

# 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

<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 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, 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>	<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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