

# Rebel's Greatshield


## In-Game Description

*Shield of the rebel Raime.*

*Raime and Velstadt were known as the left- and right-arms of the King, until their wills clashed, and Raime was deemed a traitor.*

*The black raven is despised as an augur of death, but it was Raime's favorite bird.*

## Availability

Forest of Fallen Giants treasure. Behind the door just before the Last Giant's cave, locked with the Iron Key guarded by two Flame Salamanders.  
You can jump down into the salamander pit from just down the ladder from the Cardinal Tower bonfire. Be sure to equip any falling damage reduction equipment to soften your landing.

It's also possible to perform a difficult jump from the tunnel with the Fire Longsword.

## General Information

Name	Damag e	Counte r Streng th	Poise Damag e	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Aux Effects Aux Effects Reduct ion	Damag e Reduct ion	Stabilit y	Enchan table
	145/0/0 /0/0  (Strike)	120	30	90	13.5	29/-/-/  D/-/-/-/ /-	-/  90/90/9 0/90	70/90/9 0/90/85	65	Yes

# Notes

- Low physical defense, but sports an unmatched array of resistances against everything else.
- Infusing with any element will increase that specific element's reduction to **100%**, but lowers the rest.
- This shield was chosen to be in the game as one of the winners of the Shield Design Contest held by Namco Bandai and FROM Software.
- Originally named the *Great Shield of the Raven Goddess*. Additional image.

# Upgrades

Standard upgrade path.

Requires:

- Titanite

Name	Dama ge	Aux Effect s	Stat Bonus es	Dama ge Reduc tion	Aux. Effect s Reduc tion	Stabili ty	Shard	L. Shard	Chunk	Slab	Souls Cost
Rebel's Greats hield +0	145/0/ 0/0/0	0/0	D/-/-/-/ /-	70/90/ 90/90/ 85	90/90/ 90/90	65	-	-	-	-	-
Rebel's Greats hield +1	159/0/ 0/0/0	0/0	D/-/-/-/ /-	70.7/9 0.2/90. 2/90.2/ 85.3	90.2/9 0.2/90. 2/90.2	65	1	-	-	-	550
Rebel's Greats hield +2	174/0/ 0/0/0	0/0	D/-/-/-/ /-	71.5/9 0.5/90. 5/90.5/ 85.7	90.5/9 0.5/90. 5/90.5	66	2	-	-	-	690
Rebel's Greats hield +3	188/0/ 0/0/0	0/0	D/-/-/-/ /-	72.2/9 0.7/90. 7/90.7/ 86.1	90.7/9 0.7/90. 7/90.7	66	3	-	-	-	830
Rebel's Greats hield +4	203/0/ 0/0/0	0/0	D/-/-/-/ /-	73.0/9 1.0/91. 0/91.0/ 86.5	91.0/9 1.0/91. 0/91.0	67	-	1	-	-	1,100

Rebel's Greats hield +5	217/0/ 0/0/0	0/0	D/-/-/-/ /-	73.7/9 1.2/91. 2/91.2/ 86.8	91.2/9 1.2/91. 2/91.2	67	-	2	-	-	1,240
Rebel's Greats hield +6	232/0/ 0/0/0	0/0	D/-/-/-/ /-	74.5/9 1.5/91. 5/91.5/ 87.2	91.5/9 1.5/91. 5/91.5	68	-	3	-	-	1,380
Rebel's Greats hield +7	246/0/ 0/0/0	0/0	D/-/-/-/ /-	75.2/9 1.7/91. 7/91.7/ 87.6	91.7/9 1.7/91. 7/91.7	68	-	-	1	-	1,650
Rebel's Greats hield +8	261/0/ 0/0/0	0/0	D/-/-/-/ /-	76.0/9 2.0/92. 0/92.0/ 88.0	92.0/9 2.0/92. 0/92.0	69	-	-	2	-	1,790
Rebel's Greats hield +9	275/0/ 0/0/0	0/0	D/-/-/-/ /-	76.7/9 2.2/92. 2/92.2/ 88.3	92.2/9 2.2/92. 2/92.2	69	-	-	3	-	1,930
Rebel's Greats hield +10	290/0/ 0/0/0	0/0	C/-/-/-/ /-	77.5/9 2.5/92. 5/92.5/ 88.7	92.5/9 2.5/92. 5/92.5	70	-	-	-	1	2,200

