

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	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	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

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	68.5/68.5/68.5/68.5/68.5
Magic Drakekeeper's Greatshield +2	102/124/0/0/0	0/0	D/D/C/-/-	97.8/88.9/74/74/59.8	69.3/69.3/69.3/69.3/69.3
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	70.1/70.1/70.1/70.1/70.1
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	70.9/70.9/70.9/70.9/70.9
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	71.7/71.7/71.7/71.7/71.7
Magic Drakekeeper's Greatshield +6	136/166/0/0/0	0/0	D/D/B/-/-	98/90/76.8/76.8/64	72.5/72.5/72.5/72.5/72.5
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	73.3/73.3/73.3/73.3/73.3

Magic Drakekeeper's Greatshield +8	153/187/0/0/0	0/0	D/D/B/-/-	98.1/90.6/78.1/7 8.1/66.1	74.1/74.1/74.1/7 4.1
Magic Drakekeeper's Greatshield +9	161/197/0/0/0	0/0	C/D/B/-/-	98.2/90.9/78.8/7 8.8/67.2	74.9/74.9/74.9/7 4.9
Magic Drakekeeper's Greatshield +10	170/207/0/0/0	0/0	C/D/B/-/-	98.2/91.2/79.5/7 9.5/68.2	75.7/75.7/75.7/7 5.7

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/-/-	97.7/67.7/93.3/7 2.7/57.7	67.7/67.7/67.7/6 7.7
Fire Drakekeeper's Greatshield +1	93/0/114/0/0	0/0	D/D/-/C/-/-	97.7/68.5/93.5/7 3.3/58.7	68.5/68.5/68.5/6 8.5
Fire Drakekeeper's Greatshield +2	102/0/124/0/0	0/0	D/D/-/C/-/-	97.8/69.3/93.6/7 4/59.8	69.3/69.3/69.3/6 9.3
Fire Drakekeeper's Greatshield +3	110/0/135/0/0	0/0	D/D/-/B/-/-	97.8/70.1/93.8/7 4.7/60.8	70.1/70.1/70.1/7 0.1
Fire Drakekeeper's Greatshield +4	119/0/145/0/0	0/0	D/D/-/B/-/-	97.9/70.9/94/75. 4/61.9	70.9/70.9/70.9/7 0.9
Fire Drakekeeper's Greatshield +5	127/0/155/0/0	0/0	D/D/-/B/-/-	97.9/71.7/94.1/7 6.1/62.9	71.7/71.7/71.7/7 1.7
Fire Drakekeeper's Greatshield +6	136/0/166/0/0	0/0	D/D/-/B/-/-	98/72.5/94.3/76. 8/64	72.5/72.5/72.5/7 2.5
Fire Drakekeeper's Greatshield +7	144/0/176/0/0	0/0	D/D/-/B/-/-	98.1/73.3/94.5/7 7.4/65.1	73.3/73.3/73.3/7 3.3
Fire Drakekeeper's Greatshield +8	153/0/187/0/0	0/0	D/D/-/B/-/-	98.1/74.1/94.6/7 8.1/66.1	74.1/74.1/74.1/7 4.1

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/-/-/BJ-	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/-/-/IC	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/-/-/IC	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/-/-/IC	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/-/-/IB	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/-/-/IB	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/-/-/IB	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/-/-/IB	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/-/-/IB	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/-/-/IB	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/-/-/IB	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/-/-/IB	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/-/-/-	97.7/67.7/72.7/72.7/2.7/57.7	67.7/88.3/67.7/67.7
Bleed Drakekeeper's Greatshield +1	93/0/0/0/0	0/22	D/D/-/-/-	97.7/68.5/73.3/73.3/3.3/58.7	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/-/-/-	97.8/70.1/74.7/74.7/4.7/60.8	70.1/89.2/70.1/70.1
Bleed Drakekeeper's Greatshield +4	119/0/0/0/0	0/29	D/D/-/-/-	97.9/70.9/75.4/75.4/5.4/61.9	70.9/89.5/70.9/70.9
Bleed Drakekeeper's Greatshield +5	127/0/0/0/0	0/31	D/D/-/-/-	97.9/71.7/76.1/76.1/6.1/62.9	71.7/89.7/71.7/71.7
Bleed Drakekeeper's Greatshield +6	136/0/0/0/0	0/33	D/D/-/-/-	98/72.5/76.8/76.8/8/64	72.5/90/72.5/72.5
Bleed Drakekeeper's Greatshield +7	144/0/0/0/0	0/35	D/D/-/-/-	98.1/73.3/77.4/77.4/7.4/65.1	73.3/90.3/73.3/73.3
Bleed Drakekeeper's Greatshield +8	153/0/0/0/0	0/37	D/D/-/-/-	98.1/74.1/78.1/78.1/8.1/66.1	74.1/90.6/74.1/74.1
Bleed Drakekeeper's Greatshield +9	161/0/0/0/0	0/39	C/D/-/-/-	98.2/74.9/78.8/78.8/8.8/67.2	74.9/90.9/74.9/74.9
Bleed Drakekeeper's Greatshield +10	170/0/0/0/0	0/41	C/D/-/-/-	98.2/75.7/79.5/79.5/9.5/68.2	75.7/91.2/75.7/75.7

Key

<p>Damage:</p>	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<p>Aux Effect:</p>	<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"> • A is Poison Effect • B is Bleed Effect
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p>Stats Needed:</p>	<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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <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. (14 x 2 = 28)</p>

<p>Stat Bonuses:</p>	<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"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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).
<p>Damage Reduction:</p>	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
<p>Aux Effect Reduction:</p>	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
<p>Stability:</p>	<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>
<p>Durability:</p>	<p>The durability of the weapon.</p>
<p>Weight:</p>	<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>

Enchantable? Items/Spells:

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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