

# Orma's Greatshield

## In-Game Description

*Shield of the knights who long ago  
attempted to conquer the Undead Crypt.*

*They bore no weapons, only a shield split into left and right halves, which they used to playfully crush their foes until their corpses where kneaded beyond recognition.*

*The engraving depicts two messengers from the hereafter who welcome the recently dead by reviewing the merits of their deeds in life.*

## Availability

- Imperious Knight drop.
- Greatsword Phantom drop - very rare.
- Greatsword Bell Keeper drop - very rare.
- Woodland Child Gully drop - very rare
- Woodland Child Victor drop - very rare

## General Information

Name	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
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	200/0/0 /0/0  (Strike)	0/0	120	35	33/0/0/ 0  D/-/-/-/ /-	100/30/ 55/55/6 5	60/60/8 0/55	70	90	16
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# Notes

- Left hand of the Greatshield pair with Reeve's Greatshield.
- You can power stance this shield and Reeve's Greatshield; Reeve's must be in the right-hand slot and Orma's must be in the left-hand slot. These are the only shields in the game that can be power stanced.
- You need 49 Strength to power stance the shields.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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# Basic

Special upgrade path.  
Requires Twinkling Titanite.

Name	Damage	Damage Reduction	Stability	Stat Scaling	Materials Cost	Souls Cost
Orma's Greatshield +0	200/0/0/0/0	100/30/55/55/65/60/60/80/55	70	D/-/-/-/-/-	-	-
Orma's Greatshield +1	220/0/0/0/0	100/31.7/56.1/56.1/65.8/61/61/80.5/56.1	71	D/-/-/-/-/-	1x Twinkling Titanite	1200
Orma's Greatshield +2	240/0/0/0/0	100/33.5/57.2/57.2/66.7/62/62/81/57.2	73	D/-/-/-/-/-	2x Twinkling Titanite	1500
Orma's Greatshield +3	260/0/0/0/0	100/35.2/58.3/58.3/67.6/63/63/81.5/58.3	74	D/-/-/-/-/-	3x Twinkling Titanite	1800
Orma's Greatshield +4	280/0/0/0/0	100/37/59.5/59.5/68.5/64/64/82/59.5	76	D/-/-/-/-/-	4x Twinkling Titanite	2400

Orma's Greatshield +5	300/0/0/0/0	100/38.7/60.6/60.6/69.3/65/65/82.5/60.6	78	D/-/-/-/-/-	5x Twinkling Titanite	2700
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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 Orma's Greatshield +0	126/154/0/0/0	0/0	D/-/C/-/-/-	97.7/48.3/52.7/52.7/62.7	57.7/57.7/77.7/52.7
Magic Orma's Greatshield +1	138/169/0/0/0	0/0	D/-/C/-/-/-	97.7/49.6/53.8/53.8/63.6	58.7/58.7/78.2/53.8
Magic Orma's Greatshield +2	151/184/0/0/0	0/0	D/-/C/-/-/-	97.8/50.9/55/55/64.5	59.8/59.8/78.8/55
Magic Orma's Greatshield +3	163/200/0/0/0	0/0	D/-/B/-/-/-	97.8/52.2/56.2/56.2/65.5	60.8/60.8/79.3/56.2
Magic Orma's Greatshield +4	176/215/0/0/0	0/0	D/-/B/-/-/-	97.9/53.5/57.4/57.4/66.4	61.9/61.9/79.9/57.4
Magic Orma's Greatshield +5	189/231/0/0/0	0/0	D/-/B/-/-/-	97.9/54.7/58.6/58.6/67.3	62.9/62.9/80.4/58.6

## 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
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Fire Orma's Greatshield +0	126/0/154/0/0	0/0	D/-/-/C/-/-	97.7/27.7/73.3/52.7/62.7	57.7/57.7/77.7/52.7
Fire Orma's Greatshield +1	138/0/169/0/0	0/0	D/-/-/C/-/-	97.7/29.5/74/53.8/63.6	58.7/58.7/78.2/53.8
Fire Orma's Greatshield +2	151/0/184/0/0	0/0	D/-/-/C/-/-	97.8/31.3/74.6/55/64.5	59.8/59.8/78.8/55
Fire Orma's Greatshield +3	163/0/200/0/0	0/0	D/-/-/B/-/-	97.8/33.1/75.3/56.2/65.5	60.8/60.8/79.3/56.2
Fire Orma's Greatshield +4	176/0/215/0/0	0/0	D/-/-/B/-/-	97.9/34.9/76/57.4/66.4	61.9/61.9/79.9/57.4
Fire Orma's Greatshield +5	189/0/231/0/0	0/0	D/-/-/B/-/-	97.9/36.7/76.6/58.6/67.3	62.9/62.9/80.4/58.6

