

# 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

<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 types of damage types.</p>
<b>Casting Speed:</b>	The speed at which this catalyst will cast a spell.
<b>Counter Strength:</b>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Durability:</b>	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
<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</p> <p>over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<b>Stats Needed:</b>	<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"> <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 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. (<math>19 \times 1.5 = 28.5</math>)</p>
<b>Stat Bonuses:</b>	<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>
<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>Aux Effect Reduction:</b>	<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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrify Effect</li> <li>• D is Curse Effect</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>Stability:</b>	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.
-------------------	--

---

Revision #1  
Created 17 December 2024 08:17:02 by jade  
Updated 17 December 2024 08:17:02 by jade