

# Havel's Greatshield


## In-Game Description

*Havel's Greatshield.*

*A shield formed by chiseling a giant boulder.*  
*As solid as rock, this shield offers incredible defense, but is also terribly heavy.*

*So heavy, in fact, that he who takes it into battle is not allowed to flee, until he or his opponent has fallen.*

## Availability

**The Gutter** treasure

Obtain the Forgotten Key and travel to the Upper Gutter Bonfire. Cross the narrow walkway and bear left. Run and jump onto the lit platform and then climb the ladder. Open the large door and collect Havel's Set and Greatshield.

## General Information

Name	Damage	Counter Strength	Poise Damage	Durability	Weight	Stats Needed Stat Bonuses	Aux Effects Aux Effects Reduction	Damage Reduction	Stability	Enchantable
	253/0/0 /0  (Strike)	120	35	120	20.0	45/-/-/-  D/-/-/-/- /-	-/-  70/70/90/70	100/90/80/80/75	75	

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

# Basic

Standard upgrade path.  
Requires Twinkling Titanite

Name	Damage	Damage Reduction	Stat Bonuses	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Havel's Greatshield +0	253/0/0/0/0/0	100.0/90.0/80.0/80.0/75.0	D/-/-/-/-/-	70.0/70.0/90.0/70.0	75	N/A	N/A
Havel's Greatshield +1	278/0/0/0/0/0	100.0/90.2/80.5/80.5/75.6	D/-/-/-/-/-	70.7/70.7/90.2/70.7	76	1x Twinkling Titanite	1560
Havel's Greatshield +2	303/0/0/0/0/0	100.0/90.5/81.0/81.0/76.2	D/-/-/-/-/-	71.5/71.5/90.5/71.5	77	2x Twinkling Titanite	1950
Havel's Greatshield +3	329/0/0/0/0/0	100.0/90.7/81.5/81.5/76.8	D/-/-/-/-/-	72.2/72.2/90.7/72.2	78	3x Twinkling Titanite	2330
Havel's Greatshield +4	354/0/0/0/0/0	100.0/91.0/82.0/82.0/77.5	D/-/-/-/-/-	73.0/73.0/91.0/73.0	79	4x Twinkling Titanite	3110
Havel's Greatshield +5	380/0/0/0/0/0	100.0/91.2/82.5/82.5/78.1	D/-/-/-/-/-	73.7/73.7/91.2/73.7	80	5x Twinkling Titanite	3500

# Infusions

# Magic

Requires:

- Faintstone
- 2000 souls

Name	Damage	Damage Reduction	Stat Bonuses	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Magic Havel's Greatshield +0	159/194/0/0/0	97.7/100.0/77.7/77.7/72.7	D/-/C/-/-	67.7/67.7/87.7/67.7	75	N/A	N/A
Magic Havel's Greatshield +1	175/214/0/0/0	97.7/100.0/78.2/78.2/73.3	D/-/C/-/-	68.5/68.5/88.0/68.5	76	1x Twinkling Titanite	1560
Magic Havel's Greatshield +2	191/233/0/0/0	97.8/100.0/78.8/78.8/74.0	D/-/C/-/-	69.3/69.3/88.3/69.3	77	2x Twinkling Titanite	1950
Magic Havel's Greatshield +3	207/253/0/0/0	97.8/100.0/79.3/79.3/74.7	D/-/B/-/-	70.1/70.1/88.6/70.1	78	3x Twinkling Titanite	2330
Magic Havel's Greatshield +4	223/273/0/0/0	97.9/100.0/79.9/79.9/75.4	D/-/B/-/-	70.9/70.9/88.9/70.9	79	4x Twinkling Titanite	3110
Magic Havel's Greatshield +5	239/292/0/0/0	97.9/100.0/80.4/80.4/76.1	D/-/B/-/-	71.7/71.7/89.2/71.7	80	5x Twinkling Titanite	3500

## Fire

Requires:

