

Archdrake Staff

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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

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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: | <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> |

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| 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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