

Watchdragon Parma

In-Game Description

A shield decorated by intertwined dragons.

The black and white contrast depicts the ebb and flow of the fate of all things living. and the serpentine dragons that watch over the march of time.

*The bearer of this shield will be blessed
by great fortune in battle.*

Availability

Dark Souls II:

- Dragon Shrine treasure. In a metal chest just to the right of the Petrified Egg.

Scholar of the First Sin:

- Guardian Dragon (Heide's Tower of Flame only) drop - guaranteed.

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
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	105/0/0 /0/0	0/0	110	15	10/0/0/ 0	90/75/7 5/60/60	40/40/8 5/85	50	60	4.5
	(Parry/S trike)				D/-/-/-/ /-					

Notes

- The dragons depicted resemble the primordial serpents Kingseeker Frampt and Darkstalker Kaathe from the original Dark Souls.
- 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 *Disunion*. Additional image.
- As of Scholar of the First Sin increases item discovery.
 - This makes it the only shield in the game to increase item discovery, so upgrading it is highly recommended.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls
Watchdragon Parma +0	105/0/0/0/0	0/0	D/-/-/-/-/-	90.0/75.0/75.0/60.0/60.0	40.0/40.0/85.0/85.0	50	-	-
Watchdragon Parma +1	115/0/0/0/0	0/0	D/-/-/-/-/-	90.2/75.6/75.6/61.0/61.0	41.5/41.5/85.3/85.3	50	1x Titanite Shard	580

Watchdragon Parma +2	126/0/0/0/0	0/0	D/-/-/-/-/-	90.5/76.2/76.2/62.0/62.0	43.0/43.0/85.7/85.7	51	2x Titanite Shard	720
Watchdragon Parma +3	136/0/0/0/0	0/0	D/-/-/-/-/-	90.7/76.8/76.8/63.0/63.0	44.5/44.5/86.1/86.1	52	3x Titanite Shard	870
Watchdragon Parma +4	147/0/0/0/0	0/0	D/-/-/-/-/-	91.0/77.5/77.5/64.0/64.0	46.0/46.0/86.5/86.5	53	1x Large Titanite Shard	1,150
Watchdragon Parma +5	157/0/0/0/0	0/0	D/-/-/-/-/-	91.2/78.1/78.1/65.0/65.0	47.5/47.5/86.8/86.8	54	2x Large Titanite Shard	1,300
Watchdragon Parma +6	168/0/0/0/0	0/0	D/-/-/-/-/-	91.5/78.7/78.7/66.0/66.0	49.0/49.0/87.2/87.2	54	3x Large Titanite Shard	1,440
Watchdragon Parma +7	178/0/0/0/0	0/0	D/-/-/-/-/-	91.7/79.3/79.3/67.0/67.0	50.5/50.5/87.6/87.6	55	1x Titanite Chunk	1,730
Watchdragon Parma +8	189/0/0/0/0	0/0	D/-/-/-/-/-	92.0/80.0/80.0/68.0/68.0	52.0/52.0/88.0/88.0	56	2x Titanite Chunk	1,870
Watchdragon Parma +9	199/0/0/0/0	0/0	D/-/-/-/-/-	92.2/80.6/80.6/69.0/69.0	53.5/53.5/88.3/88.3	57	3x Titanite Chunk	2,010
Watchdragon Parma +10	210/0/0/0/0	0/0	C/-/-/-/-/-	92.5/81.2/81.2/70.0/70.0	55.0/55.0/88.7/88.7	58	1x Titanite Slab	2,300

