

# Old Knight Greatshield


## In-Game Description

*An undated ancient greatshield.*

*Wielded by a warrior from a time so ancient that there exists no record of his endeavors. Has extremely low durabiltiy.*

*Sometimes, just as a thing falls to pieces, it unleashes its last flash of great power...*

## Availability

Harvest Valley treasure. From The Mines bonfire go to the right in to the open area. Go left and follow the passage that goes slightly upwards. Follow that path until you stand in front of a wall made out of planks. Behind there is an enemy that will smash the wall if you attack it. Behind that enemy there is a similar wall. Bait the enemy into attacking you to smash that wall as well. There you find the item.

## General Information

Name	Damage	Counter Strength	Poise Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Enchantable
	150/0/0/0/0/0/0  (Strike)	120	35	40	13.0	28/0/0/0  -/-/-/-/-/-	100/20/20/20/20	65	yes

## Upgrades

# Basic

Standard upgrade path.  
Requires

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction %	Aux. Effects Reduction	Stability	Upgrade Requirements	Souls
Old Knight Greatshield +0	150/0/0/0/0	0/0	-/-/-/-/-	100.0/20.0/20.0/20.0/20.0	85.0/85.0/85.0/85.0	65	-	-
Old Knight Greatshield +1	165/0/0/0/0	0/0	-/-/-/-/-	100.0/22.0/22.0/22.0/22.0	85.3/85.3/85.3/85.3	65	1x Titanite Shard	550
Old Knight Greatshield +2	180/0/0/0/0	0/0	-/-/-/-/-	100.0/24.0/24.0/24.0/24.0	85.7/85.7/85.7/85.7	66	2x Titanite Shard	690
Old Knight Greatshield +3	195/0/0/0/0	0/0	-/-/-/-/-	100.0/26.0/26.0/26.0/26.0	86.1/86.1/86.1/86.1	67	3x Titanite Shard	830
Old Knight Greatshield +4	210/0/0/0/0	0/0	-/-/-/-/-	100.0/28.0/28.0/28.0/28.0	86.5/86.5/86.5/86.5	68	1x Large Titanite Shard	1100
Old Knight Greatshield +5	225/0/0/0/0	0/0	-/-/-/-/-	100.0/30.0/30.0/30.0/30.0	86.8/86.8/86.8/86.8	69	2x Large Titanite Shard	1240
Old Knight Greatshield +6	240/0/0/0/0	0/0	-/-/-/-/-	100.0/32.0/32.0/32.0/32.0	87.2/87.2/87.2/87.2	69	3x Large Titanite Shard	1380
Old Knight Greatshield +7	255/0/0/0/0	0/0	-/-/-/-/-	100.0/34.0/34.0/34.0/34.0	87.6/87.6/87.6/87.6	70	1x Titanite Chunk	1650
Old Knight Greatshield +8	270/0/0/0/0	0/0	-/-/-/-/-	100.0/36.0/36.0/36.0/36.0	88.0/88.0/88.0/88.0	71	2x Titanite Chunk	1790
Old Knight Greatshield +9	285/0/0/0/0	0/0	-/-/-/-/-	100.0/38.0/38.0/38.0/38.0	88.3/88.3/88.3/88.3	72	3x Titanite Chunk	1930

Old Knight Greatshield +10	300/0/0/0/0	0/0	-/-/-/-/-	100.0/40.0/40.0/40.0/40.0	88.7/88.7/88.7/88.7	73	1x Titanite Slab	2200
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# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

