

# 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

<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>

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