

# Drakeblood Greatsword

## In-Game Description

*Greatsword wielded by the Drakeblood Knights, led by the honorable Sir Yorgh. The insignia chiseled upon its hilt symbolizes dragon's blood.*

*To the Drakeblood Knights, fresh dragon blood was sacrosanct. They believed that by obtaining it, they could achieve a true understanding of life, transcending their own banal existence.*

## Availability

Dragon's Sanctum treasure. From the Lair of the Imperfect bonfire, head to the cliff with the dragon stone contraption, then head to the elevator room. Found on a corpse to the left of the elevator room.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	165/34/ 0/34/0  (Slash/Thrust)	0/0	140	35	20/18/0 /0  E/A/-/- /-	60/10/4 0/40/20	20/20/2 0/20	40	60	6.0

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
<b>Light</b>	wide horizontal slashes	diagonal swings
<b>Heavy</b>	thrust -> circular slash	delayed circular slash -> thrust
<b>Rolling</b>	thrust	circular slash
<b>Running</b>	circular slash	circular slash

- All 1H moves, as well as 2H light attacks and backstep attack, are identical to the Ruler's Sword - one of the few greatswords whose second 1H strong attack is made from right to left. The 2H rolling attack is also a circular slash, much like the backstep attack, rather than an overhead chop.
- There is a delay in the first 2H strong attack, since the character brings the sword around to the back before making the swing. If this attack follows after another attack, however, the first half of the animation is skipped, and the slash is made almost immediately.

## Notes

- One of two weapons that has the potential to inflict all damage types at the same time (the other being Mace of the Insolent).  
This can be done by infusing it with Fire and using either Dark Weapon or Resonant Weapon on it or infusing it with Dark and using Flame Weapon on it.
- Although it has innate magic and lightning damage, they do not receive a stat scaling bonus.
- Overall stamina consumption is lower than other greatswords'.
- This weapon upgrades with Petrified Dragon Bone, but behaves as though it upgrades with Twinkling Titanite.
- Important! The uninfused attack ratings are confirmed at 165/34/34, but the infused attack ratings shown below are only confirmed at +5. See [https://www.reddit.com/r/DarkSouls2/comments/3fiu1q/drakeblood\\_greatsword\\_upgrades\\_with\\_tt\\_or\\_pdb/](https://www.reddit.com/r/DarkSouls2/comments/3fiu1q/drakeblood_greatsword_upgrades_with_tt_or_pdb/)

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

### Basic

Boss upgrade path. These values are confirmed.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Drakeblood Greatsword +0	165/34/0/34/0	0/0	E/A/-/-/-	-	-
Drakeblood Greatsword +1	178/37/0/37/0	0/0	E/A/-/-/-	1x Petrified Dragon Bone	1,200
Drakeblood Greatsword +2	191/40/0/40/0	0/0	E/A/-/-/-	2x Petrified Dragon Bone	1,500
Drakeblood Greatsword +3	205/43/0/43/0	0/0	E/A/-/-/-	3x Petrified Dragon Bone	1,800
Drakeblood Greatsword +4	218/46/0/46/0	0/0	E/A/-/-/-	4x Petrified Dragon Bone	2,400
Drakeblood Greatsword +5	232/50/0/50/0	0/0	E/S/-/-/-	5x Petrified Dragon Bone	2,700

## Infusions

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### Magic

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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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Drakeblood Greatsword +0	153/48/0/31/0	0/0	E/B/C/-/-	58.7/20.0/38.7/38.7/18.7	18.7/18.7/18.7/18.7
Magic Drakeblood Greatsword +1	166/52/0/34/0	0/0	E/B/C/-/-		
Magic Drakeblood Greatsword +2	178/57/0/37/0	0/0	E/B/C/-/-		

Magic Drakeblood Greatsword +3	191/61/0/40/0	0/0	E/B/C/-/-
Magic Drakeblood Greatsword +4	203/66/0/43/0	0/0	E/B/C/-/-
Magic Drakeblood Greatsword +5	216/71/0/46/0	0/0	E/A/C/-/-

## Fire

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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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Drakeblood Greatsword +0	147/29/20/29/0	0/0	E/B/-/C/-/-	57.7/7.7/58.3/37.7/17.7	17.7/17.7/17.7/17.7
Fire Drakeblood Greatsword +1	159/32/22/32/0	0/0	E/B/-/C/-/-		
Fire Drakeblood Greatsword +2	172/35/24/35/0	0/0	E/B/-/C/-/-		
Fire Drakeblood Greatsword +3	184/38/26/38/0	0/0	E/B/-/C/-/-		
Fire Drakeblood Greatsword +4	196/41/28/41/0	0/0	E/B/-/C/-/-		
Fire Drakeblood Greatsword +5	208/44/30/44/0	0/0	E/A/-/C/-/-		

## Lightning

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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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Drakeblood Greatsword +0	153/31/0/48/0	0/0	E/B/-/-/C/-	58.7/8.7/38.7/50. 0/18.7	18.7/18.7/18.7/1 8.7
Lightning Drakeblood Greatsword +1	166/34/0/52/0	0/0	E/B/-/-/C/-		
Lightning Drakeblood Greatsword +2	178/37/0/57/0	0/0	E/B/-/-/C/-		
Lightning Drakeblood Greatsword +3	191/40/0/61/0	0/0	E/B/-/-/C/-		
Lightning Drakeblood Greatsword +4	203/43/0/66/0	0/0	E/B/-/-/C/-		
Lightning Drakeblood Greatsword +5	216/46/0/71/0	0/0	E/A/-/-/C/-		