- Requires Faintstone and 2,000 Souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction %	Aux. Effects Reduction
Magic Old Knight Greatshield +0	94/115/0/0/0	0/0	-/-/-/-/-	97.7/38.3/17.7/17.7/17.7	82.7/82.7/82.7/82.7
Magic Old Knight Greatshield +1	103/127/0/0/0	0/0	-/-/-/-/-	97.7/39.8/19.7/19.7/19.7	83.1/83.1/83.1/83.1
Magic Old Knight Greatshield +2	113/138/0/0/0	0/0	-/-/-/-/-	97.8/41.4/21.8/21.8/21.8	83.5/83.5/83.5/83.5
Magic Old Knight Greatshield +3	122/150/0/0/0	0/0	-/-/-/-/-	97.8/42.9/23.8/23.8/23.8	84.0/84.0/84.0/84.0
Magic Old Knight Greatshield +4	132/161/0/0/0	0/0	-/-/-/-/-	97.9/44.5/25.9/25.9/25.9	84.4/84.4/84.4/84.4
Magic Old Knight Greatshield +5	141/173/0/0/0	0/0	-/-/-/-/-	97.9/46.0/27.9/27.9/27.9	84.8/84.8/84.8/84.8
Magic Old Knight Greatshield +6	151/184/0/0/0	0/0	-/-/-/-/-	98.0/47.5/30.0/30.0/30.0	85.3/85.3/85.3/85.3
Magic Old Knight Greatshield +7	160/196/0/0/0	0/0	-/-/-/-/-	98.1/49.1/32.1/32.1/32.1	85.7/85.7/85.7/85.7
Magic Old Knight Greatshield +8	170/207/0/0/0	0/0	-/-/-/-/-	98.1/50.6/34.1/34.1/34.1	86.1/86.1/86.1/86.1
Magic Old Knight Greatshield +9	179/219/0/0/0	0/0	-/-/-/-/-	98.2/52.2/36.2/36.2/36.2	86.5/86.5/86.5/86.5
Magic Old Knight Greatshield +10	189/231/0/0/0	0/0	-/-/-/-/-	98.2/53.7/38.2/38.2/38.2	87.0/87.0/87.0/87.0

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone and 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction %	Aux. Effects Reduction
Fire Old Knight Greatshield +0	94/0/115/0/0	0/0	-/-/-/-/-	97.7/17.7/38.3/17.7/17.7	82.7/82.7/82.7/82.7
Fire Old Knight Greatshield +1	103/0/127/0/0	0/0	-/-/-/-/-	97.7/19.7/39.8/19.7/19.7	83.1/83.1/83.1/83.1
Fire Old Knight Greatshield +2	113/0/138/0/0	0/0	-/-/-/-/-	97.7/21.8/41.4/21.8/21.8	83.5/83.5/83.5/83.5
Fire Old Knight Greatshield +3	122/0/150/0/0	0/0	-/-/-/-/-	97.8/23.8/42.9/23.8/23.8	84.0/84.0/84.0/84.0
Fire Old Knight Greatshield +4	132/0/161/0/0	0/0	-/-/-/-/-	97.9/25.9/44.5/25.9/25.9	84.4/84.4/84.4/84.4
Fire Old Knight Greatshield +5	141/0/173/0/0	0/0	-/-/-/-/-	97.9/27.9/46.0/27.9/27.9	84.8/84.8/84.8/84.8
Fire Old Knight Greatshield +6	151/0/184/0/0	0/0	-/-/-/-/-	98.0/30.0/47.5/30.0/30.0	85.3/85.3/85.3/85.3
Fire Old Knight Greatshield +7	160/0/196/0/0	0/0	-/-/-/-/-	98.1/32.1/49.1/32.1/32.1	85.7/85.7/85.7/85.7
Fire Old Knight Greatshield +8	170/0/207/0/0	0/0	-/-/-/-/-	98.1/34.1/50.6/34.1/34.1	86.1/86.1/86.1/86.1
Fire Old Knight Greatshield +9	179/0/219/0/0	0/0	-/-/-/-/-	98.2/36.2/52.2/36.2/36.2	86.5/86.5/86.5/86.5
Fire Old Knight Greatshield +10	189/0/231/0/0	0/0	-/-/-/-/-	98.2/38.2/53.7/38.2/38.2	87.0/87.0/87.0/87.0

