

Black Flamestone Parma

In-Game Description

A shield affixed with a black crystal.
Found deep inside the Gutter, in the Black Gulch.
Heavier than a standard small shield but the hard crystal boosts its defense against slashing.

Some of the more determined souls exiled to the Gutter sought to scale the walls of the forsaken place and walk the earth once again, but failed, and wasted away mired in misery and resentment.

Availability

- Sold by Chancellor Wellager for 8,000 souls after defeating the Looking Glass Knight.
- Part of the preorder bonus, received after character creation. Cannot be sold or thrown away.

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
	60/0/0/ 0/0 (Parry/S trike)	0/0	100	10	8/10/0/ 0 D/-/-/-/ /-	85/45/2 5/45/45	30/25/6 5/25	45	40	2.5

Notes

- A Crimson Parma covered with some sort of dark crystal growth. It protects slightly better against physical damage, fire and magic, is more stable and confers notable petrification resistance, but is more than twice as heavy.
- Paired with the Black Flamestone Dagger.

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed
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Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Black Flamestone Parma +0	60/0/0/0/0	D/-/-/-/-	85/45/25/45/45	30/25/65/25	45	-	-
Black Flamestone Parma +1	66/0/0/0/0	D/-/-/-/-	85.3/46.3/26.8/46.3/46.3	31.7/26.8/65.8/26.8	45	1x Titanite Shard	430
Black Flamestone Parma +2	72/0/0/0/0	D/-/-/-/-	85.7/47.7/28.7/47.7/47.7	33.5/28.7/66.7/28.7	46	2x Titanite Shard	540
Black Flamestone Parma +3	78/0/0/0/0	D/-/-/-/-	86.1/49.1/30.6/49.1/49.1	35.2/30.6/67.6/30.6	47	3x Titanite Shard	640
Black Flamestone Parma +4	84/0/0/0/0	D/-/-/-/-	86.5/50.5/32.5/50.5/50.5	37/32.5/68.5/32.5	48	1x Large Titanite Shard	850
Black Flamestone Parma +5	90/0/0/0/0	D/-/-/-/-	86.8/51.8/34.3/51.8/51.8	38.7/34.3/69.3/34.3	49	2x Large Titanite Shard	960
Black Flamestone Parma +6	96/0/0/0/0	D/-/-/-/-	87.2/53.2/36.2/53.2/53.2	40.5/36.2/70.2/36.2	49	3x Large Titanite Shard	1,070

Black Flamestone Parma +7	102/0/0/0/0	D/-/-/-/-	87.6/54.6/3 8.1/54.6/54. 6	42.2/38.1/7 1.1/38.1	50	1x Titanite Chunk	1,280
Black Flamestone Parma +8	108/0/0/0/0	D/-/-/-/-	88/56/40/56 /56	44/40/72/40	51	2x Titanite Chunk	1,390
Black Flamestone Parma +9	114/0/0/0/0	D/-/-/-/-	88.3/57.3/4 1.8/57.3/57. 3	45.7/41.8/7 2.8/41.8	52	3x Titanite Chunk	1,490
Black Flamestone Parma +10	120/0/0/0/0	C/-/-/-/-	88.7/58.7/4 3.7/58.7/58. 7	47.5/43.7/7 3.7/43.7	53	1x Titanite Slab	1,700

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	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Black Flamestone Parma +0	37/46/0/0/0	D/-/C/-/-	82.7/63.3/22.7/42.7/4 2.7	27.7/22.7/62.7/22.7
Magic Black Flamestone Parma +1	41/50/0/0/0	D/-/C/-/-	83.1/64.2/24.6/44.1/4 4.1	29.5/24.6/63.6/24.6
Magic Black Flamestone Parma +2	45/55/0/0/0	D/-/C/-/-	83.5/65.1/26.5/45.5/4 5.5	31.3/26.5/64.5/26.5
Magic Black Flamestone Parma +3	49/60/0/0/0	D/-/B/-/-	84/66/28.5/47/47	33.1/28.5/65.5/28.5
Magic Black Flamestone Parma +4	52/64/0/0/0	D/-/B/-/-	84.4/67/30.4/48.4/48. 4	34.9/30.4/66.4/30.4

