

# Phoenix Parma


## In-Game Description

*A small shield decorated with a phoenix.*

*The sea of flame that swallowed the Iron Keep took this shield as well, but when it was retrieved it was mysteriously unscathed, save a degree of discoloration.*

## Availability

Iron Keep treasure. Sitting on a lava float beneath the door of the Smelter Demon's room, accessed via the stairs in front of the wheel switch.

## 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
	22/0/34 /0/0  (Parry/S trike)	0/0	100	10	9/10/0/ 0  C/-/-/C/- /-	70/40/9 0/40/40	45/45/4 5/45	40	50	2.5

## Notes

- Gives up other defenses in favor of 90% fire resistance.

- This shield was chosen to be in the game as one of the winners of the Shield Design Contest held by Namco Bandai and FROM Software.
- Originally named the Shield of Ash, it had the Greatshield of Glory description. The item description makes reference to the fact that the original color scheme was a striking gold on black.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
------------------------------------------------------------------

## Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Phoenix Parma +0	22/0/34/0/0	0/0	C/-/-C/-/-	70/40/90/40/40	45/45/45/45	40	-	-
Phoenix Parma +1	24/0/35/0/0	0/0	C/-/-C/-/-	70.7/41.5/90.2/41.5/41.5	46.3/46.3/46.3/46.3	40	1x Titanite Shard	350
Phoenix Parma +2	26/0/37/0/0	0/0	C/-/-C/-/-	71.5/43/90.5/43/43	47.7/47.7/47.7/47.7	41	2x Titanite Shard	440
Phoenix Parma +3	28/0/38/0/0	0/0	C/-/-C/-/-	72.2/44.5/90.7/44.5/44.5	49.1/49.1/49.1/49.1	42	3x Titanite Shard	530
Phoenix Parma +4	31/0/40/0/0	0/0	C/-/-C/-/-	73/46/91/46/46	50.5/50.5/50.5/50.5	43	1x Large Titanite Shard	700
Phoenix Parma +5	33/0/42/0/0	0/0	C/-/-C/-/-	73.7/47.5/91.2/47.5/47.5	51.8/51.8/51.8/51.8	44	2x Large Titanite Shard	790
Phoenix Parma +6	35/0/43/0/0	0/0	C/-/-C/-/-	74.5/49/91.5/49/49	53.2/53.2/53.2/53.2	44	3x Large Titanite Shard	880
Phoenix Parma +7	38/0/45/0/0	0/0	C/-/-C/-/-	75.2/50.5/91.7/50.5/50.5	54.6/54.6/54.6/54.6	45	1x Titanite Chunk	1,050

Phoenix Parma +8	40/0/46/0/ 0	0/0	C/-/-/C/-/-	76/52/92/ 52/52	56/56/56/ 56	46	2x Titanite Chunk	1,140
Phoenix Parma +9	42/0/48/0/ 0	0/0	C/-/-/C/-/-	76.7/53.5/ 92.2/53.5/ 53.5	57.3/57.3/ 57.3/57.3	47	3x Titanite Chunk	1,230
Phoenix Parma +10	45/0/50/0/ 0	0/0	B/-/-/C/-/-	77.5/55/92 .5/55/55	58.7/58.7/ 58.7/58.7	48	1x Titanite Slab	1,400