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
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Magic Watchdragon Parma +0	102/44/0/0/0	0/0	D/-/C/-/-/-	88.7/85.0/73.7/58.7	38.7/38.7/83.7/83.7
Magic Watchdragon Parma +1	113/48/0/0/0	0/0	D/-/C/-/-/-	89.0/85.3/74.4/59.7	40.2/40.2/84.1/84.1
Magic Watchdragon Parma +2	123/52/0/0/0	0/0	D/-/C/-/-/-	89.3/85.7/75.0/60.8	41.8/41.8/84.5/84.5
Magic Watchdragon Parma +3	133/57/0/0/0	0/0	D/-/B/-/-/-	89.5/86.1/75.7/61.8	43.3/43.3/84.9/84.9
Magic Watchdragon Parma +4	144/61/0/0/0	0/0	D/-/B/-/-/-	89.8/86.5/76.3/62.8	44.8/44.8/85.3/85.3
Magic Watchdragon Parma +5	154/66/0/0/0	0/0	D/-/B/-/-/-	90.1/86.8/77.0/63.9	46.4/46.4/85.7/85.7
Magic Watchdragon Parma +6	164/70/0/0/0	0/0	D/-/B/-/-/-	90.4/87.2/77.6/64.9	47.9/47.9/86.1/86.1
Magic Watchdragon Parma +7	174/74/0/0/0	0/0	D/-/B/-/-/-	90.7/87.6/78.3/65.9	49.4/49.4/86.5/86.5
Magic Watchdragon Parma +8	185/79/0/0/0	0/0	D/-/B/-/-/-	91.0/88.0/79.0/67.0	51.0/51.0/87.0/87.0
Magic Watchdragon Parma +9	195/83/0/0/0	0/0	D/-/B/-/-/-	91.2/88.3/79.6/68.0	52.5/52.5/87.4/87.4
Magic Watchdragon Parma +10	205/88/0/0/0	0/0	D/-/B/-/-/-	91.5/88.7/80.3/69.0	54.0/54.0/87.8/87.8

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 Watchdragon Parma +0	102/0/44/0/0	0/0	D/-/-/C/-/-	88.7/73.7/85.0/58.7/58.7	38.7/38.7/83.7/83.7
Fire Watchdragon Parma +1	113/0/48/0/0	0/0	D/-/-/C/-/-	89.0/74.4/85.3/59.7/59.7	40.2/40.2/84.1/84.1
Fire Watchdragon Parma +2	123/0/52/0/0	0/0	D/-/-/C/-/-	89.3/75.0/85.7/60.8/60.8	41.8/41.8/84.5/84.5
Fire Watchdragon Parma +3	133/0/57/0/0	0/0	D/-/-/B/-/-	89.5/75.7/86.1/61.8/61.8	43.3/43.3/84.9/84.9
Fire Watchdragon Parma +4	144/0/61/0/0	0/0	D/-/-/B/-/-	89.8/76.3/86.5/62.8/62.8	44.8/44.8/85.3/85.3
Fire Watchdragon Parma +5	154/0/66/0/0	0/0	D/-/-/B/-/-	90.1/77.0/86.8/63.9/63.9	46.4/46.4/85.7/85.7
Fire Watchdragon Parma +6	164/0/70/0/0	0/0	D/-/-/B/-/-	90.4/77.6/87.2/64.9/64.9	47.9/47.9/86.1/86.1
Fire Watchdragon Parma +7	174/0/74/0/0	0/0	D/-/-/B/-/-	90.7/78.3/87.6/65.9/65.9	49.4/49.4/86.5/86.5
Fire Watchdragon Parma +8	185/0/79/0/0	0/0	D/-/-/B/-/-	91.0/79.0/88.0/67.0/67.0	51.0/51.0/87.0/87.0
Fire Watchdragon Parma +9	195/0/83/0/0	0/0	D/-/-/B/-/-	91.2/79.6/88.3/68.0/68.0	52.5/52.5/87.4/87.4
Fire Watchdragon Parma +10	205/0/88/0/0	0/0	D/-/-/B/-/-	91.5/80.3/88.7/69.0/69.0	54.0/54.0/87.8/87.8

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 Watchdragon Parma +0	102/0/0/44/0	0/0	D/-/-/-/C/-	88.7/73.7/73.7/70.0/58.7	38.7/38.7/83.7/83.7
Lightning Watchdragon Parma +1	113/0/0/48/0	0/0	D/-/-/-/C/-	89.0/74.4/74.4/70.7/59.7	40.2/40.2/84.1/84.1

