

# Black Dragon Warpick

## In-Game Description

*In legend, this oddly-shaped war hammer 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 (Warpick & 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
	132/0/0 /0/0  (Thrust)	0/0	120	25	20/15/0 /0  -/-/-/-/-	45/10/3 0/30/40	15/15/1 5/15	40	70	6.0

## Move Set

+ show Move Set - hide Move Set

<b>1 Handed</b>	
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<b>Light</b>	Diagonal swipe uppercut into diagonal overhead swipe	
<b>Heavy — Heavy</b>	Diagonal overhead swipe into spin and horizontal swipe	
<b>Roll — Light</b>	Overhead vertical chop	
<b>Backstep or Run — Light</b>	Wide horizontal swipe	
<b>Forward + Light</b>	Guard break	
<b>Forward + Heavy</b>	Jumping overhead downwards swipe	

<b>2 Handed</b>		
<b>Light</b>	Diagonal swipe into diagonal uppercut swipe	
<b>Heavy — Heavy</b>	Heavy diagonal swipe into heavy horizontal swipe	
<b>Roll — Light</b>	Overhead vertical chop	
<b>Backstep or Run — Light</b>	Overhead diagonal chop	
<b>Forward + Light</b>	Guard break	
<b>Forward + Heavy</b>	Jumping overhead downwards swipe	
<b>Light</b> (left hand)	Guard	
<b>Heavy</b> (left hand)	Parry	

<b>Power Stance</b>		
<b>Light</b> (left hand)	Dual diagonal swipe	
<b>Heavy</b> (left hand)	Dual diagonal swipe followed by right handed overhead chop	

## 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.

- Like all Hammers and Great Hammers it can't be infused with Bleed.
- Despite being labeled as a "Thrust" weapon in-game, it has no additional damage bonus during counters when using Old Leo Ring. This may be either a bug, or the damage type is mislabeled in-game. Based on recent testing (January, 13) it is no longer true and weapon properly receives bonus damage from Old Leo Ring.

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

### Basic

Boss upgrade path.

Requires:

- Petrified Dragon Bone

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Black Dragon Warpick +0	132/0/0/0/0	0/0	-/-/-/-/-	-	-
Black Dragon Warpick +1	171/0/0/0/0	0/0	-/-/-/-/-	1x Petrified Dragon Bone	1,480
Black Dragon Warpick +2	211/0/0/0/0	0/0	-/-/-/-/-	2x Petrified Dragon Bone	1,850
Black Dragon Warpick +3	250/0/0/0/0	0/0	-/-/-/-/-	3x Petrified Dragon Bone	2,220
Black Dragon Warpick +4	290/0/0/0/0	0/0	-/-/-/-/-	4x Petrified Dragon Bone	2,960
Black Dragon Warpick +5	330/0/0/0/0	0/0	-/-/-/-/-	5x Petrified Dragon Bone	3,330

## 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 Warpick +0	92/92/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Black Dragon Warpick +1	120/120/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Black Dragon Warpick +2	147/147/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Black Dragon Warpick +3	175/175/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Black Dragon Warpick +4	203/203/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Black Dragon Warpick +5	231/231/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9

## 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 Warpick +0	92/0/92/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Black Dragon Warpick +1	120/0/120/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Black Dragon Warpick +2	147/0/147/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9

Fire Black Dragon Warpick +3	175/0/175/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Black Dragon Warpick +4	203/0/203/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Black Dragon Warpick +5	231/0/231/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	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 Warpick +0	92/0/0/92/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Warpick +1	120/0/0/120/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Warpick +2	147/0/0/147/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Warpick +3	175/0/0/175/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Warpick +4	203/0/0/203/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Black Dragon Warpick +5	231/0/0/231/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	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 Warpick +0	92/0/0/0/92	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Black Dragon Warpick +1	120/0/0/0/120	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Black Dragon Warpick +2	147/0/0/0/147	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Black Dragon Warpick +3	175/0/0/0/175	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Black Dragon Warpick +4	203/0/0/0/203	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Black Dragon Warpick +5	231/0/0/0/231	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9

## 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 Warpick +0	92/0/0/0/0	112/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Black Dragon Warpick +1	120/0/0/0/0	117/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Black Dragon Warpick +2	147/0/0/0/0	123/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9

Poison Black Dragon Warpick +3	175/0/0/0/0	128/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Black Dragon Warpick +4	203/0/0/0/0	134/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Black Dragon Warpick +5	231/0/0/0/0	140/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

## 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 Warpick +0	151/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Black Dragon Warpick +1	197/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Black Dragon Warpick +2	242/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Black Dragon Warpick +3	288/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Black Dragon Warpick +4	333/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Black Dragon Warpick +5	379/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	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 Warpick +0	132/0/0/0/0	0/0	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Warpick +1	171/0/0/0/0	0/0	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Warpick +2	211/0/0/0/0	0/0	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Warpick +3	250/0/0/0/0	0/0	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Warpick +4	290/0/0/0/0	0/0	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Black Dragon Warpick +5	330/0/0/0/0	0/0	-/-/D/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

## 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 Warpick +0	66/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Black Dragon Warpick +1	85/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

Mundane Black Dragon Warpick +2	105/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/15.0
Mundane Black Dragon Warpick +3	125/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/15.0
Mundane Black Dragon Warpick +4	145/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/15.0
Mundane Black Dragon Warpick +5	165/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/15.0

# Key

<p><b>Damage:</b></p>	<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>
<p><b>Aux Effect:</b></p>	<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>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. 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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