

# Black Dragon Greatsword


## In-Game Description

*In legend, this oddly-shaped long sword 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

- Reach +3 rank in the Dragon Remnants covenant.

## 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
	136/0/0 /0/0  (Slash/T hrust)	0/0	100	35	25/16/0 /0  -/-/-/-/-	60/10/4 0/40/20	20/20/2 0/20	40	70	9.0

## Move Set

Mix of the Bastard Sword and Claymore move sets.

# Notes

- It's likely that the description is referring to Black Dragon Kalameet from Dark Souls.
- Like the Black Dragon Sword, the design is reminiscent of Quelaag's Furysword 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 if you're not infusing it with anything else, due to the weapon having no stat scaling and gaining increased physical damage.
- Can be enchanted. Cannot be buffed with resins.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

## Basic

Boss upgrade path.  
Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Black Dragon Greatsword +0	136/0/0/0/0	0/0	-/-/-/-/-	-	-
Black Dragon Greatsword +1	176/0/0/0/0	0/0	-/-/-/-/-	1x Petrified Dragon Bone	1,560
Black Dragon Greatsword +2	217/0/0/0/0	0/0	-/-/-/-/-	2x Petrified Dragon Bone	1,950
Black Dragon Greatsword +3	258/0/0/0/0	0/0	-/-/-/-/-	3x Petrified Dragon Bone	2,330
Black Dragon Greatsword +4	299/0/0/0/0	0/0	-/-/-/-/-	4x Petrified Dragon Bone	3,110
Black Dragon Greatsword +5	340/0/0/0/0	0/0	-/-/-/-/-	5x Petrified Dragon Bone	3,500

# 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 Greatsword +0	95/95/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9/7.9
Magic Black Dragon Greatsword +1	123/123/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9/7.9
Magic Black Dragon Greatsword +2	152/152/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9/7.9
Magic Black Dragon Greatsword +3	180/180/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9/7.9
Magic Black Dragon Greatsword +4	209/209/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9/7.9
Magic Black Dragon Greatsword +5	238/238/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9/7.9

## 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 Greatsword +0	95/0/95/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Black Dragon Greatsword +1	123/0/123/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Black Dragon Greatsword +2	152/0/152/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Black Dragon Greatsword +3	180/0/180/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Black Dragon Greatsword +4	209/0/209/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Black Dragon Greatsword +5	238/0/238/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9

# 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 Greatsword +0	95/0/0/95/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Black Dragon Greatsword +1	123/0/0/123/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Black Dragon Greatsword +2	152/0/0/152/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Black Dragon Greatsword +3	180/0/0/180/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Black Dragon Greatsword +4	209/0/0/209/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

Lightning Black Dragon Greatsword +5	238/0/0/238/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
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# 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 Greatsword +0	95/0/0/0/95	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Dragon Greatsword +1	123/0/0/0/123	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Dragon Greatsword +2	152/0/0/0/152	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Dragon Greatsword +3	180/0/0/0/180	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Dragon Greatsword +4	209/0/0/0/209	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Black Dragon Greatsword +5	238/0/0/0/238	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

# 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 Greatsword +0	95/0/0/0/0	112/0	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Dragon Greatsword +1	123/0/0/0/0	117/0	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Dragon Greatsword +2	152/0/0/0/0	123/0	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Dragon Greatsword +3	180/0/0/0/0	128/0	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Dragon Greatsword +4	209/0/0/0/0	134/0	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Black Dragon Greatsword +5	238/0/0/0/0	140/0	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9

# 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 Greatsword +0	95/0/0/0/0	0/112	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Black Dragon Greatsword +1	123/0/0/0/0	0/117	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Black Dragon Greatsword +2	152/0/0/0/0	0/123	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Black Dragon Greatsword +3	180/0/0/0/0	0/128	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9

Bleed Black Dragon Greatsword +4	209/0/0/0/0	0/134	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Bleed Black Dragon Greatsword +5	238/0/0/0/0	0/140	-/-/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9

## 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 Greatsword +0	156/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Raw Black Dragon Greatsword +1	203/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Raw Black Dragon Greatsword +2	250/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Raw Black Dragon Greatsword +3	297/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Raw Black Dragon Greatsword +4	344/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Raw Black Dragon Greatsword +5	391/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0

## 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 Greatsword +0	136/0/0/0/0	0/0	-/-/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Black Dragon Greatsword +1	176/0/0/0/0	0/0	-/-/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Black Dragon Greatsword +2	217/0/0/0/0	0/0	-/-/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Black Dragon Greatsword +3	258/0/0/0/0	0/0	-/-/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Black Dragon Greatsword +4	299/0/0/0/0	0/0	-/-/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Enchanted Black Dragon Greatsword +5	340/0/0/0/0	0/0	-/-/D/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0

## 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 Greatsword +0	68/0/0/0/0	0/0	-/-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Mundane Black Dragon Greatsword +1	88/0/0/0/0	0/0	-/-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Mundane Black Dragon Greatsword +2	108/0/0/0/0	0/0	-/-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0



Mundane Black Dragon Greatsword +3	129/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Mundane Black Dragon Greatsword +4	149/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0
Mundane Black Dragon Greatsword +5	170/0/0/0/0	0/0	-/-/-/-/-	60.0/10.0/40.0/40.0/20.0	20.0/20.0/20.0/20.0

# 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>

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