

# Gyrm Greatshield



## In-Game Description

A greatshield used by the nomadic Gyrm.

Appears to be a stone monument that was converted into a makeshift shield.

Naturally, it is quite heavy, and haphazardly crafted, but very few attacks will make it past this monster.

## Availability

Gyrm Warrior drop - common

## 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
	160/0/0 /0  (Strike)	120	35	100	15	32/-/-/  D/-/-/-/ /-	-/  30/30/3 0/30	100/30/ 100/30/ 30	75	Yes

Very useful in many situations due to its 100% Fire and Physical defense.

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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# Basic

Standard upgrade path.

Requires Titanite.

Name	Damage	Damage Reduction %	Stability	Stat Bonuses	Materials Cost	Souls Cost
Gyrm Greatshield +0	160/0/0/0/0/0/0	100/30/100/30/30/30/30/30	75	D/-/-/-/-/-	-	-
Gyrm Greatshield +1	176/0/0/0/0/0/0	100/31.7/100/31.7/31.7/31.7/31.7/31.7	75	D/-/-/-/-/-	Titanite Shard x 1	550
Gyrm Greatshield +2	192/0/0/0/0/0/0	100/33.5/100/33.5/33.5/33.5/33.5/33.5	76	D/-/-/-/-/-	Titanite Shard x 2	690
Gyrm Greatshield +3	208/0/0/0/0/0/0	100/35.2/100/35.2/35.2/35.2/35.2/35.2	76	D/-/-/-/-/-	Titanite Shard x 3	930
Gyrm Greatshield +4	224/0/0/0/0/0/0	100/37/100/37/37/37/37/37/37	77	D/-/-/-/-/-	Large Titanite Shard x 1	1100
Gyrm Greatshield +5	240/0/0/0/0/0/0	100/38.7/100/38.7/38.7/38.7/38.7/38.7	77	D/-/-/-/-/-	Large Titanite Shard x 2	1240
Gyrm Greatshield +6	256/0/0/0/0/0/0	100/40.5/100/40.5/40.5/40.5/40.5/40.5	78	D/-/-/-/-/-	Large Titanite Shard x 3	1380
Gyrm Greatshield +7	272/0/0/0/0/0/0	100/42.2/100/42.2/42.2/42.2/42.2/42.2	78	D/-/-/-/-/-	Titanite Chunk x 1	1650
Gyrm Greatshield +8	288/0/0/0/0/0/0	100/44/100/44/44/44/44/44/44	79	D/-/-/-/-/-	Titanite Chunk x 2	1790
Gyrm Greatshield +9	304/0/0/0/0/0/0	100/45.7/100/45.7/45.7/45.7/45.7/45.7	79	D/-/-/-/-/-	Titanite Chunk x 3	1930

Gyrm Greatshield +10	320/0/0/0/0/0/0	100/47.5/100/47.5/47.5/47.5/47.5	80	C/-/-/-/-/-	Titanite Slab x 1	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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Gyrm Greatshield +0	100/123/0/0/0	0/0	D/-/C/-/-/-	97.7/48.3/97.7/27.7/27.7	27.7/27.7/27.7/27.7
Magic Gyrm Greatshield +1	110/135/0/0/0	0/0	D/-/C/-/-/-	97.7/49.6/97.7/29.5/29.5	29.5/29.5/29.5/29.5
Magic Gyrm Greatshield +2	120/147/0/0/0	0/0	D/-/C/-/-/-	97.8/50.9/97.8/31.3/31.3	31.3/31.3/31.3/31.3
Magic Gyrm Greatshield +3	131/160/0/0/0	0/0	D/-/B/-/-/-	97.8/52.2/97.8/33.1/33.1	33.1/33.1/33.1/33.1
Magic Gyrm Greatshield +4	141/172/0/0/0	0/0	D/-/B/-/-/-	97.9/53.5/97.9/34.9/34.9	34.9/34.9/34.9/34.9
Magic Gyrm Greatshield +5	151/184/0/0/0	0/0	D/-/B/-/-/-	97.9/54.7/97.9/36.7/36.7	36.7/36.7/36.7/36.7
Magic Gyrm Greatshield +6	161/197/0/0/0	0/0	D/-/B/-/-/-	98/56/98/38.5/38.5	38.5/38.5/38.5/38.5
Magic Gyrm Greatshield +7	171/209/0/0/0	0/0	D/-/B/-/-/-	98.1/57.3/98.1/40.3/40.3	40.3/40.3/40.3/40.3
Magic Gyrm Greatshield +8	181/221/0/0/0	0/0	D/-/B/-/-/-	98.1/58.6/98.1/42.1/42.1	42.1/42.1/42.1/42.1
Magic Gyrm Greatshield +9	191/234/0/0/0	0/0	D/-/B/-/-/-	98.2/59.9/98.2/43.9/43.9	43.9/43.9/43.9/43.9
Magic Gyrm Greatshield +10	201/246/0/0/0	0/0	D/-/B/-/-/-	98.2/61.2/98.2/45.7/45.7	45.7/45.7/45.7/45.7

