

Archdrake Chime

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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 |

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|-------------------------------|---------------|-----------|------------------------|-----------------|
| 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 |

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|-----------------------------|---------------|-----------|------------------------|-----------------|
| 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

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| 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: | 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. |

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| Stats Needed: | <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> |
| Stat Bonuses: | <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> |
| Aux Effect: | <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 |
| Aux Effect Reduction: | <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 |
| Damage Reduction: | <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 |

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