Lightning Watchdragon Parma +2	123/0/0/52/0	0/0	D/-/-/-/C/-	89.3/75.0/75.0/71.5/60.8	41.8/41.8/84.5/84.5
Lightning Watchdragon Parma +3	133/0/0/57/0	0/0	D/-/-/-/B/-	89.5/75.7/75.7/72.2/61.8	43.3/43.3/84.9/84.9
Lightning Watchdragon Parma +4	144/0/0/61/0	0/0	D/-/-/-/B/-	89.8/76.3/76.3/73.0/62.8	44.8/44.8/85.3/85.3
Lightning Watchdragon Parma +5	154/0/0/66/0	0/0	D/-/-/-/B/-	90.1/77.0/77.0/73.7/63.9	46.4/46.4/85.7/85.7
Lightning Watchdragon Parma +6	164/0/0/70/0	0/0	D/-/-/-/B/-	90.4/77.6/77.6/74.5/64.9	47.9/47.9/86.1/86.1
Lightning Watchdragon Parma +7	174/0/0/74/0	0/0	D/-/-/-/B/-	90.7/78.3/78.3/75.2/65.9	49.4/49.4/86.5/86.5
Lightning Watchdragon Parma +8	185/0/0/79/0	0/0	D/-/-/-/B/-	91.0/79.0/79.0/76.0/67.0	51.0/51.0/87.0/87.0
Lightning Watchdragon Parma +9	195/0/0/83/0	0/0	D/-/-/-/B/-	91.2/79.6/79.6/76.7/68.0	52.5/52.5/87.4/87.4
Lightning Watchdragon Parma +10	205/0/0/88/0	0/0	D/-/-/-/B/-	91.5/80.3/80.3/77.5/69.0	54.0/54.0/87.8/87.8

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 Watchdragon Parma +0	102/0/0/0/44	0/0	D/-/-/-/-/C	88.7/73.7/73.7/58.7/70.0	38.7/38.7/83.7/83.7

Dark Watchdragon Parma +1	113/0/0/0/48	0/0	D/-/-/-/C	89.0/74.4/74.4/59.7/70.7	40.2/40.2/84.1/84.1
Dark Watchdragon Parma +2	123/0/0/0/52	0/0	D/-/-/-/C	89.3/75.0/75.0/60.8/71.5	41.8/41.8/84.5/84.5
Dark Watchdragon Parma +3	133/0/0/0/57	0/0	D/-/-/-/B	89.5/75.7/75.7/61.8/72.2	43.3/43.3/84.9/84.9
Dark Watchdragon Parma +4	144/0/0/0/61	0/0	D/-/-/-/B	89.8/76.3/76.3/62.8/73.0	44.8/44.8/85.3/85.3
Dark Watchdragon Parma +5	154/0/0/0/66	0/0	D/-/-/-/B	90.1/77.0/77.0/63.9/73.7	46.4/46.4/85.7/85.7
Dark Watchdragon Parma +6	164/0/0/0/70	0/0	D/-/-/-/B	90.4/77.6/77.6/64.9/74.5	47.9/47.9/86.1/86.1
Dark Watchdragon Parma +7	174/0/0/0/74	0/0	D/-/-/-/B	90.7/78.3/78.3/65.9/75.2	49.4/49.4/86.5/86.5
Dark Watchdragon Parma +8	185/0/0/0/79	0/0	D/-/-/-/B	91.0/79.0/79.0/67.0/76.0	51.0/51.0/87.0/87.0
Dark Watchdragon Parma +9	195/0/0/0/83	0/0	D/-/-/-/B	91.2/79.6/79.6/68.0/76.7	52.5/52.5/87.4/87.4
Dark Watchdragon Parma +10	205/0/0/0/88	0/0	D/-/-/-/B	91.5/80.3/80.3/69.0/77.5	54.0/54.0/87.8/87.8