# 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Phoenix Parma +0	17/13/27/0/0	0/0	C/-/C/C/-/-	68.3/53.3/88.3/3 8.3/38.3	43.3/43.3/43.3/4 3.3
Magic Phoenix Parma +1	19/14/28/0/0	0/0	C/-/C/C/-/-	69.1/54.5/88.6/3 9.8/39.8	44.7/44.7/44.7/4 4.7
Magic Phoenix Parma +2	21/14/29/0/0	0/0	C/-/C/C/-/-	69.9/55.6/88.9/4 1.4/41.4	46.1/46.1/46.1/4 6.1
Magic Phoenix Parma +3	23/15/31/0/0	0/0	C/-/C/C/-/-	70.7/56.8/89.2/4 2.9/42.9	47.5/47.5/47.5/4 7.5
Magic Phoenix Parma +4	24/16/32/0/0	0/0	C/-/C/C/-/-	71.5/58/89.5/44. 5/44.5	49/49/49/49
Magic Phoenix Parma +5	26/16/33/0/0	0/0	C/-/C/C/-/-	72.2/59.1/89.7/4 6/46	50.4/50.4/50.4/5 0.4
Magic Phoenix Parma +6	28/17/34/0/0	0/0	C/-/C/C/-/-	73/60.3/90/47.5/ 47.5	51.8/51.8/51.8/5 1.8
Magic Phoenix Parma +7	30/18/36/0/0	0/0	C/-/C/C/-/-	73.8/61.5/90.3/4 9.1/49.1	53.2/53.2/53.2/5 3.2
Magic Phoenix Parma +8	32/18/37/0/0	0/0	C/-/C/C/-/-	74.6/62.6/90.6/5 0.6/50.6	54.6/54.6/54.6/5 4.6

Magic Phoenix Parma +9	34/19/38/0/0	0/0	C/-/C/C/-/-	75.4/63.8/90.9/5 2.2/52.2	56/56/56/56
Magic Phoenix Parma +10	35/19/39/0/0	0/0	C/-/C/C/-/-	76.2/65/91.2/53. 7/53.7	57.5/57.5/57.5/5 7.5

## Fire

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

Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Phoenix Parma +0	19/0/37/0/0	0/0	C/-/-/C/-/-	69.5/39.5/93.3/3 9.5/39.5	44.5/44.5/44.5/4 4.5
Fire Phoenix Parma +1	21/0/39/0/0	0/0	C/-/-/C/-/-	70.3/41/93.5/41/ 41	45.9/45.9/45.9/4 5.9
Fire Phoenix Parma +2	23/0/40/0/0	0/0	C/-/-/C/-/-	71.1/42.6/93.6/4 2.6/42.6	47.3/47.3/47.3/4 7.3
Fire Phoenix Parma +3	26/0/42/0/0	0/0	C/-/-/C/-/-	71.8/44.1/93.8/4 4.1/44.1	48.7/48.7/48.7/4 8.7
Fire Phoenix Parma +4	28/0/44/0/0	0/0	C/-/-/C/-/-	72.6/45.6/94/45. 6/45.6	50.1/50.1/50.1/5 0.1
Fire Phoenix Parma +5	30/0/46/0/0	0/0	C/-/-/C/-/-	73.3/47.1/94.1/4 7.1/47.1	51.5/51.5/51.5/5 1.5
Fire Phoenix Parma +6	32/0/47/0/0	0/0	C/-/-/C/-/-	74.1/48.6/94.3/4 8.6/48.6	52.8/52.8/52.8/5 2.8
Fire Phoenix Parma +7	34/0/49/0/0	0/0	C/-/-/C/-/-	74.9/50.1/94.5/5 0.1/50.1	54.2/54.2/54.2/5 4.2
Fire Phoenix Parma +8	36/0/51/0/0	0/0	C/-/-/C/-/-	75.6/51.6/94.6/5 1.6/51.6	55.6/55.6/55.6/5 5.6
Fire Phoenix Parma +9	38/0/53/0/0	0/0	C/-/-/C/-/-	76.4/53.1/94.8/5 3.1/53.1	57/57/57/57
Fire Phoenix Parma +10	40/0/55/0/0	0/0	C/-/-/C/-/-	77.1/54.6/95/54./ 54.6	58.4/58.4/58.4/5 8.4