- Firedrake Stone
- 2000 souls

Name	Damage	Damage Reduction	Stat Bonuses	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Fire Havel's Greatshield +0	159/0/194/0/0	97.7/87.7/98.3/77.7/72.7	D/-/-/C/-/-	67.7/67.7/87.7/67.7	75	N/A	N/A
Fire Havel's Greatshield +1	175/0/214/0/0	97.7/88.0/98.3/78.2/73.3	D/-/-/C/-/-	68.5/68.5/88.0/68.5	76	1x Twinkling Titanite	1560
Fire Havel's Greatshield +2	191/0/233/0/0	97.8/88.3/98.4/78.8/74.0	D/-/-/C/-/-	69.3/69.3/88.3/69.3	77	2x Twinkling Titanite	1950
Fire Havel's Greatshield +3	207/0/253/0/0	97.8/88.6/98.4/79.3/74.7	D/-/-/B/-/-	70.1/70.1/88.6/70.1	78	3x Twinkling Titanite	2330
Fire Havel's Greatshield +4	223/0/273/0/0	97.9/88.9/98.5/79.9/75.4	D/-/-/B/-/-	70.9/70.9/88.9/70.9	79	4x Twinkling Titanite	3110
Fire Havel's Greatshield +5	239/0/292/0/0	97.9/89.2/98.5/80.4/76.1	D/-/-/B/-/-	71.7/71.7/89.2/71.7	80	5x Twinkling Titanite	3500

## Lightning

Requires:

- Boltstone
- 2000 souls

Name	Damage	Damage Reduction	Stat Bonuses	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Lightning Havel's Greatshield +0	159/0/0/194/0	97.7/87.7/77.7 /98.3/72.7	D/-/-/-/C/-	67.7/67,7/87.7 /67.7	75	N/A	N/A
Lightning Havel's Greatshield +1	175/0/0/214/0	97.7/88.0/78.2 /98.3/73.3	D/-/-/-/C/-	68.5/68.5/88.0 /68.5	76	1x Twinkling Titanite	1560
Lightning Havel's Greatshield +2	191/0/0/233/0	97.8/88.3/78.8 /98.4/74.0	D/-/-/-/C/-	69.3/69.3/88.3 /69.3	77	2x Twinkling Titanite	1950
Lightning Havel's Greatshield +3	207/0/0/253/0	97.8/88.6/79.3 /98.4/74.7	D/-/-/-/B/-	70.1/70.1/88.6 /70.1	78	3x Twinkling Titanite	2330
Lightning Havel's Greatshield +4	223/0/0/273/0	97.9/88.9/79.9 /98.5/75.4	D/-/-/-/B/-	70.9/70.9/88.9 /70.9	79	4x Twinkling Titanite	3110
Lightning Havel's Greatshield +5	239/0/0/292/0	97.9/89.2/80.4 /98.5/76.1	D/-/-/-/B/-	71.7/71.7/89.2 /71.7	80	5x Twinkling Titanite	3500

## Dark

Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Damage Reduction	Stat Bonuses	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Dark Havel's Greatshield +0	159/0/0/0/194	97.7/87.7/77.7 /77.7/93.3	D/-/-/-/-/C	67.7/67,7/87.7 /67.7	75	N/A	N/A
Dark Havel's Greatshield +1	175/0/0/0/214	97.7/88.0/78.2 /78.2/93.5	D/-/-/-/-/C	68.5/68.5/88.0 /68.5	76	1x Twinkling Titanite	1560
Dark Havel's Greatshield +2	191/0/0/0/233	97.8/88.3/78.8 /78.8/93.6	D/-/-/-/-/C	69.3/69.3/88.3 /69.3	77	2x Twinkling Titanite	1950
Dark Havel's Greatshield +3	207/0/0/0/253	97.8/88.6/79.3 /79.3/93.8	D/-/-/-/-/B	70.1/70.1/88.6 /70.1	78	3x Twinkling Titanite	2330
Dark Havel's Greatshield +4	223/0/0/0/273	97.9/88.9/79.9 /79.9/94.0	D/-/-/-/-/B	70.9/70.9/88.9 /70.9	79	4x Twinkling Titanite	3110
Dark Havel's Greatshield +5	239/0/0/0/292	97.9/89.2/80.4 /80.4/94.1	D/-/-/-/-/B	71.7/71.7/89.2 /71.7	80	5x Twinkling Titanite	3500