# 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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Gym Greatshield +0	100/0/123/0/0	0/0	D/-/-/C/-/-	97.7/27.7/100/27.7/27.7	27.7/27.7/27.7/27.7
Fire Gym Greatshield +1	110/0/135/0/0	0/0	D/-/-/C/-/-	97.7/29.5/100/29.5/29.5	29.5/29.5/29.5/29.5
Fire Gym Greatshield +2	120/0/147/0/0	0/0	D/-/-/C/-/-	97.8/31.3/100/31.3/31.3	31.3/31.3/31.3/31.3
Fire Gym Greatshield +3	131/0/160/0/0	0/0	D/-/-/B/-/-	97.8/33.1/100/33.1/33.1	33.1/33.1/33.1/33.1
Fire Gym Greatshield +4	141/0/172/0/0	0/0	D/-/-/B/-/-	97.9/34.9/100/34.9/34.9	34.9/34.9/34.9/34.9
Fire Gym Greatshield +5	151/0/184/0/0	0/0	D/-/-/B/-/-	97.9/36.7/100/36.7/36.7	36.7/36.7/36.7/36.7
Fire Gym Greatshield +6	161/0/197/0/0	0/0	D/-/-/B/-/-	98/38.5/100/38.5/38.5	38.5/38.5/38.5/38.5
Fire Gym Greatshield +7	171/0/209/0/0	0/0	D/-/-/B/-/-	98.1/40.3/100/40.3/40.3	40.3/40.3/40.3/40.3
Fire Gym Greatshield +8	181/0/221/0/0	0/0	D/-/-/B/-/-	98.1/42.1/100/42.1/42.1	42.1/42.1/42.1/42.1
Fire Gym Greatshield +9	191/0/234/0/0	0/0	D/-/-/B/-/-	98.2/43.9/100/43.9/43.9	43.9/43.9/43.9/43.9
Fire Gym Greatshield +10	201/0/246/0/0	0/0	D/-/-/B/-/-	98.2/45.7/100/45.7/45.7	45.7/45.7/45.7/45.7

