

# Archdrake Mace


## In-Game Description

*A mace normally issued to clerics of the Archdrake sect of Lindelt.*

*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

**Dark Souls 2 & Scholar of the First Sin:**

- Lindelt Cleric drop - uncommon.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d <sup>1</sup> Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	125/0/ 0/0/0  (Strike/ Thrust)	0/0	100	60	20 <sup>2</sup> /16/0/0  B/D/-/- /-/-	45/10/ 30/30/ 40	15/15/ 15/15	30	60	6.0	Yes/Yes

## Move Set

+ show Move Set - hide Move Set

# Notes

- Like all Hammers and most Great Hammers it can't be infused with Bleed.
  - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Archdrake Mace +0	125/0/0/0/0	0/0	B/D/-/-/-	-	-
Archdrake Mace +1	137/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Shard	550
Archdrake Mace +2	150/0/0/0/0	0/0	B/D/-/-/-	2x Titanite Shard	690
Archdrake Mace +3	162/0/0/0/0	0/0	B/D/-/-/-	3x Titanite Shard	830
Archdrake Mace +4	175/0/0/0/0	0/0	B/D/-/-/-	1x Large Titanite Shard	1,100
Archdrake Mace +5	187/0/0/0/0	0/0	B/D/-/-/-	2x Large Titanite Shard	1,240
Archdrake Mace +6	200/0/0/0/0	0/0	B/D/-/-/-	3x Large Titanite Shard	1,380
Archdrake Mace +7	212/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Chunk	1,650
Archdrake Mace +8	225/0/0/0/0	0/0	B/D/-/-/-	2x Titanite Chunk	1,730

Archdrake Mace +9	237/0/0/0/0	0/0	B/D/-/-/-	3x Titanite Chunk	1,980
Archdrake Mace +10	250/0/0/0/0	0/0	A/D/-/-/-	1x Titanite Slab	2,200

# 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 Archdrake Mace +0	87/87/0/0/0	0/0	B/E/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +1	96/96/0/0/0	0/0	B/E/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +2	105/105/0/0/0	0/0	B/E/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +3	113/113/0/0/0	0/0	B/E/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +4	122/122/0/0/0	0/0	B/E/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +5	131/131/0/0/0	0/0	B/E/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +6	140/140/0/0/0	0/0	B/E/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +7	148/148/0/0/0	0/0	B/E/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +8	157/157/0/0/0	0/0	B/E/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +9	166/166/0/0/0	0/0	B/E/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Archdrake Mace +10	175/175/0/0/0	0/0	B/E/B/-/-	42.9/26.6/27.9/27.9/37.9	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 Archdrake Mace +0	87/0/87/0/0	0/0	B/E/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +1	96/0/96/0/0	0/0	B/E/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +2	105/0/105/0/0	0/0	B/E/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +3	113/0/113/0/0	0/0	B/E/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +4	122/0/122/0/0	0/0	B/E/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +5	131/0/131/0/0	0/0	B/E/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +6	140/0/140/0/0	0/0	B/E/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +7	148/0/148/0/0	0/0	B/E/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +8	157/0/157/0/0	0/0	B/E/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +9	166/0/166/0/0	0/0	B/E/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Archdrake Mace +10	175/0/175/0/0	0/0	B/E/-/B/-/-	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 Archdrake Mace +0	87/0/0/87/0	0/0	B/E/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +1	96/0/0/96/0	0/0	B/E/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +2	105/0/0/105/0	0/0	B/E/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +3	113/0/0/113/0	0/0	B/E/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +4	122/0/0/122/0	0/0	B/E/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +5	131/0/0/131/0	0/0	B/E/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +6	140/0/0/140/0	0/0	B/E/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +7	148/0/0/148/0	0/0	B/E/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +8	157/0/0/157/0	0/0	B/E/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +9	166/0/0/166/0	0/0	B/E/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Archdrake Mace +10	175/0/0/175/0	0/0	B/E/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

## Dark

Reduces: Physical 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 Archdrake Mace +0	87/0/0/0/87	0/0	B/E/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +1	96/0/0/0/96	0/0	B/E/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +2	105/0/0/0/105	0/0	B/E/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +3	113/0/0/0/113	0/0	B/E/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +4	122/0/0/0/122	0/0	B/E/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +5	131/0/0/0/131	0/0	B/E/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +6	140/0/0/0/140	0/0	B/E/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +7	148/0/0/0/148	0/0	B/E/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +8	157/0/0/0/157	0/0	B/E/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +9	166/0/0/0/166	0/0	B/E/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Archdrake Mace +10	175/0/0/0/175	0/0	B/E/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

## 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 Archdrake Mace +0	87/0/0/0/0	112/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

Poison Archdrake Mace +1	96/0/0/0/0	114/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +2	105/0/0/0/0	117/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +3	113/0/0/0/0	120/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +4	122/0/0/0/0	123/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +5	131/0/0/0/0	126/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +6	140/0/0/0/0	128/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +7	148/0/0/0/0	131/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +8	157/0/0/0/0	134/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +9	166/0/0/0/0	137/0	B/E/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Archdrake Mace +10	175/0/0/0/0	140/0	B/E/-/-/-/-	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 Archdrake Mace +0	143/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +1	158/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +2	172/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +3	186/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/40	15/15/15/15

Raw Archdrake Mace +4	201/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +5	215/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +6	230/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +7	244/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +8	258/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +9	273/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/40	15/15/15/15
Raw Archdrake Mace +10	287/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/40	15/15/15/15

# 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 Archdrake Mace +0	125/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +1	137/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +2	150/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +3	162/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +4	175/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15

Enchanted Archdrake Mace +5	187/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +6	200/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +7	212/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +8	225/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +9	237/0/0/0/0	0/0	D/E/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Archdrake Mace +10	250/0/0/0/0	0/0	D/E/C/-/-/-	45/10/30/30/40	15/15/15/15

## Mundane

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 Archdrake Mace +0	62/0/0/0/0	0/0	C/E/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +1	68/0/0/0/0	0/0	C/E/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +2	75/0/0/0/0	0/0	C/E/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +3	81/0/0/0/0	0/0	C/E/-/-/-/-	45/10/30/30/40	15/15/15/15

Mundane Archdrake Mace +4	87/0/0/0/0	0/0	C/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +5	93/0/0/0/0	0/0	C/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +6	100/0/0/0/0	0/0	C/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +7	106/0/0/0/0	0/0	C/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +8	112/0/0/0/0	0/0	C/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +9	118/0/0/0/0	0/0	C/E/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Archdrake Mace +10	125/0/0/0/0	0/0	C/E/-/-/-	45/10/30/30/40	15/15/15/15

# 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>

<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>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 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.</p> <p>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. (<math>14 \times 2 = 28</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> <p>See Scaling for more information.</p> <p>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>	The durability of the weapon.
<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>

Footnotes 1. To Power Stance this weapon, only 30 Strength and 24 Dexterity is required. 2. When two-handing this weapon, only 10 Strength is required.

Revision #1

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