

Parrying Dagger

<https://jadepilld.github.io/souls-model-viewer/ds1/weapons.html?model=Parrying%20Dagger.glb>

<https://jadepilld.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Parrying%20Dagger>

“ This dagger is useful after parrying and is normally equipped in the left hand.
A favorite of the knights of Carim, who are famous for fighting without a shield.

Availability

New Londo Ruins treasure

General Information

Has a special parrying animation identical to the Buckler and Target Shield when used in the left hand.
The parry window is 8 frames instead of the regular 7.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Parrying Dagger	54/0/0/0 (Slash/Thrust)	131	200	0.5	5 ¹ /14/0/0 E/B/-/-	45/10/30/30	26	50

Move Set

1 Handed

R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Thrust into left-to-right swipe.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Forward stab.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Horizontal swipe.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Downward slash into left-to-right slash.	
R2	Thrust.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Downward slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Parrying Dagger +0	54/0/0/0	E/B/-/-					
Parrying Dagger +1	59/0/0/0	E/B/-/-	1				100
Parrying Dagger +2	64/0/0/0	E/B/-/-	1				100
Parrying Dagger +3	70/0/0/0	E/B/-/-	2				100
Parrying Dagger +4	75/0/0/0	E/B/-/-	2				100
Parrying Dagger +5	81/0/0/0	E/B/-/-	3				100
Parrying Dagger +6	86/0/0/0	E/B/-/-		1			100
Parrying Dagger +7	91/0/0/0	E/B/-/-		1			100
Parrying Dagger +8	97/0/0/0	E/B/-/-		2			100
Parrying Dagger +9	102/0/0/0	E/B/-/-		2			100
Parrying Dagger +10	108/0/0/0	E/B/-/-		3			100
Parrying Dagger +11	113/0/0/0	E/B/-/-			1		100
Parrying Dagger +12	118/0/0/0	E/B/-/-			1		100
Parrying Dagger +13	124/0/0/0	E/B/-/-			2		100
Parrying Dagger +14	129/0/0/0	E/A/-/-			3		100
Parrying Dagger +15	135/0/0/0	E/A/-/-				1	100

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Parrying Dagger +5
- Titanite

Ascended by Andre of Astora with Large Ember.

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Parrying Dagger +0	93/0/0/0	E/C/-/-	1	100
Raw Parrying Dagger +1	99/0/0/0	E/C/-/-	1	100
Raw Parrying Dagger +2	105/0/0/0	E/C/-/-	1	100
Raw Parrying Dagger +3	111/0/0/0	E/C/-/-	2	100
Raw Parrying Dagger +4	117/0/0/0	E/C/-/-	2	100
Raw Parrying Dagger +5	124/0/0/0	E/C/-/-	3	100

Crystal

Parrying Dagger durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Parrying Dagger +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Parrying Dagger +0	118/0/0/0	E/B/-/-	1		100
Crystal Parrying Dagger +1	124/0/0/0	E/B/-/-	1		100
Crystal Parrying Dagger +2	129/0/0/0	E/B/-/-	1		100
Crystal Parrying Dagger +3	135/0/0/0	E/B/-/-	2		100
Crystal Parrying Dagger +4	140/0/0/0	E/A/-/-	3		100
Crystal Parrying Dagger +5	145/0/0/0	E/A/-/-		1	100

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Parrying Dagger +10

- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Parrying Dagger +0	97/0/0/97	-/-/-	45/10/30/30	1		100
Lightning Parrying Dagger +1	104/0/0/104	-/-/-	45/10/30/32.4	1		100
Lightning Parrying Dagger +2	112/0/0/112	-/-/-	45/10/30/34.8	1		100
Lightning Parrying Dagger +3	119/0/0/119	-/-/-	45/10/30/37.2	2		100
Lightning Parrying Dagger +4	127/0/0/127	-/-/-	45/10/30/39.6	3		100
Lightning Parrying Dagger +5	135/0/0/135	-/-/-	45/10/30/42		1	100

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Parrying Dagger +10
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Parrying Dagger +0	61/66/0/0	E/D/C/-	1			100
Magic Parrying Dagger +1	65/70/0/0	E/D/C/-	1			100
Magic Parrying Dagger +2	69/74/0/0	E/D/C/-	1			100
Magic Parrying Dagger +3	73/79/0/0	E/D/C/-	2			100
Magic Parrying Dagger +4	77/83/0/0	E/D/C/-	2			100
Magic Parrying Dagger +5	82/88/0/0	E/D/C/-	3			100
Magic Parrying Dagger +6	86/92/0/0	E/D/B/-		1		100
Magic Parrying Dagger +7	90/96/0/0	E/D/B/-		1		100
Magic Parrying Dagger +8	94/101/0/0	E/D/B/-		2		100
Magic Parrying Dagger +9	98/105/0/0	E/D/B/-		3		100
Magic Parrying Dagger +10	102/110/0/0	E/D/B/-			1	100