## 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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Drakeblood Greatsword +0	147/29/0/29/20	0/0	E/B/-/-/C	57.7/7.7/37.7/37. 7/38.3	17.7/17.7/17.7/1 7.7
Dark Drakeblood Greatsword +1	159/32/0/32/22	0/0	E/B/-/-/C		
Dark Drakeblood Greatsword +2	172/35/0/35/24	0/0	E/B/-/-/C		
Dark Drakeblood Greatsword +3	184/38/0/38/26	0/0	E/B/-/-/C		
Dark Drakeblood Greatsword +4	196/41/0/41/28	0/0	E/B/-/-/C		

Dark Drakeblood Greatsword +5	208/44/0/44/30	0/0	E/A/-/-/C
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## Poison

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

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

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Drakeblood Greatsword +0	147/29/0/29/0	96/0	E/B/-/-/-	57.7/7.7/37.7/37.7/17.7	38.3/17.7/17.7/17.7
Poison Drakeblood Greatsword +1	159/32/0/32/0	101/0	E/B/-/-/-		
Poison Drakeblood Greatsword +2	172/35/0/35/0	106/0	E/B/-/-/-		
Poison Drakeblood Greatsword +3	184/38/0/38/0	111/0	E/B/-/-/-		
Poison Drakeblood Greatsword +4	196/41/0/41/0	116/0	E/B/-/-/-		
Poison Drakeblood Greatsword +5	208/44/0/44/0	121/0	E/A/-/-/-		

## Bleed

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

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

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Drakeblood Greatsword +0	147/29/0/29/0	0/96	E/B/-/-/-	57.7/7.7/37.7/37.7/17.7	17.7/38.3/17.7/17.7
Bleed Drakeblood Greatsword +1	159/32/0/32/0	0/101	E/B/-/-/-		
Bleed Drakeblood Greatsword +2	172/35/0/35/0	0/106	E/B/-/-/-		
Bleed Drakeblood Greatsword +3	184/38/0/38/0	0/111	E/B/-/-/-		
Bleed Drakeblood Greatsword +4	196/41/0/41/0	0/116	E/B/-/-/-		
Bleed Drakeblood Greatsword +5	208/44/0/44/0	0/121	E/A/-/-/-		

## Raw

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Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Drakeblood Greatsword +0	189/38/0/38/0	0/0	E/E/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Raw Drakeblood Greatsword +1	204/42/0/42/0	0/0	E/E/-/-/-		
Raw Drakeblood Greatsword +2	219/46/0/46/0	0/0	E/E/-/-/-		
Raw Drakeblood Greatsword +3	235/49/0/49/0	0/0	E/E/-/-/-		
Raw Drakeblood Greatsword +4	250/53/0/53/0	0/0	E/E/-/-/-		
Raw Drakeblood Greatsword +5	266/57/0/57/0	0/0	E/D/-/-/-		

## Enchanted

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Reduces: Stat bonuses.

Adds/Increases: INT stat bonus.

Requires:

- Magic Stone
- 2,000 souls

These values are only confirmed at +5.

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Drakeblood Greatsword +0	150/34/0/34/0	0/0	E/D/D/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Drakeblood Greatsword +1	162/37/0/37/0	0/0	E/D/D/-/-		
Enchanted Drakeblood Greatsword +2	174/40/0/40/0	0/0	E/D/D/-/-		
Enchanted Drakeblood Greatsword +3	186/43/0/43/0	0/0	E/D/D/-/-		
Enchanted Drakeblood Greatsword +4	198/46/0/46/0	0/0	E/D/D/-/-		
Enchanted Drakeblood Greatsword +5	232/50/0/50/0	0/0	E/D/C/-/-		

## Mundane

Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

These values are only confirmed at +5.

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Mundane Drakeblood Greatsword +0	75/17/0/17/0	0/0	E/C/-/-/-	60.0/10.0/40.0/4 0.0/20.0	20.0/20.0/20.0/2 0.0
Mundane Drakeblood Greatsword +1	81/18/0/18/0	0/0	E/C/-/-/-		
Mundane Drakeblood Greatsword +2	87/20/0/20/0	0/0	E/C/-/-/-		
Mundane Drakeblood Greatsword +3	93/21/0/21/0	0/0	E/C/-/-/-		
Mundane Drakeblood Greatsword +4	99/23/0/23/0	0/0	E/C/-/-/-		
Mundane Drakeblood Greatsword +5	116/25/0/25/0	0/0	E/C/-/-/-		

# Key

<p><b>Damage:</b></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"> <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>
<p><b>Aux Effect:</b></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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<p><b>Counter Strength:</b></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><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p><b>Stats Needed:</b></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"> <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. (14 x 2 = 28)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.  This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).  See Scaling for more information.  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>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.  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. 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>	<p>The durability of the weapon.</p>
<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>	<p>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.</p>

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