

Drakekeeper's Sword

In-Game Description

An extremely sturdy pitch-black straight sword.

Colossal warriors staunchly watch over the shrine, ready to defend its resident, or allow one worthy enough to be granted audience.

Availability

Drakekeeper (Sword & Shield) drop - rare.

General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	122/0/0 /0/0 (Slash)	0/0	100	25	16/8/0/ 0 C/C/-/-/- /-	50/10/3 5/35/25	20/20/2 0/20	30	90	6.0

Move Set

Identical to the Broadsword.

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	diagonal slashes	diagonal slashes
Heavy Attack	delayed horizontal swipes with good range	diagonal then horizontal slashes
Rolling Attack	diagonal slash upwards	slower slash
Running Attack	near-instant diagonal slash	slow downward slash

Notes

- Another bigger-and-better variation of the Broadsword with incredible durability.
- Very similar to the Varangian Sword, but even longer, harder and heavier. The base damage is marginally smaller and the critical hit performance is worse.
- Identical scaling to the Varangian Sword. With 99 DEX, 99 STR and a +10 upgrade level, the scaling adds +150 damage on top of the base 245.

Upgrades

<div> Fold Unfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane </div>
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Basic

Basic upgrade path.
Requires:

- Titanite

Name	Damage	Aux. Effects	Stat Bonuses	Materials Cost	Souls
Drakekeeper's Sword +0	122/0/0/0/0	0/0	C/C/-/-/-	-	-
Drakekeeper's Sword +1	134/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Shard	500
Drakekeeper's Sword +2	146/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Shard	630
Drakekeeper's Sword +3	158/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Shard	750
Drakekeeper's Sword +4	171/0/0/0/0	0/0	C/C/-/-/-	1x Large Titanite Shard	1,000

Drakekeeper's Sword +5	183/0/0/0/0	0/0	C/C/-/-/-	2x Large Titanite Shard	1,130
Drakekeeper's Sword +6	195/0/0/0/0	0/0	C/C/-/-/-	3x Large Titanite Shard	1,250
Drakekeeper's Sword +7	208/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Chunk	1,500
Drakekeeper's Sword +8	220/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Chunk	1,630
Drakekeeper's Sword +9	232/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Chunk	1,750
Drakekeeper's Sword +10	245/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Slab	2,000

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Drakekeeper's Sword +0	85/85/0/0/0	0/0	D/D/C/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9
Magic Drakekeeper's Sword +1	94/94/0/0/0	0/0	D/D/C/-/-		
Magic Drakekeeper's Sword +2	102/102/0/0/0	0/0	D/D/C/-/-		
Magic Drakekeeper's Sword +3	111/111/0/0/0	0/0	C/D/B/-/-		
Magic Drakekeeper's Sword +4	119/119/0/0/0	0/0	C/D/B/-/-		

Magic Drakekeeper's Sword +5	128/128/0/0/0	0/0	C/D/B/-/-/-
Magic Drakekeeper's Sword +6	137/137/0/0/0	0/0	C/D/B/-/-/-
Magic Drakekeeper's Sword +7	145/145/0/0/0	0/0	C/D/B/-/-/-
Magic Drakekeeper's Sword +8	154/154/0/0/0	0/0	C/D/B/-/-/-
Magic Drakekeeper's Sword +9	162/162/0/0/0	0/0	C/D/B/-/-/-
Magic Drakekeeper's Sword +10	171/171/0/0/0	0/0	C/D/B/-/-/-

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Drakekeeper's Sword +0	85/0/85/0/0	0/0	D/D/-/C/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9
Fire Drakekeeper's Sword +1	94/0/94/0/0	0/0	D/D/-/C/-/-		
Fire Drakekeeper's Sword +2	102/0/102/0/0	0/0	D/D/-/C/-/-		
Fire Drakekeeper's Sword +3	111/0/111/0/0	0/0	C/D/-/B/-/-		

Fire Drakekeeper's Sword +4	119/0/119/0/0	0/0	C/D/-/B/-/-
Fire Drakekeeper's Sword +5	128/0/128/0/0	0/0	C/D/-/B/-/-
Fire Drakekeeper's Sword +6	137/0/137/0/0	0/0	C/D/-/B/-/-
Fire Drakekeeper's Sword +7	145/0/145/0/0	0/0	C/D/-/B/-/-
Fire Drakekeeper's Sword +8	154/0/154/0/0	0/0	C/D/-/B/-/-
Fire Drakekeeper's Sword +9	162/0/162/0/0	0/0	C/D/-/B/-/-
Fire Drakekeeper's Sword +10	171/0/171/0/0	0/0	C/D/-/B/-/-

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Drakekeeper's Sword +0	85/0/0/85/0	0/0	D/D/-/-/C/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Drakekeeper's Sword +1	94/0/0/94/0	0/0	D/D/-/-/C/-		
Lightning Drakekeeper's Sword +2	102/0/0/102/0	0/0	D/D/-/-/C/-		