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Phoenix Parma +0	17/0/27/13/0	0/0	C/-/-/C/C/-	68.3/38.3/88.3/53.3/38.3	43.3/43.3/43.3/43.3
Lightning Phoenix Parma +1	19/0/28/14/0	0/0	C/-/-/C/C/-	69.1/39.8/88.6/54.5/39.8	44.7/44.7/44.7/44.7
Lightning Phoenix Parma +2	21/0/29/14/0	0/0	C/-/-/C/C/-	69.9/41.4/88.9/55.6/41.4	46.1/46.1/46.1/46.1
Lightning Phoenix Parma +3	23/0/31/15/0	0/0	C/-/-/C/C/-	70.7/42.9/89.2/56.8/42.9	47.5/47.5/47.5/47.5
Lightning Phoenix Parma +4	24/0/32/16/0	0/0	C/-/-/C/C/-	71.5/44.5/89.5/58/44.5	49/49/49/49
Lightning Phoenix Parma +5	26/0/33/16/0	0/0	C/-/-/C/C/-	72.2/46/89.7/59.1/46	50.4/50.4/50.4/50.4
Lightning Phoenix Parma +6	28/0/34/17/0	0/0	C/-/-/C/C/-	73/47.5/90/60.3/47.5	51.8/51.8/51.8/51.8
Lightning Phoenix Parma +7	30/0/36/18/0	0/0	C/-/-/C/C/-	73.8/49.1/90.3/61.5/49.1	53.2/53.2/53.2/53.2
Lightning Phoenix Parma +8	32/0/37/18/0	0/0	C/-/-/C/C/-	74.6/50.6/90.6/62.6/50.6	54.6/54.6/54.6/54.6
Lightning Phoenix Parma +9	34/0/38/19/0	0/0	C/-/-/C/C/-	75.4/52.2/90.9/63.8/52.2	56/56/56/56
Lightning Phoenix Parma +10	35/0/39/19/0	0/0	C/-/-/C/C/-	76.2/53.7/91.2/65/53.7	57.5/57.5/57.5/57.5

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Phoenix Parma +0	17/0/27/0/13	0/0	C/-/-/C/C	68.3/38.3/88.3/38.3/53.3	43.3/43.3/43.3/43.3
Dark Phoenix Parma +1	19/0/28/0/14	0/0	C/-/-/C/C	69.1/39.8/88.6/39.8/54.5	44.7/44.7/44.7/44.7
Dark Phoenix Parma +2	21/0/29/0/14	0/0	C/-/-/C/C	69.9/41.4/88.9/41.4/55.6	46.1/46.1/46.1/46.1
Dark Phoenix Parma +3	23/0/31/0/15	0/0	C/-/-/C/C	70.7/42.9/89.2/42.9/56.8	47.5/47.5/47.5/47.5
Dark Phoenix Parma +4	24/0/32/0/16	0/0	C/-/-/C/C	71.5/44.5/89.5/44.5/58	49/49/49/49
Dark Phoenix Parma +5	26/0/33/0/16	0/0	C/-/-/C/C	72.2/46/89.7/46/59.1	50.4/50.4/50.4/50.4
Dark Phoenix Parma +6	28/0/34/0/17	0/0	C/-/-/C/C	73/47.5/90/47.5/60.3	51.8/51.8/51.8/51.8
Dark Phoenix Parma +7	30/0/36/0/18	0/0	C/-/-/C/C	73.8/49.1/90.3/49.1/61.5	53.2/53.2/53.2/53.2
Dark Phoenix Parma +8	32/0/37/0/18	0/0	C/-/-/C/C	74.6/50.6/90.6/50.6/62.6	54.6/54.6/54.6/54.6
Dark Phoenix Parma +9	34/0/38/0/19	0/0	C/-/-/C/C	75.4/52.2/90.9/52.2/63.8	56/56/56/56
Dark Phoenix Parma +10	35/0/39/0/19	0/0	C/-/-/C/C	76.2/53.7/91.2/53.7/65	57.5/57.5/57.5/57.5

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
------	--------	-------------	--------------	------------------	-----------------------