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone and 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction %	Aux. Effects Reduction
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Lightning Old Knight Greatshield +0	94/0/0/115/0	0/0	-/-/-/-/-	97.7/17.7/17.7/38.3/17.7	82.7/82.7/82.7/82.7
Lightning Old Knight Greatshield +1	103/0/0/127/0	0/0	-/-/-/-/-	97.7/19.7/19.7/39.8/19.7	83.1/83.1/83.1/83.1
Lightning Old Knight Greatshield +2	113/0/0/138/0	0/0	-/-/-/-/-	97.7/21.8/21.8/41.4/21.8	83.5/83.5/83.5/83.5
Lightning Old Knight Greatshield +3	122/0/0/150/0	0/0	-/-/-/-/-	97.8/23.8/23.8/42.9/23.8	84.0/84.0/84.0/84.0
Lightning Old Knight Greatshield +4	132/0/0/161/0	0/0	-/-/-/-/-	97.9/25.9/25.9/44.5/25.9	84.4/84.4/84.4/84.4
Lightning Old Knight Greatshield +5	141/0/0/173/0	0/0	-/-/-/-/-	97.9/27.9/27.9/46.0/27.9	84.8/84.8/84.8/84.8
Lightning Old Knight Greatshield +6	151/0/0/184/0	0/0	-/-/-/-/-	98.0/30.0/30.0/47.5/30.0	85.3/85.3/85.3/85.3
Lightning Old Knight Greatshield +7	160/0/0/196/0	0/0	-/-/-/-/-	98.1/32.1/32.1/49.1/32.1	85.7/85.7/85.7/85.7
Lightning Old Knight Greatshield +8	170/0/0/207/0	0/0	-/-/-/-/-	98.1/34.1/50.6/34.1/34.1	86.1/86.1/86.1/86.1
Lightning Old Knight Greatshield +9	179/0/0/219/0	0/0	-/-/-/-/-	98.2/36.2/36.2/52.2/36.2	86.5/86.5/86.5/86.5
Lightning Old Knight Greatshield +10	189/0/0/231/0	0/0	-/-/-/-/-	98.2/38.2/38.2/53.7/38.2	87.0/87.0/87.0/87.0

## Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone and 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction %	Aux. Effects Reduction
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Dark Old Knight Greatshield +0	94/0/0/0/115	0/0	-/-/-/-/-	97.7/17.7/17.7/1 7.7/38.3	82.7/82.7/82.7/8 2.7
Dark Old Knight Greatshield +1	103/0/0/0/127	0/0	-/-/-/-/-	97.7/19.7/19.7/1 9.7/39.8	83.1/83.1/83.1/8 3.1
Dark Old Knight Greatshield +2	113/0/0/0/138	0/0	-/-/-/-/-	97.7/21.8/21.1/2 1.8/41.4	83.5/83.5/83.5/8 3.5
Dark Old Knight Greatshield +3	122/0/0/0/150	0/0	-/-/-/-/-	97.8/23.8/23.8/2 3.8/42.9	84.0/84.0/84.0/8 4.0
Dark Old Knight Greatshield +4	132/0/0/0/161	0/0	-/-/-/-/-	97.9/25.9/25.9/2 5.9/44.5	84.4/84.4/84.4/8 4.4
Dark Old Knight Greatshield +5	141/0/0/0/161	0/0	-/-/-/-/-	97.9/27.9/27.9/2 7.9/46.0	84.8/84.8/84.8/8 4.8
Dark Old Knight Greatshield +6	151/0/0/0/184	0/0	-/-/-/-/-	98.0/30.0/30.0/3 0.0/47.5	85.3/85.3/85.3/8 5.3
Dark Old Knight Greatshield +7	160/0/0/0/196	0/0	-/-/-/-/-	98.1/32.1/32.1/4 9.1/32.1	85.7/85.7/85.7/8 5.7
Dark Old Knight Greatshield +8	170/0/0/0/207	0/0	-/-/-/-/-	98.1/34.1/34.1/3 4.1/50.6	86.1/86.1/86.1/8 6.1
Dark Old Knight Greatshield +9	179/0/0/0/219	0/0	-/-/-/-/-	98.2/36.2/36.2/3 6.2/52.2	86.5/86.5/86.5/8 6.5
Dark Old Knight Greatshield +10	189/0/0/0/231	0/0	-/-/-/-/-	98.2/38.2/38.2/3 8.2/53.7	87.0/87.0/87.0/8 7.0