Magic Black Flamestone Parma +5	56/69/0/0/0	D/-/B/-/-	84.8/67.9/32.3/49.8/4 9.8	36.7/32.3/67.3/32.3
Magic Black Flamestone Parma +6	60/73/0/0/0	D/-/B/-/-	85.3/68.8/34.3/51.3/5 1.3	38.5/34.3/68.3/34.3
Magic Black Flamestone Parma +7	64/78/0/0/0	D/-/B/-/-	85.7/69.7/36.2/52.7/5 2.7	40.3/36.2/69.2/36.2
Magic Black Flamestone Parma +8	68/83/0/0/0	D/-/B/-/-	86.1/70.6/38.1/54.1/5 4.1	42.1/38.1/70.1/38.1
Magic Black Flamestone Parma +9	71/87/0/0/0	D/-/B/-/-	86.5/71.5/40/55.5/55. 5	43.9/40/71/40
Magic Black Flamestone Parma +10	75/92/0/0/0	D/-/B/-/-	87/72.5/42/57/57	45.7/42/72/42

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	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Black Flamestone Parma +0	37/0/46/0/0	D/-/-/C/-/-	82.7/42.7/43.3/42.7/4 2.7	27.7/22.7/62.7/22.7
Fire Black Flamestone Parma +1	41/0/50/0/0	D/-/-/C/-/-	83.1/44.1/44.7/44.1/4 4.1	29.5/24.6/63.6/24.6
Fire Black Flamestone Parma +2	45/0/55/0/0	D/-/-/C/-/-	83.5/45.5/46.1/45.5/4 5.5	31.3/26.5/64.5/26.5
Fire Black Flamestone Parma +3	49/0/60/0/0	D/-/-/B/-/-	84/47/47.5/47/47	33.1/28.5/65.5/28.5

Fire Black Flamestone Parma +4	52/0/64/0/0	D/-/-/B/-/-	84.4/48.4/49/48.4/48.4	34.9/30.4/66.4/30.4
Fire Black Flamestone Parma +5	56/0/69/0/0	D/-/-/B/-/-	84.8/49.8/50.4/49.8/49.8	36.7/32.3/67.3/32.3
Fire Black Flamestone Parma +6	60/0/73/0/0	D/-/-/B/-/-	85.3/51.3/51.8/51.3/51.3	38.5/34.3/68.3/34.3
Fire Black Flamestone Parma +7	64/0/78/0/0	D/-/-/B/-/-	85.7/52.7/53.2/52.7/52.7	40.3/36.2/69.2/36.2
Fire Black Flamestone Parma +8	68/0/83/0/0	D/-/-/B/-/-	86.1/54.1/54.6/54.1/54.1	42.1/38.1/70.1/38.1
Fire Black Flamestone Parma +9	71/0/87/0/0	D/-/-/B/-/-	86.5/55.5/56/55.5/55.5	43.9/40/71/40
Fire Black Flamestone Parma +10	75/0/92/0/0	D/-/-/B/-/-	87/57/57.5/57/57	45.7/42/72/42

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	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Black Flamestone Parma +0	37/0/0/46/0	D/-/-/-/C/-	82.7/42.7/22.7/63.3/42.7	27.7/22.7/62.7/22.7
Lightning Black Flamestone Parma +1	41/0/0/50/0	D/-/-/-/C/-	83.1/44.1/24.6/64.2/44.1	29.5/24.6/63.6/24.6
Lightning Black Flamestone Parma +2	45/0/0/55/0	D/-/-/-/C/-	83.5/45.5/26.5/65.1/45.5	31.3/26.5/64.5/26.5

