

# Black Dragon Sword

## In-Game Description

*In legend, this oddly-shaped straight 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

Dragon Knight (Sword & Shield) drop - very rare.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	120/0/0 /0/0  (Slash/Thrust)	0/0	110	20	20/15/0 /0  -/-/-/-/-	50/10/3 5/35/25	20/20/2 0/20	20	60	4.0

## Move Set

+ show Move Set - hide Move Set

	<b>One-Handed</b>	<b>Two-Handed</b>
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<b>Light Attack</b>	diagonal slashes	diagonal slashes
<b>Heavy Attack</b>	delayed horizontal swipes with good range	diagonal then horizontal slashes
<b>Rolling Attack</b>	diagonal slash upwards	slower slash
<b>Running Attack</b>	near-instant diagonal slash	slow downward slash

## Notes

- It's likely that the description is referring to Black Dragon Kalameet from Dark Souls.
- Like the Black Dragon Greatsword, 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, that is 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 Sword +0	120/0/0/0/0	0/0	-/-/-/-/-	-	-
Black Dragon Sword +1	156/0/0/0/0	0/0	-/-/-/-/-	1x Petrified Dragon Bone	1,450

Black Dragon Sword +2	192/0/0/0/0	0/0	-/-/-/-/-	2x Petrified Dragon Bone	1,810
Black Dragon Sword +3	228/0/0/0/0	0/0	-/-/-/-/-	3x Petrified Dragon Bone	2,170
Black Dragon Sword +4	264/0/0/0/0	0/0	-/-/-/-/-	4x Petrified Dragon Bone	2,890
Black Dragon Sword +5	300/0/0/0/0	0/0	-/-/-/-/-	5x Petrified Dragon Bone	3,250

## Infusions

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### Magic

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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 Sword +0	84/84/0/0/0	0/0	-/-/-/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9/7.9
Magic Black Dragon Sword +1	109/109/0/0/0	0/0	-/-/-/-/-		
Magic Black Dragon Sword +2	134/134/0/0/0	0/0	-/-/-/-/-		
Magic Black Dragon Sword +3	159/159/0/0/0	0/0	-/-/-/-/-		
Magic Black Dragon Sword +4	184/184/0/0/0	0/0	-/-/-/-/-		
Magic Black Dragon Sword +5	210/210/0/0/0	0/0	-/-/-/-/-		

### Fire

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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 Sword +0	84/0/84/0/0	0/0	-/-/-/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9
Fire Black Dragon Sword +1	109/0/109/0/0	0/0	-/-/-/-/-		
Fire Black Dragon Sword +2	134/0/134/0/0	0/0	-/-/-/-/-		
Fire Black Dragon Sword +3	159/0/159/0/0	0/0	-/-/-/-/-		
Fire Black Dragon Sword +4	184/0/184/0/0	0/0	-/-/-/-/-		
Fire Black Dragon Sword +5	210/0/210/0/0	0/0	-/-/-/-/-		

## 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 Sword +0	84/0/0/84/0	0/0	-/-/-/-/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Black Dragon Sword +1	109/0/0/109/0	0/0	-/-/-/-/-		
Lightning Black Dragon Sword +2	134/0/0/134/0	0/0	-/-/-/-/-		
Lightning Black Dragon Sword +3	159/0/0/159/0	0/0	-/-/-/-/-		
Lightning Black Dragon Sword +4	184/0/0/184/0	0/0	-/-/-/-/-		
Lightning Black Dragon Sword +5	210/0/0/210/0	0/0	-/-/-/-/-		

# 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 Sword +0	84/0/0/0/84	0/0	-/-/-/-/-	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9
Dark Black Dragon Sword +1	109/0/0/0/109	0/0	-/-/-/-/-		
Dark Black Dragon Sword +2	134/0/0/0/134	0/0	-/-/-/-/-		
Dark Black Dragon Sword +3	159/0/0/0/159	0/0	-/-/-/-/-		
Dark Black Dragon Sword +4	184/0/0/0/184	0/0	-/-/-/-/-		
Dark Black Dragon Sword +5	210/0/0/0/210	0/0	-/-/-/-/-		

# 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 Sword +0	84/0/0/0/0	112/0	-/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9
Poison Black Dragon Sword +1	109/0/0/0/0	117/0	-/-/-/-/-		
Poison Black Dragon Sword +2	134/0/0/0/0	123/0	-/-/-/-/-		

Poison Black Dragon Sword +3	159/0/0/0/0	128/0	-/-/-/-/-
Poison Black Dragon Sword +4	184/0/0/0/0	134/0	-/-/-/-/-
Poison Black Dragon Sword +5	210/0/0/0/0	140/0	-/-/-/-/-

## 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 Sword +0	84/0/0/0/0	0/112	-/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Black Dragon Sword +1	109/0/0/0/0	0/117	-/-/-/-/-		
Bleed Black Dragon Sword +2	134/0/0/0/0	0/123	-/-/-/-/-		
Bleed Black Dragon Sword +3	159/0/0/0/0	0/128	-/-/-/-/-		
Bleed Black Dragon Sword +4	184/0/0/0/0	0/134	-/-/-/-/-		
Bleed Black Dragon Sword +5	210/0/0/0/0	0/140	-/-/-/-/-		

## 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
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Raw Black Dragon Sword +0	138/0/0/0/0	0/0	-/-/-/-/-	50.0/10.0/35.0/3 5.0/25.0	20.0/20.0/20.0/2 0.0
Raw Black Dragon Sword +1	179/0/0/0/0	0/0	-/-/-/-/-		
Raw Black Dragon Sword +2	220/0/0/0/0	0/0	-/-/-/-/-		
Raw Black Dragon Sword +3	262/0/0/0/0	0/0	-/-/-/-/-		
Raw Black Dragon Sword +4	303/0/0/0/0	0/0	-/-/-/-/-		
Raw Black Dragon Sword +5	345/0/0/0/0	0/0	-/-/-/-/-		

## Enchanted

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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 Sword +0	120/0/0/0/0	0/0	-/-/D/-/-	50.0/10.0/35.0/3 5.0/25.0	20.0/20.0/20.0/2 0.0
Enchanted Black Dragon Sword +1	156/0/0/0/0	0/0	-/-/D/-/-		
Enchanted Black Dragon Sword +2	192/0/0/0/0	0/0	-/-/D/-/-		
Enchanted Black Dragon Sword +3	228/0/0/0/0	0/0	-/-/D/-/-		
Enchanted Black Dragon Sword +4	264/0/0/0/0	0/0	-/-/D/-/-		
Enchanted Black Dragon Sword +5	300/0/0/0/0	0/0	-/-/D/-/-		

## Mundane

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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 Sword +0	60/0/0/0/0	0/0	-/-/-/-/-	50.0/10.0/35.0/35.0/25.0	20.0/20.0/20.0/20.0/0.0
Mundane Black Dragon Sword +1	78/0/0/0/0	0/0	-/-/-/-/-		
Mundane Black Dragon Sword +2	96/0/0/0/0	0/0	-/-/-/-/-		
Mundane Black Dragon Sword +3	114/0/0/0/0	0/0	-/-/-/-/-		
Mundane Black Dragon Sword +4	132/0/0/0/0	0/0	-/-/-/-/-		
Mundane Black Dragon Sword +5	150/0/0/0/0	0/0	-/-/-/-/-		

## 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>

<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<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. 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, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. 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. (14 x 2 = 28)</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. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. 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>

<b>Damage Reduction:</b>	<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.</p> <p>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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