Lightning Drakekeeper's Sword +3	111/0/0/111/0	0/0	C/D/-/-/B/-
Lightning Drakekeeper's Sword +4	119/0/0/119/0	0/0	C/D/-/-/B/-
Lightning Drakekeeper's Sword +5	128/0/0/128/0	0/0	C/D/-/-/B/-
Lightning Drakekeeper's Sword +6	137/0/0/137/0	0/0	C/D/-/-/B/-
Lightning Drakekeeper's Sword +7	145/0/0/145/0	0/0	C/D/-/-/B/-
Lightning Drakekeeper's Sword +8	154/0/0/154/0	0/0	C/D/-/-/B/-
Lightning Drakekeeper's Sword +9	162/0/0/162/0	0/0	C/D/-/-/B/-
Lightning Drakekeeper's Sword +10	171/0/0/171/0	0/0	C/D/-/-/B/-

Dark

Reduces: Physical 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 Drakekeeper's Sword +0	85/0/0/0/85	0/0	D/D/-/-/C	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9
Dark Drakekeeper's Sword +1	94/0/0/0/94	0/0	D/D/-/-/C		

Dark Drakekeeper's Sword +2	102/0/0/0/102	0/0	D/D/-/-/-/C
Dark Drakekeeper's Sword +3	111/0/0/0/111	0/0	C/D/-/-/-/B
Dark Drakekeeper's Sword +4	119/0/0/0/119	0/0	C/D/-/-/-/B
Dark Drakekeeper's Sword +5	128/0/0/0/128	0/0	C/D/-/-/-/B
Dark Drakekeeper's Sword +6	137/0/0/0/137	0/0	C/D/-/-/-/B
Dark Drakekeeper's Sword +7	145/0/0/0/145	0/0	C/D/-/-/-/B
Dark Drakekeeper's Sword +8	154/0/0/0/154	0/0	C/D/-/-/-/B
Dark Drakekeeper's Sword +9	162/0/0/0/162	0/0	C/D/-/-/-/B
Dark Drakekeeper's Sword +10	171/0/0/0/171	0/0	C/D/-/-/-/B

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Drakekeeper's Sword +0	85/0/0/0/0	112/0	D/D/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9

Poison Drakekeeper's Sword +1	94/0/0/0/0	114/0	D/D/-/-/-
Poison Drakekeeper's Sword +2	102/0/0/0/0	117/0	D/D/-/-/-
Poison Drakekeeper's Sword +3	111/0/0/0/0	120/0	C/D/-/-/-
Poison Drakekeeper's Sword +4	119/0/0/0/0	123/0	C/D/-/-/-
Poison Drakekeeper's Sword +5	128/0/0/0/0	126/0	C/D/-/-/-
Poison Drakekeeper's Sword +6	137/0/0/0/0	128/0	C/D/-/-/-
Poison Drakekeeper's Sword +7	145/0/0/0/0	131/0	C/D/-/-/-
Poison Drakekeeper's Sword +8	154/0/0/0/0	134/0	C/D/-/-/-
Poison Drakekeeper's Sword +9	162/0/0/0/0	137/0	C/D/-/-/-
Poison Drakekeeper's Sword +10	171/0/0/0/0	140/0	C/D/-/-/-

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Bleed Drakekeeper's Sword +0	85/0/0/0/0	0/112	D/D/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Drakekeeper's Sword +1	94/0/0/0/0	0/114	D/D/-/-/-		
Bleed Drakekeeper's Sword +2	102/0/0/0/0	0/117	D/D/-/-/-		
Bleed Drakekeeper's Sword +3	111/0/0/0/0	0/120	C/D/-/-/-		
Bleed Drakekeeper's Sword +4	119/0/0/0/0	0/123	C/D/-/-/-		
Bleed Drakekeeper's Sword +5	128/0/0/0/0	0/126	C/D/-/-/-		
Bleed Drakekeeper's Sword +6	137/0/0/0/0	0/128	C/D/-/-/-		
Bleed Drakekeeper's Sword +7	145/0/0/0/0	0/131	C/D/-/-/-		
Bleed Drakekeeper's Sword +8	154/0/0/0/0	0/134	C/D/-/-/-		
Bleed Drakekeeper's Sword +9	162/0/0/0/0	0/137	C/D/-/-/-		
Bleed Drakekeeper's Sword +10	171/0/0/0/0	0/140	C/D/-/-/-		

Raw

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 Drakekeeper's Sword +0	140/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +1	154/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +2	168/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +3	182/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +4	196/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +5	211/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +6	225/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +7	239/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +8	253/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +9	267/0/0/0/0	0/0	E/E-/ /-/ /-		
Raw Drakekeeper's Sword +10	281/0/0/0/0	0/0	E/E// /-/ /-		

Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Drakekeeper's Sword +0	122/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +1	134/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +2	146/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +3	158/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +4	171/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +5	183/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +6	195/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +7	208/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +8	220/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +9	232/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Drakekeeper's Sword +10	245/0/0/0/0	0/0	E/E/D/-/-/-		

Mundane

Reduces: Base damage, stat bonuses.
Adds/Increases: Damage scaling from lowest stat.
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Drakekeeper's Sword +0	61/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +1	67/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +2	73/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +3	79/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +4	85/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +5	91/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +6	97/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +7	104/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +8	110/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +9	116/0/0/0/0	0/0	D/E/-/-/-		
Mundane Drakekeeper's Sword +10	122/0/0/0/0	0/0	D/E/-/-/-		

Key

Damage:	<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>
Aux Effect:	<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
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<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. ($14 \times 2 = 28$)</p>

Stat Bonuses:	<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).
Damage Reduction:	<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
Aux Effect Reduction:	<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
Stability:	<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>
Durability:	The durability of the weapon.
Weight:	<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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