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
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Poison Watchdragon Parma +0	102/0/0/0/0	8/0	D/-/-/-/-	88.7/73.7/73.7/58.7	50.0/38.7/83.7/83.7
Poison Watchdragon Parma +1	113/0/0/0/0	9/0	D/-/-/-/-	89.0/74.4/74.4/59.7	51.2/40.2/84.1/84.1
Poison Watchdragon Parma +2	123/0/0/0/0	10/0	D/-/-/-/-	89.3/75.0/75.0/60.8	52.5/41.8/84.5/84.5
Poison Watchdragon Parma +3	133/0/0/0/0	11/0	D/-/-/-/-	89.5/75.7/75.7/61.8	53.7/43.3/84.9/84.9
Poison Watchdragon Parma +4	144/0/0/0/0	12/0	D/-/-/-/-	89.8/76.3/76.3/62.8	55.0/44.8/85.3/85.3
Poison Watchdragon Parma +5	154/0/0/0/0	13/0	D/-/-/-/-	90.1/77.0/77.0/63.9	56.2/46.4/85.7/85.7
Poison Watchdragon Parma +6	164/0/0/0/0	14/0	D/-/-/-/-	90.4/77.6/77.6/64.9	57.5/47.9/86.1/86.1
Poison Watchdragon Parma +7	174/0/0/0/0	14/0	D/-/-/-/-	90.7/78.3/78.3/65.9	58.7/49.4/86.5/86.5
Poison Watchdragon Parma +8	185/0/0/0/0	15/0	D/-/-/-/-	91.0/79.0/79.0/67.0	60.0/51.0/87.0/87.0
Poison Watchdragon Parma +9	195/0/0/0/0	16/0	D/-/-/-/-	91.2/79.6/79.6/68.0	61.2/52.5/87.4/87.4
Poison Watchdragon Parma +10	205/0/0/0/0	17/0	D/-/-/-/-	91.5/80.3/80.3/69.0	62.5/54.0/87.8/87.8

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 Watchdragon Parma +0	102/0/0/0/0	0/8	D/-/-/-/-	88.7/73.7/73.7/58.7	38.7/50.0/83.7/83.7
Bleed Watchdragon Parma +1	113/0/0/0/0	0/9	D/-/-/-/-	89.0/74.4/74.4/59.7	40.2/51.2/84.1/84.1
Bleed Watchdragon Parma +2	123/0/0/0/0	0/10	D/-/-/-/-	89.3/75.0/75.0/60.8	41.8/52.5/84.5/84.5
Bleed Watchdragon Parma +3	133/0/0/0/0	0/11	D/-/-/-/-	89.5/75.7/75.7/61.8	43.3/53.7/84.9/84.9
Bleed Watchdragon Parma +4	144/0/0/0/0	0/12	D/-/-/-/-	89.8/76.3/76.3/62.8	44.8/55.0/85.3/85.3
Bleed Watchdragon Parma +5	154/0/0/0/0	0/13	D/-/-/-/-	90.1/77.0/77.0/63.9	46.4/56.2/85.7/85.7
Bleed Watchdragon Parma +6	164/0/0/0/0	0/14	D/-/-/-/-	90.4/77.6/77.6/64.9	47.9/57.5/86.1/86.1
Bleed Watchdragon Parma +7	174/0/0/0/0	0/14	D/-/-/-/-	90.7/78.3/78.3/65.9	49.4/58.7/86.5/86.5
Bleed Watchdragon Parma +8	185/0/0/0/0	0/15	D/-/-/-/-	91.0/79.0/79.0/67.0	51.0/60.0/87.0/87.0
Bleed Watchdragon Parma +9	195/0/0/0/0	0/16	D/-/-/-/-	91.2/79.6/79.6/68.0	52.5/61.2/87.4/87.4
Bleed Watchdragon Parma +10	205/0/0/0/0	0/17	D/-/-/-/-	91.5/80.3/80.3/69.0	54.0/62.5/87.8/87.8

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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