# 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 Orma's Greatshield +0	126/0/0/154/0	0/0	D/-/-/-/C/-	97.7/27.7/52.7/73.3/62.7	57.7/57.7/77.7/52.7
Lightning Orma's Greatshield +1	138/0/0/169/0	0/0	D/-/-/-/C/-	97.7/29.5/53.8/74/63.6	58.7/58.7/78.2/53.8
Lightning Orma's Greatshield +2	151/0/0/184/0	0/0	D/-/-/-/C/-	97.8/31.3/55/74.6/64.5	59.8/59.8/78.8/55
Lightning Orma's Greatshield +3	163/0/0/200/0	0/0	D/-/-/-/B/-	97.8/33.1/56.2/75.3/65.5	60.8/60.8/79.3/56.2
Lightning Orma's Greatshield +4	176/0/0/215/0	0/0	D/-/-/-/B/-	97.9/34.9/57.4/76/66.4	61.9/61.9/79.9/57.4
Lightning Orma's Greatshield +5	189/0/0/231/0	0/0	D/-/-/-/B/-	97.9/36.7/58.6/76.6/67.3	62.9/62.9/80.4/58.6

# 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 Orma's Greatshield +0	126/0/0/0/154	0/0	D/-/-/-/-/C	97.7/27.7/52.7/52.7/83.3	57.7/57.7/77.7/52.7
Dark Orma's Greatshield +1	138/0/0/0/169	0/0	D/-/-/-/-/C	97.7/29.5/53.8/53.8/83.7	58.7/58.7/78.2/53.8
Dark Orma's Greatshield +2	151/0/0/0/184	0/0	D/-/-/-/-/C	97.8/31.3/55/55/84.1	59.8/59.8/78.8/55
Dark Orma's Greatshield +3	163/0/0/0/200	0/0	D/-/-/-/-/B	97.8/33.1/56.2/56.2/84.5	60.8/60.8/79.3/56.2
Dark Orma's Greatshield +4	176/0/0/0/215	0/0	D/-/-/-/-/B	97.9/34.9/57.4/57.4/85	61.9/61.9/79.9/57.4
Dark Orma's Greatshield +5	189/0/0/0/231	0/0	D/-/-/-/-/B	97.9/36.7/58.6/58.6/85.4	62.9/62.9/80.4/58.6

## 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 Orma's Greatshield +0	126/0/0/0/0	30/0	D/-/-/-/-/-	97.7/27.7/52.7/52.7/62.7	78.3/57.7/77.7/52.7
Poison Orma's Greatshield +1	138/0/0/0/0	33/0	D/-/-/-/-/-	97.7/29.5/53.8/53.8/63.6	78.8/58.7/78.2/53.8
Poison Orma's Greatshield +2	151/0/0/0/0	36/0	D/-/-/-/-/-	97.8/31.3/55/55/64.5	79.4/59.8/78.8/55
Poison Orma's Greatshield +3	163/0/0/0/0	40/0	D/-/-/-/-/-	97.8/33.1/56.2/56.2/65.5	79.9/60.8/79.3/56.2
Poison Orma's Greatshield +4	176/0/0/0/0	43/0	D/-/-/-/-/-	97.9/34.9/57.4/57.4/66.4	80.5/61.9/79.9/57.4

Poison Orma's Greatshield +5	189/0/0/0/0	46/0	D/-/-/-/-	97.9/36.7/58.6/58.6/67.3	81/62.9/80.4/58.6
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# 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 Orma's Greatshield +0	126/0/0/0/0	0/30	D/-/-/-/-	97.7/27.7/52.7/52.7/62.7	57.7/78.3/77.7/52.7
Bleed Orma's Greatshield +1	138/0/0/0/0	0/33	D/-/-/-/-	97.7/29.5/53.8/53.8/63.6	58.7/78.8/78.2/53.8
Bleed Orma's Greatshield +2	151/0/0/0/0	0/36	D/-/-/-/-	97.8/31.3/55/55/64.5	59.8/79.4/78.8/55
Bleed Orma's Greatshield +3	163/0/0/0/0	0/40	D/-/-/-/-	97.8/33.1/56.2/56.2/65.5	60.8/79.9/79.3/56.2
Bleed Orma's Greatshield +4	176/0/0/0/0	0/43	D/-/-/-/-	97.9/34.9/57.4/57.4/66.4	61.9/80.5/79.9/57.4
Bleed Orma's Greatshield +5	189/0/0/0/0	0/46	D/-/-/-/-	97.9/36.7/58.6/58.6/67.3	62.9/81/80.4/58.6

# 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>
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<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>	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.
<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>	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.
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