# 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 Rebel's Greatshield +0	91/111/0/0/0	0/0	D/-/C/-/-/-	67.7/100.0/87.7/ 87.7/82.7	87.7/87.7/87.7/8 7.7
Magic Rebel's Greatshield +1	100/122/0/0/0	0/0	D/-/C/-/-/-	68.5/100.0/88.0/ 88.0/83.1	88.0/88.0/88.0/8 8.0
Magic Rebel's Greatshield +2	109/133/0/0/0	0/0	D/-/C/-/-/-	69.3/100.0/88.3/ 88.3/83.5	88.3/88.3/88.3/8 8.3

Magic Rebel's Greatshield +3	118/145/0/0/0	0/0	D/-/B/-/-	70.1/100.0/88.6/88.6/84.0	88.6/88.6/88.6/88.6
Magic Rebel's Greatshield +4	127/156/0/0/0	0/0	D/-/B/-/-	70.9/100.0/88.9/88.9/84.4	88.9/88.9/88.9/88.9
Magic Rebel's Greatshield +5	137/167/0/0/0	0/0	D/-/B/-/-	71.7/100.0/89.2/89.2/84.8	89.2/89.2/89.2/89.2
Magic Rebel's Greatshield +6	146/178/0/0/0	0/0	D/-/B/-/-	72.5/100.0/89.5/89.5/85.3	89.5/89.5/89.5/89.5
Magic Rebel's Greatshield +7	155/189/0/0/0	0/0	D/-/B/-/-	73.3/100.0/89.8/89.8/85.7	89.8/89.8/89.8/89.8
Magic Rebel's Greatshield +8	164/200/0/0/0	0/0	D/-/B/-/-	74.1/100.0/90.1/90.1/86.1	90.1/90.1/90.1/90.1
Magic Rebel's Greatshield +9	173/212/0/0/0	0/0	D/-/B/-/-	74.9/100.0/90.1/90.4/86.5	90.4/90.4/90.4/90.4
Magic Rebel's Greatshield +10	182/223/0/0/0	0/0	D/-/B/-/-	75.7/100.0/90.7/90.7/87.0	90.7/90.7/90.7/90.7

## 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 Rebel's Greatshield +0	91/0/111/0/0	0/0	D/-/-/C/-/-	67.7/87.7/100.0/87.7/82.7	87.7/87.7/87.7/87.7
Fire Rebel's Greatshield +1	100/0/122/0/0	0/0	D/-/-/C/-/-	68.5/88.0/100.0/88.0/83.1	88.0/88.0/88.0/88.0
Fire Rebel's Greatshield +2	109/0/133/0/0	0/0	D/-/-/C/-/-	69.3/88.3/100.0/88.3/83.5	88.3/88.3/88.3/88.3
Fire Rebel's Greatshield +3	118/0/145/0/0	0/0	D/-/-/B/-/-	70.1/88.6/100.0/88.6/84.0	88.6/88.6/88.6/88.6
Fire Rebel's Greatshield +4	127/0/156/0/0	0/0	D/-/-/B/-/-	70.9/88.9/100.0/88.9/84.4	88.9/88.9/88.9/88.9
Fire Rebel's Greatshield +5	137/0/167/0/0	0/0	D/-/-/B/-/-	71.7/89.2/100.0/89.2/84.8	89.2/89.2/89.2/89.2
Fire Rebel's Greatshield +6	146/0/178/0/0	0/0	D/-/-/B/-/-	72.5/89.5/100.0/89.5/85.3	89.5/89.5/89.5/89.5

Fire Rebel's Greatshield +7	155/0/189/0/0	0/0	D/-/-/B/-/-	73.3/89.8/100.0/89.8/85.7	89.8/89.8/89.8/89.8
Fire Rebel's Greatshield +8	164/0/200/0/0	0/0	D/-/-/B/-/-	74.1/90.1/100.0/90.1/86.1	90.1/90.1/90.1/90.1
Fire Rebel's Greatshield +9	173/0/212/0/0	0/0	D/-/-/B/-/-	74.9/90.4/100.0/90.4/86.5	90.4/90.4/90.4/90.4
Fire Rebel's Greatshield +10	182/0/223/0/0	0/0	D/-/-/B/-/-	75.7/90.7/100.0/90.7/87.0	90.7/90.7/90.7/90.7