## Poison

Requires:

- Poison Stone
- 2000 souls

Name	Damage	Damage Reduction	Stat Bonuses	Aux Effects	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Poison Havel's Greatshield +0	159/0/0/0/0	97.7/87.7/77.7/77.7/72.7	D/-/-/-/-/-	38/0	88.3/67.7/87.7/67.7	75	N/A	N/A
Poison Havel's Greatshield +1	175/0/0/0/0	97.7/88.0/78.2/78.2/73.3	D/-/-/-/-/-	42/0	88.6/68.5/88.0/68.5	76	1x Twinkling Titanite	1560
Poison Havel's Greatshield +2	191/0/0/0/0	97.8/88.3/78.8/78.8/74.0	D/-/-/-/-/-	46/0	88.9/69.3/88.3/69.3	77	2x Twinkling Titanite	1950
Poison Havel's Greatshield +3	207/0/0/0/0	97.8/88.6/79.3/79.3/74.7	D/-/-/-/-/-	50/0	89.2/70.1/88.6/70.1	78	3x Twinkling Titanite	2330
Poison Havel's Greatshield +4	223/0/0/0/0	97.9/88.9/79.9/79.9/75.4	D/-/-/-/-/-	54/0	89.5/70.9/88.9/70.9	79	4x Twinkling Titanite	3110
Poison Havel's Greatshield +5	239/0/0/0/0	97.9/89.2/80.4/80.4/76.1	D/-/-/-/-/-	58/0	89.7/71.7/89.2/71.7	80	5x Twinkling Titanite	3500

## Bleed

Requires:

- Bleed Stone
- 2000 souls

Name	Damage	Damage Reduction	Stat Bonuses	Aux Effects	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Bleed Havel's Greatshield +0	159/0/0/0/0	97.7/87.7/77.7/77.7/72.7	D/-/-/-/-	0/38	67.7/88.3/87.7/67.7	75	N/A	N/A
Bleed Havel's Greatshield +1	175/0/0/0/0	97.7/88.0/78.2/78.2/73.3	D/-/-/-/-	0/42	68.5/88.6/88.0/68.5	76	1x Twinkling Titanite	1560
Bleed Havel's Greatshield +2	191/0/0/0/0	97.8/88.3/78.8/78.8/74.0	D/-/-/-/-	0/46	69.3/88.9/88.3/69.3	77	2x Twinkling Titanite	1950
Bleed Havel's Greatshield +3	207/0/0/0/0	97.8/88.6/79.3/79.3/74.7	D/-/-/-/-	0/50	70.1/89.2/88.6/70.1	78	3x Twinkling Titanite	2330
Bleed Havel's Greatshield +4	223/0/0/0/0	97.9/88.9/79.9/79.9/75.4	D/-/-/-/-	0/54	70.9/89.5/88.9/70.9	79	4x Twinkling Titanite	3110
Bleed Havel's Greatshield +5	239/0/0/0/0	97.9/89.2/80.4/80.4/76.1	D/-/-/-/-	0/58	71.7/89.7/89.2/71.7	80	5x Twinkling Titanite	3500

# Key

<b>Damage:</b>	<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"><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>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
<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 shield to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the shield. The shield will break when durability reaches 0.</p>

<b>Weight:</b>	<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>
<b>Stats Needed:</b>	<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"> <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>While it is possible to use a shield with lower-than-required Strength, your character will suffer a severe penalty to damage reduction.</p>
<b>Aux Effect:</b>	<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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Aux Effect Reduction:</b>	<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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrify Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Damage Reduction:</b>	<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"> <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>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>

Revision #1

Created 17 December 2024 08:00:56 by jade

Updated 17 December 2024 08:00:56 by jade