

Archdrake Staff

In-Game Description

*Staff of members of
the Archdrake sect of Lindelt.
A catalyst for sorceries and hexes.*

*In Lindelt, known for its clerics
and their miracles, sorcery is
believed to be a profane practice.
But as with anything, such beliefs
are part faith and part front,
and this staff was born of that hypocrisy.*

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
	0/95/0/ 0/70 (Spell/ Strike)	0/0	100	10	125	-/ /18/15 -/-/B/-/ /B	25/30/ 20/20/ 20	5/5/5/5	15	40	3.5

Upgrades

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Material Costs	Souls Cost
Archdrake Staff +0	0/96/0/0/70	-/-/B/-/-/B	N/A	N/A
Archdrake Staff +1	0/104/0/0/86	-/-/B/-/-/B	1x Titanite Shard	500
Archdrake Staff +2	0/114/0/0/102	-/-/B/-/-/B	2x Titanite Shard	630
Archdrake Staff +3	0/123/0/0/118	-/-/B/-/-/B	3x Titanite Shard	750
Archdrake Staff +4	0/133/0/0/134	-/-/B/-/-/B	1x Large Titanite Shard	1000
Archdrake Staff +5	0/142/0/0/150	-/-/B/-/-/B	2x Large Titanite Shard	1130
Archdrake Staff +6	0/152/0/0/166	-/-/B/-/-/B	3x Large Titanite Shard	1250
Archdrake Staff +7	0/161/0/0/182	-/-/B/-/-/B	1x Titanite Chunk	1500
Archdrake Staff +8	0/171/0/0/198	-/-/B/-/-/B	2x Titanite Chunk	1630
Archdrake Staff +9	0/180/0/0/214	-/-/B/-/-/B	3x Titanite Chunk	1750
Archdrake Staff +10	0/190/0/0/230	-/-/A/-/-/A	1x Titanite Slab	2000

Infusions

Magic

Requires:

- Faintstone
- 2000 souls

Name	Damage	Stat Bonuses
Magic Archdrake Staff +0	0/109/0/0/59	-/-/B/-/-/B
Magic Archdrake Staff +1	0/120/0/0/73	-/-/B/-/-/B
Magic Archdrake Staff +2	0/131/0/0/86	-/-/B/-/-/B
Magic Archdrake Staff +3	0/142/0/0/100	-/-/B/-/-/B
Magic Archdrake Staff +4	0/152/0/0/113	-/-/B/-/-/B
Magic Archdrake Staff +5	0/163/0/0/127	-/-/B/-/-/B
Magic Archdrake Staff +6	0/174/0/0/141	-/-/B/-/-/B
Magic Archdrake Staff +7	0/185/0/0/154	-/-/B/-/-/B
Magic Archdrake Staff +8	0/196/0/0/168	-/-/B/-/-/B
Magic Archdrake Staff +9	0/207/0/0/181	-/-/B/-/-/B
Magic Archdrake Staff +10	0/218/0/0/195	-/-/A/-/-/A

Dark

Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Stat Bonuses
Dark Archdrake Staff +0	0/80/0/0/80	-/-/B/-/-/B
Dark Archdrake Staff +1	0/88/0/0/98	-/-/B/-/-/B
Dark Archdrake Staff +2	0/96/0/0/117	-/-/B/-/-/B
Dark Archdrake Staff +3	0/104/0/0/135	-/-/B/-/-/B
Dark Archdrake Staff +4	0/113/0/0/154	-/-/B/-/-/B
Dark Archdrake Staff +5	0/121/0/0/172	-/-/B/-/-/B
Dark Archdrake Staff +6	0/129/0/0/190	-/-/B/-/-/B
Dark Archdrake Staff +7	0/137/0/0/209	-/-/B/-/-/B
Dark Archdrake Staff +8	0/145/0/0/227	-/-/B/-/-/B
Dark Archdrake Staff +9	0/153/0/0/246	-/-/B/-/-/B
Dark Archdrake Staff +10	0/161/0/0/264	-/-/A/-/-/A

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 over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
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, 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
Stability:	<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>

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