## 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
Lightning Rebel's Greatshield +0	91/0/0/111/0	0/0	D/-/-/C/-	67.7/87.7/87.7/100.0/82.7	87.7/87.7/87.7/87.7
Lightning Rebel's Greatshield +1	100/0/0/122/0	0/0	D/-/-/C/-	68.5/88.0/88.0/100.0/83.1	88.0/88.0/88.0/88.0
Lightning Rebel's Greatshield +2	109/0/0/133/0	0/0	D/-/-/C/-	69.3/88.3/88.3/100.0/83.5	88.3/88.3/88.3/88.3
Lightning Rebel's Greatshield +3	118/0/0/145/0	0/0	D/-/-/B/-	70.1/88.6/88.6/100.0/84.0	88.6/88.6/88.6/88.6
Lightning Rebel's Greatshield +4	127/0/0/156/0	0/0	D/-/-/B/-	70.9/88.9/88.9/100.0/84.4	88.9/88.9/88.9/88.9
Lightning Rebel's Greatshield +5	137/0/0/167/0	0/0	D/-/-/B/-	71.7/89.2/89.2/100.0/84.8	89.2/89.2/89.2/89.2
Lightning Rebel's Greatshield +6	146/0/0/178/0	0/0	D/-/-/B/-	72.5/89.5/89.5/100.0/85.3	89.5/89.5/89.5/89.5
Lightning Rebel's Greatshield +7	155/0/0/189/0	0/0	D/-/-/B/-	73.3/89.8/89.8/100.0/85.7	89.8/89.8/89.8/89.8
Lightning Rebel's Greatshield +8	164/0/0/200/0	0/0	D/-/-/B/-	74.1/90.1/90.1/100.0/86.1	90.1/90.1/90.1/90.1
Lightning Rebel's Greatshield +9	173/0/0/212/0	0/0	D/-/-/B/-	74.9/90.4/90.4/100.0/86.5	90.4/90.4/90.4/90.4
Lightning Rebel's Greatshield +10	182/0/0/223/0	0/0	D/-/-/B/-	75.7/90.7/90.7/100.0/87.0	90.7/90.7/90.7/90.7

# 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
Dark Rebel's Greatshield +0	91/0/0/0/111	0/0	D/-/-/-/C	67.7/87.7/87.7/87.7/100.0	87.7/87.7/87.7/87.7
Dark Rebel's Greatshield +1	100/0/0/0/122	0/0	D/-/-/-/C	68.5/88.0/88.0/88.0/100.0	88.0/88.0/88.0/88.0
Dark Rebel's Greatshield +2	109/0/0/0/133	0/0	D/-/-/-/C	69.3/88.3/88.3/88.3/100.0	88.3/88.3/88.3/88.3
Dark Rebel's Greatshield +3	118/0/0/0/145	0/0	D/-/-/-/B	70.1/88.6/88.6/88.6/100.0	88.6/88.6/88.6/88.6
Dark Rebel's Greatshield +4	127/0/0/0/156	0/0	D/-/-/-/B	70.9/88.9/88.9/88.9/100.0	88.9/88.9/88.9/88.9
Dark Rebel's Greatshield +5	137/0/0/0/167	0/0	D/-/-/-/B	71.7/89.2/89.2/89.2/100.0	89.2/89.2/89.2/89.2
Dark Rebel's Greatshield +6	146/0/0/0/178	0/0	D/-/-/-/B	72.5/89.5/89.5/89.5/100.0	89.5/89.5/89.5/89.5
Dark Rebel's Greatshield +7	155/0/0/0/189	0/0	D/-/-/-/B	73.3/89.8/89.8/89.8/100.0	89.8/89.8/89.8/89.8
Dark Rebel's Greatshield +8	164/0/0/0/200	0/0	D/-/-/-/B	74.1/90.1/90.1/90.1/100.0	90.1/90.1/90.1/90.1
Dark Rebel's Greatshield +9	173/0/0/0/212	0/0	D/-/-/-/B	74.9/90.4/90.4/90.4/100.0	90.4/90.4/90.4/90.4
Dark Rebel's Greatshield +10	182/0/0/0/223	0/0	D/-/-/-/B	75.7/90.7/90.7/90.7/100.0	90.7/90.7/90.7/90.7