Poison Phoenix Parma +0	19/0/29/0/0	2/0	C/-/-/C/-/-	67.7/37.7/87.7/37.7/37.7	63.3/42.7/42.7/42.7
Poison Phoenix Parma +1	21/0/30/0/0	3/0	C/-/-/C/-/-	68.5/39.2/88/39.2/39.2	64.2/44.1/44.1/44.1
Poison Phoenix Parma +2	23/0/32/0/0	3/0	C/-/-/C/-/-	69.3/40.8/88.3/40.8/40.8	65.1/45.5/45.5/45.5
Poison Phoenix Parma +3	25/0/33/0/0	3/0	C/-/-/C/-/-	70.1/42.3/88.6/42.3/42.3	66/47/47/47
Poison Phoenix Parma +4	27/0/35/0/0	4/0	C/-/-/B/-/-	70.9/43.9/88.9/43.9/43.9	67/48.4/48.4/48.4
Poison Phoenix Parma +5	29/0/36/0/0	4/0	C/-/-/B/-/-	71.7/45.4/89.2/45.4/45.4	67.9/49.8/49.8/49.8
Poison Phoenix Parma +6	31/0/37/0/0	4/0	C/-/-/B/-/-	72.5/47/89.5/47/47	68.8/51.3/51.3/51.3
Poison Phoenix Parma +7	33/0/39/0/0	5/0	C/-/-/B/-/-	73.3/48.6/89.8/48.6/48.6	69.7/52.7/52.7/52.7
Poison Phoenix Parma +8	35/0/40/0/0	5/0	C/-/-/B/-/-	74.1/50.1/90.1/50.1/50.1	70.6/54.1/54.1/54.1
Poison Phoenix Parma +9	37/0/42/0/0	5/0	C/-/-/B/-/-	74.9/51.7/90.4/51.7/51.7	71.5/55.5/55.5/55.5
Poison Phoenix Parma +10	39/0/43/0/0	5/0	C/-/-/B/-/-	75.7/53.2/90.7/53.2/53.2	72.5/57/57/57

## 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 and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Phoenix Parma +0	19/0/29/0/0	0/2	C/-/-/C/-/-	67.7/37.7/87.7/37.7/37.7	42.7/63.3/42.7/42.7
Bleed Phoenix Parma +1	21/0/30/0/0	0/3	C/-/-/C/-/-	68.5/39.2/88/39.2/39.2	44.1/64.2/44.1/44.1
Bleed Phoenix Parma +2	23/0/32/0/0	0/3	C/-/-/C/-/-	69.3/40.8/88.3/40.8/40.8	45.5/65.1/45.5/45.5
Bleed Phoenix Parma +3	25/0/33/0/0	0/3	C/-/-/C/-/-	70.1/42.3/88.6/42.3/42.3	47/66/47/47

Bleed Phoenix Parma +4	27/0/35/0/0	0/4	C/-/-/B/-/-	70.9/43.9/88.9/4 3.9/43.9	48.4/67/48.4/48. 4
Bleed Phoenix Parma +5	29/0/36/0/0	0/4	C/-/-/B/-/-	71.7/45.4/89.2/4 5.4/45.4	49.8/67.9/49.8/4 9.8
Bleed Phoenix Parma +6	31/0/37/0/0	0/4	C/-/-/B/-/-	72.5/47/89.5/47/ 47	51.3/68.8/51.3/5 1.3
Bleed Phoenix Parma +7	33/0/39/0/0	0/5	C/-/-/B/-/-	73.3/48.6/89.8/4 8.6/48.6	52.7/69.7/52.7/5 2.7
Bleed Phoenix Parma +8	35/0/40/0/0	0/5	C/-/-/B/-/-	74.1/50.1/90.1/5 0.1/50.1	54.1/70.6/54.1/5 4.1
Bleed Phoenix Parma +9	37/0/42/0/0	0/5	C/-/-/B/-/-	74.9/51.7/90.4/5 1.7/51.7	55.5/71.5/55.5/5 5.5
Bleed Phoenix Parma +10	39/0/43/0/0	0/5	C/-/-/B/-/-	75.7/53.2/90.7/5 3.2/53.2	57/72.5/57/57

# 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>

Revision #1

Created 17 December 2024 08:03:53 by jade

Updated 17 December 2024 08:03:53 by jade