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Parrying Dagger +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Parrying Dagger +0	82/86/0/0	E/E/B/-	1		100
Enchanted Parrying Dagger +1	85/88/0/0	E/E/B/-	1		100
Enchanted Parrying Dagger +2	88/91/0/0	E/E/B/-	1		100
Enchanted Parrying Dagger +3	91/93/0/0	E/E/A/-	2		100
Enchanted Parrying Dagger +4	95/96/0/0	E/E/A/-	3		100
Enchanted Parrying Dagger +5	98/99/0/0	E/E/A/-		1	100

Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Parrying Dagger +10
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

5% STR, 33% DEX, 70% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Parrying Dagger +0	54/67/0/0	E/D/-/C	0/0/110/-	1			100
Divine Parrying Dagger +1	57/72/0/0	E/D/-/C	0/0/110/-	1			100
Divine Parrying Dagger +2	61/76/0/0	E/D/-/C	0/0/110/-	1			100
Divine Parrying Dagger +3	64/81/0/0	E/D/-/C	0/0/110/-	2			100
Divine Parrying Dagger +4	68/85/0/0	E/D/-/C	0/0/110/-	2			100
Divine Parrying Dagger +5	72/90/0/0	E/D/-/C	0/0/110/-	3			100
Divine Parrying Dagger +6	75/94/0/0	E/D/-/C	0/0/110/-		1		100
Divine Parrying Dagger +7	79/99/0/0	E/D/-/C	0/0/110/-		1		100
Divine Parrying Dagger +8	82/103/0/0	E/D/-/C	0/0/110/-		2		100
Divine Parrying Dagger +9	86/108/0/0	E/D/-/B	0/0/110/-		3		100
Divine Parrying Dagger +10	90/112/0/0	E/D/-/B	0/0/110/-			1	100

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Parrying Dagger +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

5% STR, 31% DEX, 82% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Parrying Dagger +0	74/82/0/0	E/D/-/B	0/0/-/110		1	100
Occult Parrying Dagger +1	78/86/0/0	E/D/-/B	0/0/-/110	1		100
Occult Parrying Dagger +2	82/90/0/0	E/D/-/B	0/0/-/110	1		100
Occult Parrying Dagger +3	87/94/0/0	E/D/-/B	0/0/-/110	2		100
Occult Parrying Dagger +4	91/98/0/0	E/D/-/B	0/0/-/110	3		100
Occult Parrying Dagger +5	96/102/0/0	E/D/-/B	0/0/-/110		1	100

Fire

Fire damage added. All stat bonuses removed
Requires

- Parrying Dagger +10
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Parrying Dagger +0	70/0/70/0	-/-/-	45/10/30/30	1			100
Fire Parrying Dagger +1	75/0/75/0	-/-/-	45/10/30.3/30	1			100
Fire Parrying Dagger +2	81/0/81/0	-/-/-	45/10/30.6/30	1			100
Fire Parrying Dagger +3	86/0/86/0	-/-/-	45/10/30.9/30	2			100
Fire Parrying Dagger +4	91/0/91/0	-/-/-	45/10/31.2/30	2			100
Fire Parrying Dagger +5	97/0/97/0	-/-/-	45/10/31.5/30	3			100
Fire Parrying Dagger +6	103/0/103/0	-/-/-	45/10/31.8/30		1		100
Fire Parrying Dagger +7	110/0/110/0	-/-/-	45/10/32.1/30		1		100
Fire Parrying Dagger +8	116/0/116/0	-/-/-	45/10/32.4/30		2		100
Fire Parrying Dagger +9	123/0/123/0	-/-/-	45/10/32.7/30		3		100
Fire Parrying Dagger +10	129/0/129/0	-/-/-	45/10/33/30			1	100

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.
Requires

- Fire Parrying Dagger +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Parrying Dagger +0	84/0/99/0	-/-/-	45/10/30/30	1		100
Chaos Parrying Dagger +1	89/0/104/0	-/-/-	45/10/30.6/30	1		100
Chaos Parrying Dagger +2	94/0/110/0	-/-/-	45/10/31.2/30	1		100
Chaos Parrying Dagger +3	98/0/115/0	-/-/-	45/10/31.8/30	2		100
Chaos Parrying Dagger +4	103/0/121/0	-/-/-	45/10/32.4/30	3		100
Chaos Parrying Dagger +5	108/0/126/0	-/-/-	45/10/33/30		1	100

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p>(18 x 1.5 = 27)</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is the Physical Damage Reduction• X is the Magical Damage Reduction• Y is the Fire Damage Reduction• Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. When two-handing this weapon, only 4 Strength is required.