# 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

- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Gyrm Greatshield +0	100/0/0/123/0	0/0	D/-/-/-/C/-	97.7/27.7/97.7/48.3/27.7	27.7/27.7/27.7/27.7
Lightning Gyrm Greatshield +1	110/0/0/135/0	0/0	D/-/-/-/C/-	97.7/29.5/97.7/49.6/29.5	29.5/29.5/29.5/29.5
Lightning Gyrm Greatshield +2	120/0/0/147/0	0/0	D/-/-/-/C/-	97.8/31.3/97.8/50.9/31.3	31.3/31.3/31.3/31.3
Lightning Gyrm Greatshield +3	131/0/0/160/0	0/0	D/-/-/-/B/-	97.8/33.1/97.8/52.2/33.1	33.1/33.1/33.1/33.1
Lightning Gyrm Greatshield +4	141/0/0/172/0	0/0	D/-/-/-/B/-	97.9/34.9/97.9/53.5/34.9	34.9/34.9/34.9/34.9
Lightning Gyrm Greatshield +5	151/0/0/184/0	0/0	D/-/-/-/B/-	97.9/36.7/97.9/54.7/36.7	36.7/36.7/36.7/36.7
Lightning Gyrm Greatshield +6	161/0/0/197/0	0/0	D/-/-/-/B/-	98/38.5/98/56/38.5	38.5/38.5/38.5/38.5
Lightning Gyrm Greatshield +7	171/0/0/209/0	0/0	D/-/-/-/B/-	98.1/40.3/98.1/57.3/40.3	40.3/40.3/40.3/40.3
Lightning Gyrm Greatshield +8	181/0/0/221/0	0/0	D/-/-/-/B/-	98.1/42.1/98.1/58.6/42.1	42.1/42.1/42.1/42.1
Lightning Gyrm Greatshield +9	191/0/0/234/0	0/0	D/-/-/-/B/-	98.2/43.9/98.2/59.9/43.9	43.9/43.9/43.9/43.9
Lightning Gyrm Greatshield +10	201/0/0/246/0	0/0	D/-/-/-/B/-	98.2/45.7/98.2/61.2/45.7	45.7/45.7/45.7/45.7

## 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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Gyrm Greatshield +0	100/0/0/0/123	0/0	D/-/-/-/-/C	97.7/27.7/97.7/27.7/48.3	27.7/27.7/27.7/27.7
Dark Gyrm Greatshield +1	110/0/0/0/135	0/0	D/-/-/-/-/C	97.7/29.5/97.7/29.5/49.6	29.5/29.5/29.5/29.5

Dark Gyrm Greatshield +2	120/0/0/0/147	0/0	D/-/-/-/C	97.8/31.3/97.8/31.3/50.9	31.3/31.3/31.3/31.3
Dark Gyrm Greatshield +3	131/0/0/0/160	0/0	D/-/-/-/B	97.8/33.1/97.8/33.1/52.2	33.1/33.1/33.1/33.1
Dark Gyrm Greatshield +4	141/0/0/0/172	0/0	D/-/-/-/B	97.9/34.9/97.9/34.9/53.5	34.9/34.9/34.9/34.9
Dark Gyrm Greatshield +5	151/0/0/0/184	0/0	D/-/-/-/B	97.9/36.7/97.9/36.7/54.7	36.7/36.7/36.7/36.7
Dark Gyrm Greatshield +6	161/0/0/0/197	0/0	D/-/-/-/B	98/38.5/98/38.5/56	38.5/38.5/38.5/38.5
Dark Gyrm Greatshield +7	171/0/0/0/209	0/0	D/-/-/-/B	98.1/40.3/98.1/40.3/57.3	40.3/40.3/40.3/40.3
Dark Gyrm Greatshield +8	181/0/0/0/221	0/0	D/-/-/-/B	98.1/42.1/98.1/42.1/58.6	42.1/42.1/42.1/42.1
Dark Gyrm Greatshield +9	191/0/0/0/234	0/0	D/-/-/-/B	98.2/43.9/98.2/43.9/59.9	43.9/43.9/43.9/43.9
Dark Gyrm Greatshield +10	201/0/0/0/246	0/0	D/-/-/-/B	98.2/45.7/98.2/45.7/61.2	45.7/45.7/45.7/45.7