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone and 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction %	Aux. Effects Reduction
Poison Old Knight Greatshield +0	94/0/0/0/0	23/0	-/-/-/-/-	97.7/17.7/17.7/1 7.7/17.7	100.0/82.7/82.7/ 82.7
Poison Old Knight Greatshield +1	103/0/0/0/0	25/0	-/-/-/-/-	97.7/19.7/19.7/1 9.7/19.7	100.0/83.1/83.1/ 83.1
Poison Old Knight Greatshield +2	113/0/0/0/0	27/0	-/-/-/-/-	97.7/21.8/21.1/2 1.8/21.8	100.0/83.5/83.5/ 83.5
Poison Old Knight Greatshield +3	122/0/0/0/0	30/0	-/-/-/-/-	97.8/23.8/23.8/2 3.8/23.8	100.0/84.0/84.0/ 84.0

Poison Old Knight Greatshield +4	132/0/0/0/0	32/0	-/-/-/-/-	97.9/25.9/25.9/25.9/25.9	100.0/84.4/84.4/84.4
Poison Old Knight Greatshield +5	141/0/0/0/0	34/0	-/-/-/-/-	97.9/27.9/27.9/27.9/27.9	100.0/84.8/84.8/84.8
Poison Old Knight Greatshield +6	151/0/0/0/0	36/0	-/-/-/-/-	98.0/30.0/30.0/30.0/30.0	100.0/85.3/85.3/85.3
Poison Old Knight Greatshield +7	160/0/0/0/0	39/0	-/-/-/-/-	98.1/32.1/32.1/32.1/32.1	100.0/85.7/85.7/85.7
Poison Old Knight Greatshield +8	170/0/0/0/0	41/0	-/-/-/-/-	98.1/34.1/34.1/34.1/34.1	100.0/86.1/86.1/86.1
Poison Old Knight Greatshield +9	179/0/0/0/0	43/0	-/-/-/-/-	98.2/36.2/36.2/36.2/36.2	100.0/86.5/86.5/86.5
Poison Old Knight Greatshield +10	189/0/0/0/0	46/0	-/-/-/-/-	98.2/38.2/38.2/38.2/38.2	100.0/87.0/87.0/87.0

## Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone and 2,000 souls

Name	Damage	Aux. Effects	Stat Bonuses	Damage Reduction %	Aux. Effects Reduction
Bleed Old Knight Greatshield +0	94/0/0/0/0	0/23	-/-/-/-/-	97.7/17.7/17.7/17.7/17.7	82.7/100.0/82.7/82.7
Bleed Old Knight Greatshield +1	103/0/0/0/0	0/25	-/-/-/-/-	97.7/19.7/19.7/19.7/19.7	83.1/100.0/83.1/83.1
Bleed Old Knight Greatshield +2	113/0/0/0/0	0/27	-/-/-/-/-	97.7/21.8/21.1/21.8/21.8	83.5/100.0/83.5/83.5
Bleed Old Knight Greatshield +3	122/0/0/0/0	0/30	-/-/-/-/-	97.8/23.8/23.8/23.8/23.8	84.0/100.0/84.0/84.0
Bleed Old Knight Greatshield +4	132/0/0/0/0	0/32	-/-/-/-/-	97.9/25.9/25.9/25.9/25.9	84.4/100.0/84.4/84.4
Bleed Old Knight Greatshield +5	141/0/0/0/0	0/34	-/-/-/-/-	97.9/27.9/27.9/27.9/27.9	84.8/100.0/84.8/84.8
Bleed Old Knight Greatshield +6	151/0/0/0/0	0/36	-/-/-/-/-	98.0/30.0/30.0/30.0/30.0	85.3/100.0/85.3/85.3
Bleed Old Knight Greatshield +7	160/0/0/0/0	0/39	-/-/-/-/-	98.1/32.1/32.1/32.1/32.1	85.7/100.0/85.7/85.7

Bleed Old Knight Greatshield +8	170/0/0/0/0	0/41	-/-/-/-/-	98.1/34.1/34.1/34.1/34.1	86.1/100.0/86.1/86.1
Bleed Old Knight Greatshield +9	179/0/0/0/0	0/43	-/-/-/-/-	98.2/36.2/36.2/36.2/36.2	86.5/100.0/86.5/86.5
Bleed Old Knight Greatshield +10	189/0/0/0/0	0/46	-/-/-/-/-	98.2/38.2/38.2/38.2/38.2	87.0/100.0/87.0/87.0

# 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>

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