

# Black Dragon Greataxe


## In-Game Description

*In legend, this oddly shaped greataxe is said to be forged from the black dragon's tail.*

*As it is told, the black dragon lost its tail to a brave warrior in a magnificent battle, and the tail was later used to forge several legendary weapons.*

## Availability

**Dark Souls 2 & Scholar of the First Sin:**

- Dragon Knight (Dual Greataxe) drop - very rare.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d <sup>1</sup> Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	164/0/ 0/0/0  (Slash)	0/0	110	45	35 <sup>2</sup> /15/0/0  -/-/-/-/- /-	55/10/ 30/30/ 30	15/15/ 15/15	40	70	12.0	No/Yes

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	horizontal slashes	short ranged diagonal slashes
Heavy Attack	overhead slash	slow overhead slash
Rolling Attack	full swing	full swing
Running Attack	quick overhead slash	quick overhead slash

## Notes

- It's likely that the description is referring to Black Dragon Kalameet from Dark Souls.
- Infusing with either Magic, Fire, Lightning, or Dark won't give a stat bonus to that respective element.
- It is recommended that you infuse it with Raw, that is if you're not infusing it with anything else, due to the weapon having no stat scaling and gaining increased physical damage.

## Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed	Raw	Enchanted	Mundane
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### Basic

Boss upgrade path.  
Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Black Dragon Greataxe +0	164/0/0/0/0	0/0	-/-/-/-/-	-	-
Black Dragon Greataxe +1	213/0/0/0/0	0/0	-/-/-/-/-	1x Petrified Dragon Bone	1,630
Black Dragon Greataxe +2	262/0/0/0/0	0/0	-/-/-/-/-	2x Petrified Dragon Bone	2,040
Black Dragon Greataxe +3	311/0/0/0/0	0/0	-/-/-/-/-	3x Petrified Dragon Bone	2,440

Black Dragon Greataxe +4	360/0/0/0/0	0/0	-/-/-/-/-	4x Petrified Dragon Bone	3,250
Black Dragon Greataxe +5	410/0/0/0/0	0/0	-/-/-/-/-	5x Petrified Dragon Bone	3,660

# 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
Magic Black Dragon Greataxe +0	114/114/0/0/0	0/0	-/-/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Black Dragon Greataxe +1	149/149/0/0/0	0/0	-/-/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Black Dragon Greataxe +2	183/183/0/0/0	0/0	-/-/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Black Dragon Greataxe +3	218/218/0/0/0	0/0	-/-/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Black Dragon Greataxe +4	252/252/0/0/0	0/0	-/-/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Black Dragon Greataxe +5	287/287/0/0/0	0/0	-/-/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9

## 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 Black Dragon Greataxe +0	114/0/114/0/0	0/0	-/-/-/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Black Dragon Greataxe +1	149/0/149/0/0	0/0	-/-/-/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Black Dragon Greataxe +2	183/0/183/0/0	0/0	-/-/-/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Black Dragon Greataxe +3	218/0/218/0/0	0/0	-/-/-/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Black Dragon Greataxe +4	252/0/252/0/0	0/0	-/-/-/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Black Dragon Greataxe +5	287/0/287/0/0	0/0	-/-/-/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9

## 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 Black Dragon Greataxe +0	114/0/0/114/0	0/0	-/-/-/-/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Greataxe +1	149/0/0/149/0	0/0	-/-/-/-/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Greataxe +2	183/0/0/183/0	0/0	-/-/-/-/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Greataxe +3	218/0/0/218/0	0/0	-/-/-/-/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9

Lightning Black Dragon Greataxe +4	252/0/0/252/0	0/0	-/-/-/-/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Greataxe +5	287/0/0/287/0	0/0	-/-/-/-/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9

## 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 Black Dragon Greataxe +0	114/0/0/0/114	0/0	-/-/-/-/-	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Black Dragon Greataxe +1	149/0/0/0/149	0/0	-/-/-/-/-	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Black Dragon Greataxe +2	183/0/0/0/183	0/0	-/-/-/-/-	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Black Dragon Greataxe +3	218/0/0/0/218	0/0	-/-/-/-/-	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Black Dragon Greataxe +4	252/0/0/0/252	0/0	-/-/-/-/-	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Black Dragon Greataxe +5	287/0/0/0/287	0/0	-/-/-/-/-	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9

## 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 Dragon Greataxe +0	114/0/0/0/0	112/0	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Black Dragon Greataxe +1	149/0/0/0/0	117/0	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Black Dragon Greataxe +2	183/0/0/0/0	123/0	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Black Dragon Greataxe +3	218/0/0/0/0	128/0	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Black Dragon Greataxe +4	252/0/0/0/0	134/0	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Black Dragon Greataxe +5	287/0/0/0/0	140/0	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9

## 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 Black Dragon Greataxe +0	114/0/0/0/0	0/114	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Black Dragon Greataxe +1	149/0/0/0/0	0/117	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Black Dragon Greataxe +2	183/0/0/0/0	0/123	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9

Bleed Black Dragon Greataxe +3	218/0/0/0/0	0/128	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Black Dragon Greataxe +4	252/0/0/0/0	0/134	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Black Dragon Greataxe +5	287/0/0/0/0	0/140	-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9

# Raw

Reduces: Stat bonuses.  
Adds/Increases: Base damage.  
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Black Dragon Greataxe +0	188/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Black Dragon Greataxe +1	245/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Black Dragon Greataxe +2	301/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Black Dragon Greataxe +3	358/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Black Dragon Greataxe +4	414/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Black Dragon Greataxe +5	471/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

# Enchanted

Reduces: Stat bonuses.  
Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Black Dragon Greataxe +0	164/0/0/0/0	0/0	-/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Greataxe +1	213/0/0/0/0	0/0	-/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Greataxe +2	262/0/0/0/0	0/0	-/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Greataxe +3	311/0/0/0/0	0/0	-/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Greataxe +4	360/0/0/0/0	0/0	-/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Greataxe +5	410/0/0/0/0	0/0	-/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0

## Mundane

Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Black Dragon Greataxe +0	82/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Mundane Black Dragon Greataxe +1	106/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0

Mundane Black Dragon Greataxe +2	131/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Black Dragon Greataxe +3	155/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Black Dragon Greataxe +4	180/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Black Dragon Greataxe +5	205/0/0/0/0	0/0	-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon 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>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>
<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 weapon to break the poise of an enemy.</p>

<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon 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>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons 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>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon 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 Petrification Effect</li><li>• D is Curse Effect</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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. 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>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

Footnotes 1. To Power Stance this weapon, only 52 Strength and 22 Dexterity is required. 2. When two-handing this weapon, only 17 Strength is required.