Lightning Black Flamestone Parma +3	49/0/0/60/0	D/-/-/-/B/-	84/47/28.5/66/47	33.1/28.5/65.5/28.5
Lightning Black Flamestone Parma +4	52/0/0/64/0	D/-/-/-/B/-	84.4/48.4/30.4/67/48.4	34.9/30.4/66.4/30.4
Lightning Black Flamestone Parma +5	56/0/0/69/0	D/-/-/-/B/-	84.8/49.8/32.3/67.9/49.8	36.7/32.3/67.3/32.3
Lightning Black Flamestone Parma +6	60/0/0/73/0	D/-/-/-/B/-	85.3/51.3/34.3/68.8/51.3	38.5/34.3/68.3/34.3
Lightning Black Flamestone Parma +7	64/0/0/78/0	D/-/-/-/B/-	85.7/52.7/36.2/69.7/52.7	40.3/36.2/69.2/36.2
Lightning Black Flamestone Parma +8	68/0/0/83/0	D/-/-/-/B/-	86.1/54.1/38.1/70.6/54.1	42.1/38.1/70.1/38.1
Lightning Black Flamestone Parma +9	71/0/0/87/0	D/-/-/-/B/-	86.5/55.5/40/71.5/55.5	43.9/40/71/40
Lightning Black Flamestone Parma +10	75/0/0/92/0	D/-/-/-/B/-	87/57/42/72.5/57	45.7/42/72/42

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	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Black Flamestone Parma +0	37/0/0/0/46	D/-/-/-/-/C	82.7/42.7/22.7/42.7/63.3	27.7/22.7/62.7/22.7
Dark Black Flamestone Parma +1	41/0/0/0/50	D/-/-/-/-/C	83.1/44.1/24.6/44.1/64.2	29.5/24.6/63.6/24.6

Dark Black Flamestone Parma +2	45/0/0/0/55	D/-/-/-/-/C	83.5/45.5/26.5/45.5/6 5.1	31.3/26.5/64.5/26.5
Dark Black Flamestone Parma +3	49/0/0/0/60	D/-/-/-/-/B	84/47/28.5/47/66	33.1/28.5/65.5/28.5
Dark Black Flamestone Parma +4	52/0/0/0/64	D/-/-/-/-/B	84.4/48.4/30.4/48.4/6 7	34.9/30.4/66.4/30.4
Dark Black Flamestone Parma +5	56/0/0/0/69	D/-/-/-/-/B	84.8/49.8/32.3/49.8/6 7.9	36.7/32.3/67.3/32.3
Dark Black Flamestone Parma +6	60/0/0/0/73	D/-/-/-/-/B	85.3/51.3/34.3/51.3/6 8.8	38.5/34.3/68.3/34.3
Dark Black Flamestone Parma +7	64/0/0/0/78	D/-/-/-/-/B	85.7/52.7/36.2/52.7/6 9.7	40.3/36.2/69.2/36.2
Dark Black Flamestone Parma +8	68/0/0/0/83	D/-/-/-/-/B	86.1/54.1/38.1/54.1/7 0.6	42.1/38.1/70.1/38.1
Dark Black Flamestone Parma +9	71/0/0/0/87	D/-/-/-/-/B	86.5/55.5/40/55.5/71. 5	43.9/40/71/40
Dark Black Flamestone Parma +10	75/0/0/0/92	D/-/-/-/-/B	87/57/42/57/72.5	45.7/42/72/42

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 Black Flamestone Parma +0	37/0/0/0/0	9/0	D/-/-/-/-/-	82.7/42.7/22.7/4 2.7/42.7	48.3/22.7/62.7/2 2.7