# 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 Rebel's Greatshield +0	91/0/0/0/0	22/0	D/-/-/-/-	75.7/90.7/90.7/90.7/87.0	100.0/87.7/87.7/87.7
Poison Rebel's Greatshield +1	100/0/0/0/0	24/0	D/-/-/-/-	68.5/88.0/88.0/88.0/83.1	100.0/88.0/88.0/88.0
Poison Rebel's Greatshield +2	109/0/0/0/0	26/0	D/-/-/-/-	69.3/88.3/88.3/88.3/83.5	100.0/88.3/88.3/88.3
Poison Rebel's Greatshield +3	118/0/0/0/0	29/0	D/-/-/-/-	70.1/88.6/88.6/88.6/84.0	100.0/88.6/88.6/88.6
Poison Rebel's Greatshield +4	127/0/0/0/0	31/0	D/-/-/-/-	70.9/88.9/88.9/88.9/84.4	100.0/88.9/88.9/88.9
Poison Rebel's Greatshield +5	137/0/0/0/0	33/0	D/-/-/-/-	71.7/89.2/89.2/89.2/84.8	100.0/89.2/89.2/89.2
Poison Rebel's Greatshield +6	146/0/0/0/0	35/0	D/-/-/-/-	72.5/89.5/89.5/89.5/85.3	100.0/89.5/89.5/89.5
Poison Rebel's Greatshield +7	155/0/0/0/0	37/0	D/-/-/-/-	73.3/89.8/89.8/89.8/85.7	100.0/89.8/89.8/89.8
Poison Rebel's Greatshield +8	164/0/0/0/0	40/0	D/-/-/-/-	74.1/90.1/90.1/90.1/86.1	100.0/90.1/90.1/90.1
Poison Rebel's Greatshield +9	173/0/0/0/0	42/0	D/-/-/-/-	74.9/90.4/90.4/90.4/86.5	100.0/90.4/90.4/90.4
Poison Rebel's Greatshield +10	182/0/0/0/0	44/0	D/-/-/-/-	75.7/90.7/90.7/90.7/87.0	100.0/90.7/90.7/90.7

# 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 Rebel's Greatshield +0	91/0/0/0/0	0/22	D/-/-/-/-	67.7/87.7/87.7/87.7/82.7	87.7/100.0/87.7/87.7
Bleed Rebel's Greatshield +1	100/0/0/0/0	0/24	D/-/-/-/-	68.5/88.0/88.0/88.0/83.1	88.0/100.0/88.0/88.0
Bleed Rebel's Greatshield +2	109/0/0/0/0	0/26	D/-/-/-/-	69.3/88.3/88.3/88.3/83.5	88.3/100.0/88.3/88.3

Bleed Rebel's Greatshield +3	118/0/0/0/0	0/29	D/-/-/-/-	70.1/88.6/88.6/88.6/84.0	88.6/100.0/88.6/88.6
Bleed Rebel's Greatshield +4	127/0/0/0/0	0/31	D/-/-/-/-	70.9/88.9/88.9/88.9/84.4	88.9/100.0/88.9/88.9
Bleed Rebel's Greatshield +5	137/0/0/0/0	0/33	D/-/-/-/-	71.7/89.2/89.2/89.2/84.8	89.2/100.0/89.2/89.2
Bleed Rebel's Greatshield +6	146/0/0/0/0	0/35	D/-/-/-/-	72.5/89.5/89.5/89.5/85.3	89.5/100.0/89.5/89.5
Bleed Rebel's Greatshield +7	155/0/0/0/0	0/37	D/-/-/-/-	73.3/89.8/89.8/89.8/85.7	89.8/100.0/89.8/89.8
Bleed Rebel's Greatshield +8	164/0/0/0/0	0/40	D/-/-/-/-	74.1/90.1/90.1/90.1/86.1	90.1/100.0/90.1/90.1
Bleed Rebel's Greatshield +9	173/0/0/0/0	0/42	D/-/-/-/-	74.9/90.4/90.4/90.4/86.5	90.4/100.0/90.4/90.4
Bleed Rebel's Greatshield +10	182/0/0/0/0	0/44	D/-/-/-/-	75.7/90.7/90.7/90.7/87.0	90.7/100.0/90.7/90.7

# 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>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the shield to break the poise of an enemy.
<b>Durability:</b>	The durability of the shield. The shield will break when durability reaches 0.
<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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