

Archdrake Chime

In-Game Description

*Chime of members of
the Archdrake sect of Lindelt.
A chime for miracles and hexes.*

*The land of Lindelt is governed by
stringent laws, and those who dare defy
them are punished without mercy.*

*It is often the sinful who seek piety,
spurred only by a selfish desire for salvation.*

Availability

Sold by Felkin the Outcast for 4,000 souls.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/0/0/1 05/105 (Spell/ Strike)	0/0	100	5	120	-/-/-/22 -/-/-/ /B/B	25/20/ 20/30/ 20	5/5/5/5	5	30	0.5

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Archdrake Chime +0	0/0/0/105/105	-/-/-/B/B	-	-
Archdrake Chime +1	0/0/0/115/115	-/-/-/B/B	1x Titanite Shard	500
Archdrake Chime +2	0/0/0/126/126	-/-/-/B/B	2x Titanite Shard	630
Archdrake Chime +3	0/0/0/136/136	-/-/-/B/B	3x Titanite Shard	750
Archdrake Chime +4	0/0/0/147/147	-/-/-/B/B	1x Large Titanite Shard	1000
Archdrake Chime +5	0/0/0/157/157	-/-/-/B/B	2x Large Titanite Shard	1130
Archdrake Chime +6	0/0/0/168/168	-/-/-/B/B	3x Large Titanite Shard	1250
Archdrake Chime +7	0/0/0/178/178	-/-/-/B/B	1x Titanite Chunk	1500
Archdrake Chime +8	0/0/0/189/189	-/-/-/B/B	2x Titanite Chunk	1630
Archdrake Chime +9	0/0/0/199/199	-/-/-/B/B	3x Titanite Chunk	1750
Archdrake Chime +10	0/0/0/210/210	-/-/-/B/B	1x Titanite Slab	2000

Infusions

Lightning

Lightning infusion.
Requires

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Archdrake Chime +0	0/0/0/120/89	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3

Lightning Archdrake Chime +1	0/0/0/132/98	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +2	0/0/0/144/107	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +3	0/0/0/156/116	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +4	0/0/0/169/124	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +5	0/0/0/181/133	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +6	0/0/0/193/142	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +7	0/0/0/205/151	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +8	0/0/0/217/160	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +9	0/0/0/229/169	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3
Lightning Archdrake Chime +10	0/0/0/241/178	-/-/-/B/B	24.3/19.3/19.3/35/19.3	4.3/4.3/4.3/4.3

Dark

Dark infusion.
Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Archdrake Chime +0	0/0/0/89/120	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +1	0/0/0/98/132	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +2	0/0/0/107/144	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +3	0/0/0/116/156	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +4	0/0/0/124/169	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3

Dark Archdrake Chime +5	0/0/0/133/181	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +6	0/0/0/142/193	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +7	0/0/0/151/205	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +8	0/0/0/160/217	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +9	0/0/0/169/229	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3
Dark Archdrake Chime +10	0/0/0/178/241	-/-/-/B/B	24.3/19.3/19.3/29.3/25	4.3/4.3/4.3/4.3

Key

Damage:	<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">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going</p> <p>over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<p>Stats Needed:</p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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,</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 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
<p>Stat Bonuses:</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>Aux Effect:</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"> • A is Poison Effect • B is Bleed Effect
<p>Aux Effect Reduction:</p>	<p>The Aux Effect Reduction % of the weapon. It dictates how much 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"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
<p>Damage Reduction:</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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Stability:	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.
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