3/78.8	68.5/68.5/68.5/6 8.5
Dark Drakekeeper's Greatshield +2	102/0/0/0/124	0/0	D/D/-/-/-/C	97.8/69.3/74/74/ 79.4	69.3/69.3/69.3/6 9.3
Dark Drakekeeper's Greatshield +3	110/0/0/0/135	0/0	D/D/-/-/-/B	97.8/70.1/74.7/7 4.7/79.9	70.1/70.1/70.1/7 0.1
Dark Drakekeeper's Greatshield +4	119/0/0/0/145	0/0	D/D/-/-/-/B	97.9/70.9/75.4/7 5.4/80.5	70.9/70.9/70.9/7 0.9
Dark Drakekeeper's Greatshield +5	127/0/0/0/155	0/0	D/D/-/-/-/B	97.9/71.7/76.1/7 6.1/81	71.7/71.7/71.7/7 1.7
Dark Drakekeeper's Greatshield +6	136/0/0/0/166	0/0	D/D/-/-/-/B	98/72.5/76.8/76. 8/81.5	72.5/72.5/72.5/7 2.5
Dark Drakekeeper's Greatshield +7	144/0/0/0/176	0/0	D/D/-/-/-/B	98.1/73.3/77.4/7 7.4/82.1	73.3/73.3/73.3/7 3.3
Dark Drakekeeper's Greatshield +8	153/0/0/0/187	0/0	D/D/-/-/-/B	98.1/74.1/78.1/7 8.1/82.6	74.1/74.1/74.1/7 4.1
Dark Drakekeeper's Greatshield +9	161/0/0/0/197	0/0	C/D/-/-/-/B	98.2/74.9/78.8/7 8.8/83.2	74.9/74.9/74.9/7 4.9
Dark Drakekeeper's Greatshield +10	170/0/0/0/207	0/0	C/D/-/-/-/B	98.2/75.7/79.5/7 9.5/83.7	75.7/75.7/75.7/7 5.7

# Poison

Requires Poison Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Drakekeeper's Greatshield +0	85/0/0/0/0	20/0	D/D/-/-/-	97.7/67.7/72.7/72.7/57.7	88.3/67.7/67.7/67.7
Poison Drakekeeper's Greatshield +1	93/0/0/0/0	22/0	D/D/-/-/-	97.7/68.5/73.3/73.3/58.7	88.6/68.5/68.5/68.5
Poison Drakekeeper's Greatshield +2	102/0/0/0/0	24/0	D/D/-/-/-	97.8/69.3/74/74/59.8	88.9/69.3/69.3/69.3
Poison Drakekeeper's Greatshield +3	110/0/0/0/0	27/0	D/D/-/-/-	97.8/70.1/74.7/74.7/60.8	89.2/70.1/70.1/70.1
Poison Drakekeeper's Greatshield +4	119/0/0/0/0	29/0	D/D/-/-/-	97.9/70.9/75.4/75.4/61.9	89.5/70.9/70.9/70.9
Poison Drakekeeper's Greatshield +5	127/0/0/0/0	31/0	D/D/-/-/-	97.9/71.7/76.1/76.1/62.9	89.7/71.7/71.7/71.7
Poison Drakekeeper's Greatshield +6	136/0/0/0/0	33/0	D/D/-/-/-	98/72.5/76.8/76.8/64	90/72.5/72.5/72.5
Poison Drakekeeper's Greatshield +7	144/0/0/0/0	35/0	D/D/-/-/-	98.1/73.3/77.4/77.4/65.1	90.3/73.3/73.3/73.3
Poison Drakekeeper's Greatshield +8	153/0/0/0/0	37/0	D/D/-/-/-	98.1/74.1/78.1/78.1/66.1	90.6/74.1/74.1/74.1
Poison Drakekeeper's Greatshield +9	161/0/0/0/0	39/0	C/D/-/-/-	98.2/74.9/78.8/78.8/67.2	90.9/74.9/74.9/74.9
Poison Drakekeeper's Greatshield +10	170/0/0/0/0	41/0	C/D/-/-/-	98.2/75.7/79.5/79.5/68.2	91.2/75.7/75.7/75.7

# Bleed

Requires Bleed Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Drakekeeper's Greatshield +0	85/0/0/0/0	0/20	D/D/-/-/-	97.7/67.7/72.7/72.7/57.7	67.7/88.3/67.7/67.7
Bleed Drakekeeper's Greatshield +1	93/0/0/0/0	0/22	D/D/-/-/-	97.7/68.5/73.3/73.3/58.7	68.5/88.6/68.5/68.5
Bleed Drakekeeper's Greatshield +2	102/0/0/0/0	0/24	D/D/-/-/-	97.8/69.3/74/74/59.8	69.3/88.9/69.3/69.3
Bleed Drakekeeper's Greatshield +3	110/0/0/0/0	0/27	D/D/-/-/-	97.8/70.1/74.7/74.7/60.8	70.1/89.2/70.1/70.1
Bleed Drakekeeper's Greatshield +4	119/0/0/0/0	0/29	D/D/-/-/-	97.9/70.9/75.4/75.4/61.9	70.9/89.5/70.9/70.9
Bleed Drakekeeper's Greatshield +5	127/0/0/0/0	0/31	D/D/-/-/-	97.9/71.7/76.1/76.1/62.9	71.7/89.7/71.7/71.7
Bleed Drakekeeper's Greatshield +6	136/0/0/0/0	0/33	D/D/-/-/-	98/72.5/76.8/76.8/64	72.5/90/72.5/72.5
Bleed Drakekeeper's Greatshield +7	144/0/0/0/0	0/35	D/D/-/-/-	98.1/73.3/77.4/77.4/65.1	73.3/90.3/73.3/73.3
Bleed Drakekeeper's Greatshield +8	153/0/0/0/0	0/37	D/D/-/-/-	98.1/74.1/78.1/78.1/66.1	74.1/90.6/74.1/74.1
Bleed Drakekeeper's Greatshield +9	161/0/0/0/0	0/39	C/D/-/-/-	98.2/74.9/78.8/78.8/67.2	74.9/90.9/74.9/74.9
Bleed Drakekeeper's Greatshield +10	170/0/0/0/0	0/41	C/D/-/-/-	98.2/75.7/79.5/79.5/68.2	75.7/91.2/75.7/75.7

# Key



<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon 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>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<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 weapon to break the poise of an enemy.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon 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>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>

<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons 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>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon 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 Petrification Effect</li> <li>• D is Curse Effect</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>
<b>Durability:</b>	The durability of the weapon.
<b>Weight:</b>	<p>The weight of the weapon. 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>Enchantable? Items/Spells:</b>	Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.
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