# 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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Gyrm Greatshield +0	100/0/0/0/0	24/0	D/-/-/-/-	97.7/27.7/97.7/27.7/27.7	48.3/27.7/27.7/27.7
Poison Gyrm Greatshield +1	110/0/0/0/0	27/0	D/-/-/-/-	97.7/29.5/97.7/29.5/29.5	49.6/29.5/29.5/29.5
Poison Gyrm Greatshield +2	120/0/0/0/0	29/0	D/-/-/-/-	97.8/31.3/97.8/31.3/31.3	50.9/31.3/31.3/31.3
Poison Gyrm Greatshield +3	131/0/0/0/0	32/0	D/-/-/-/-	97.8/33.1/97.8/33.1/33.1	52.2/33.1/33.1/33.1
Poison Gyrm Greatshield +4	141/0/0/0/0	34/0	D/-/-/-/-	97.9/34.9/97.9/34.9/34.9	53.5/34.9/34.9/34.9

Poison Gyrm Greatshield +5	151/0/0/0/0	36/0	D/-/-/-/-	97.9/36.7/97.9/36.7/36.7	54.7/36.7/36.7/36.7
Poison Gyrm Greatshield +6	161/0/0/0/0	39/0	D/-/-/-/-	98/38.5/98/38.5/38.5	56/38.5/38.5/38.5
Poison Gyrm Greatshield +7	171/0/0/0/0	41/0	D/-/-/-/-	98.1/40.3/98.1/40.3/40.3	57.3/40.3/40.3/40.3
Poison Gyrm Greatshield +8	181/0/0/0/0	44/0	D/-/-/-/-	98.1/42.1/98.1/42.1/42.1	58.6/42.1/42.1/42.1
Poison Gyrm Greatshield +9	191/0/0/0/0	46/0	D/-/-/-/-	98.2/43.9/98.2/43.9/43.9	58.6/43.9/43.9/43.9
Poison Gyrm Greatshield +10	201/0/0/0/0	49/0	D/-/-/-/-	98.2/45.7/98.2/45.7/45.7	59.9/45.7/45.7/45.7

# 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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Gyrm Greatshield +0	100/0/0/0/0	0/24	D/-/-/-/-	97.7/27.7/97.7/27.7/27.7	27.7/48.3/27.7/27.7
Bleed Gyrm Greatshield +1	110/0/0/0/0	0/27	D/-/-/-/-	97.7/29.5/97.7/29.5/29.5	29.5/49.6/29.5/29.5
Bleed Gyrm Greatshield +2	120/0/0/0/0	0/29	D/-/-/-/-	97.8/31.3/97.8/31.3/31.3	31.3/50.9/31.3/31.3
Bleed Gyrm Greatshield +3	131/0/0/0/0	0/32	D/-/-/-/-	97.8/33.1/97.8/33.1/33.1	33.1/52.2/33.1/33.1
Bleed Gyrm Greatshield +4	141/0/0/0/0	0/34	D/-/-/-/-	97.9/34.9/97.9/34.9/34.9	34.9/53.5/34.9/34.9
Bleed Gyrm Greatshield +5	151/0/0/0/0	0/36	D/-/-/-/-	97.9/36.7/97.9/36.7/36.7	36.7/54.7/36.7/36.7
Bleed Gyrm Greatshield +6	161/0/0/0/0	0/39	D/-/-/-/-	98/38.5/98/38.5/38.5	38.5/56/38.5/38.5
Bleed Gyrm Greatshield +7	171/0/0/0/0	0/41	D/-/-/-/-	98.1/40.3/98.1/40.3/40.3	40.3/57.3/40.3/40.3

Bleed Gyrm Greatshield +8	181/0/0/0/0	0/44	D/-/-/-/-	98.1/42.1/98.1/4 2.1/42.1	42.1/58.6/42.1/4 2.1
Bleed Gyrm Greatshield +9	191/0/0/0/0	0/46	D/-/-/-/-	98.2/43.9/98.2/4 3.9/43.9	43.9/58.6/43.9/4 3.9
Bleed Gyrm Greatshield +10	201/0/0/0/0	0/49	D/-/-/-/-	98.2/45.7/98.2/4 5.7/45.7	45.7/59.9/45.7/4 5.7

# 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>	<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>