Poison Black Flamestone Parma +1	41/0/0/0/0	10/0	D/-/-/-/-	83.1/44.1/24.6/4 4.1/44.1	49.6/24.6/63.6/2 4.6
Poison Black Flamestone Parma +2	45/0/0/0/0	11/0	D/-/-/-/-	83.5/45.5/26.5/4 5.5/45.5	50.9/26.5/64.5/2 6.5
Poison Black Flamestone Parma +3	49/0/0/0/0	12/0	D/-/-/-/-	84/47/28.5/47/47	52.2/28.5/65.5/2 8.5
Poison Black Flamestone Parma +4	52/0/0/0/0	12/0	D/-/-/-/-	84.4/48.4/30.4/4 8.4/48.4	53.5/30.4/66.4/3 0.4
Poison Black Flamestone Parma +5	56/0/0/0/0	13/0	D/-/-/-/-	84.8/49.8/32.3/4 9.8/49.8	54.7/32.3/67.3/3 2.3
Poison Black Flamestone Parma +6	60/0/0/0/0	14/0	D/-/-/-/-	85.3/51.3/34.3/5 1.3/51.3	56/34.3/68.3/34. 3
Poison Black Flamestone Parma +7	64/0/0/0/0	15/0	D/-/-/-/-	85.7/52.7/36.2/5 2.7/52.7	57.3/36.2/69.2/3 6.2
Poison Black Flamestone Parma +8	68/0/0/0/0	16/0	D/-/-/-/-	86.1/54.1/38.1/5 4.1/58.6	58.6/38.1/70.1/3 8.1
Poison Black Flamestone Parma +9	71/0/0/0/0	17/0	D/-/-/-/-	86.5/55.5/40/55. 5/55.5	59.9/40/71/40
Poison Black Flamestone Parma +10	75/0/0/0/0	18/0	D/-/-/-/-	87/57/42/57/57	61.2/42/72/42

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 Black Flamestone Parma +0	37/0/0/0/0	0/9	D/-/-/-/-	82.7/42.7/22.7/4 2.7/42.7	27.7/43.3/62.7/2 2.7
Bleed Black Flamestone Parma +1	41/0/0/0/0	0/10	D/-/-/-/-	83.1/44.1/24.6/4 4.1/44.1	29.5/44.7/63.6/2 4.6
Bleed Black Flamestone Parma +2	45/0/0/0/0	0/11	D/-/-/-/-	83.5/45.5/26.5/4 5.5/45.5	31.3/46.1/64.5/2 6.5
Bleed Black Flamestone Parma +3	49/0/0/0/0	0/12	D/-/-/-/-	84/47/28.5/47/47	33.1/47.5/65.5/2 8.5
Bleed Black Flamestone Parma +4	52/0/0/0/0	0/12	D/-/-/-/-	84.4/48.4/30.4/4 8.4/48.4	34.9/49/66.4/30. 4
Bleed Black Flamestone Parma +5	56/0/0/0/0	0/13	D/-/-/-/-	84.8/49.8/32.3/4 9.8/49.8	36.7/50.4/67.3/3 2.3
Bleed Black Flamestone Parma +6	60/0/0/0/0	0/14	D/-/-/-/-	85.3/51.3/34.3/5 1.3/51.3	38.5/51.8/68.3/3 4.3
Bleed Black Flamestone Parma +7	64/0/0/0/0	0/15	D/-/-/-/-	85.7/52.7/36.2/5 2.7/52.7	40.3/53.2/69.2/3 6.2
Bleed Black Flamestone Parma +8	68/0/0/0/0	0/16	D/-/-/-/-	86.1/54.1/38.1/5 4.1/58.6	42.1/54.6/70.1/3 8.1
Bleed Black Flamestone Parma +9	71/0/0/0/0	0/17	D/-/-/-/-	86.5/55.5/40/55. 5/55.5	43.9/56/71/40
Bleed Black Flamestone Parma +10	75/0/0/0/0	0/18	D/-/-/-/-	87/57/42/57/57	45.7/57.5/72/42

Key

Damage:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
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 shield to break the poise of an enemy.</p>
Durability:	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
Weight:	<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>
Stats Needed:	<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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <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>
Aux Effect:	<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"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect

Damage Reduction:	<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">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage
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>

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