

# Sorceries

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# Aural Decoy


## In-Game Description

*Sorcery used by playful sorcerers.  
Lure enemies away by creating a  
sound originating in the distance.*

*This spell is not the first choice for  
serious sorcerers, but it has a surprising  
amount of applications, some of them  
extremely effective.*

## Availability

- Sold by Griggs of Vinheim in Firelink Shrine to characters with an Intelligence of 10 or higher.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	20	3 seconds	0 frames	10 Int	1 Attunement Slot	Griggs of Vinheim	1,000 Souls

- Fires a projectile which creates a sound wherever it collides with a surface. This attracts the attention of enemies in a way similar to Alluring Skull.
- Though Aural Decory works on more enemy types than the Alluring Skull, it often fails to work on larger groups of enemies that can be normally distracted with it (only catching the attention of a select few). The Alluring Skull works more consistently on large groups, and is therefore recommended for the enemies that it works on.

- Most human-sized NPCs are affected by Aural Decoy, does not include:
  - Invading phantoms and NPCs
  - Blacksmiths
  - Minor Taurus Demon
  - Titanite Demon (Prowling Demon)
  - Demonic Statue
  - Chaos Bug
  - Scarecrow
  - Stone Guardian (Royal Woods)
  - Bloathead
  - Bloathead Sorcerer
  - Chained Prisoner
  - Lesser Sanctuary Guardian
  - Channeler
  - Pinwheel Servant
  - Undead Dragon
  - Hawkeye Gough
  - Crystal Lizard

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>

<b>Dex Reduction:</b>	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
<b>NPC Trainer, Training Cost:</b>	The NPC who can teach the player the spell for the Training Cost.

# Cast Light


## In-Game Description

*Ancient sorcery of the lost land of Oolacile.  
Cast a bright light upon surroundings.*

*This light-producing sorcery is elementary  
but nonetheless demonstrates the achievements  
in mysticism of Oolacile. Such magic has  
not been developed even in Vinheim.*

## Availability

- Sold by Dusk of Oolacile and Elizabeth in Oolacile Sanctuary after Dusk is taken into Oolacile.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	300 seconds	0 frames	14 Int	1 Attunement Slot	Dusk of Oolacile / Elizabeth	1,000 Souls

- Creates a small orb of light over the player's head that amplifies player's light distance by approximately four times.
- Does **not** count as personal buff, so can be used in conjunction with, e.g. Chameleon, Hidden Body, or Green Blossom.
- Orb of light and light-amplifying effect is one-sided. It doesn't show on other player's screen.
- A similar orb can be seen hovering above the Sunlight Maggot headpiece.

- Extremely useful in the Tomb of the Giants.
- Can open light-sealed illusory walls in Oolacile Township.

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Chameleon

Chameleon cast in The Abyss
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## In-Game Description

*Ancient sorcery of the lost land of Oolacille.  
Transform into something inconspicuous.*

*A separate stealth spell from Hidden Body.  
A skilled stealth sorcerer must be aware of  
his or her surroundings and of which  
objects are prime candidates for imitation.*

## Availability

- Sold by Dusk of Oolacile and Elizabeth in the Oolacile Sanctuary after Dusk is taken into Oolacile

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	11	-	0 frames	14 Int	1 Attunement Slot	Dusk of Oolacile / Elizabeth	3,000 Souls

- Depending on current location, transforms the caster into a piece of scenery.
  - Lasts indefinitely until there is some action from the player. Summoning phantoms doesn't break the spell's effect
- Turning into a pot was shown in early previews of Dark Souls
- Attacking, blocking, rolling, casting and using items will remove the effect from the player.
- The Caster will be forced to move at walking speed.

- The object will retain lighting/shadows relative to the area where the spell was cast.
- Counts as personal buff. Cannot stack with these items/spells:  
Bountiful Sunlight, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

## List of Objects

<b>Undead Asylum</b>	<b>Firelink Shrine</b>	<b>Undead Burg Undead Parish</b>	<b>The Depths</b>	<b>Blighttown Quelaag's Domain</b>	<b>Darkroot Garden Darkroot Basin</b>

<b>Sen's Fortress</b>	<b>Anor Londo</b>	<b>Duke's Archives Crystal Caves</b>	<b>Painted World</b>	<b>Demon Ruins Lost Izalith</b>	<b>Catacombs</b>

<b>Tomb of the Giants</b>	<b>New Londo Ruins Valley of the Drakes</b>	<b>Great Hollow Ash Lake</b>	<b>Kiln of the First Flame</b>	<b>Oolacile (all DLC)</b>

## Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>

<b>Slot Cost:</b>	The number of attunement slots necessary to attune one instance of a spell.
<b>Stats Needed:</b>	The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.
<b>Dex Reduction:</b>	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
<b>NPC Trainer, Training Cost:</b>	The NPC who can teach the player the spell for the Training Cost.

# Crystal Magic Weapon


## In-Game Description

*Sorcery boosted by the knowledge  
Logan acquired at the Regal Archives.  
High magic + crystallization: right weapon.*

*Logan's trials were successful, and the  
crystal medium facilitated a stronger bond  
between weapon and soul.*

## Availability

- Sold by Big Hat Logan in The Duke's Archives after he has been freed.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	60 seconds	0 frames	25 Int	1 Attunement Slot	Big Hat Logan	20,000 Souls

- Adds magic damage to the weapon equivalent to catalyst's MagAdjust \* 1.4.
- The "crystallization" effect mentioned in the In-Game Description is only visual.
- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:  
Charcoal Pine Resin, Darkmoon Blade, Gold Pine Resin, Great Magic Weapon, Hidden Weapon, Magic Weapon, Rotten Pine Resin, Sunlight Blade,

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Crystal Soul Spear


## In-Game Description

*Sorcery boosted by the knowledge,  
Logan acquired at the Regal Archives.  
Fire piercing crystal soul spear.*

*These pale magic spears, sharpened  
through crystallization. are on par with  
the armaments of the ancient lords.*

## Availability

- Sold by Big Hat Logan in The Duke's Archives after freeing him.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/3.6/0/0	4	-	5 frames	36 Int	1 Attunement Slot	Big Hat Logan	50,000 Souls

- Shoots a projectile in the direction the players faces. 20 ingame units range and penetrates opponents. Has a slight homing effect on locked-on enemies.
- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy, Dark Bead
- The strongest single-hit Sorcery in the game, easily triggers overkill to most enemies. One of the most powerful Sorceries overall.

- The most expensive thing in the game. Nothing else that can be purchased is more expensive than this.

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# Key

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<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Dark Bead

## In-Game Description

*Abyss sorcery discovered by an Oolacile sorcerer on the brink of madness.  
Fire successive Dark Orbs.*

*In contrast to standard soul sorceries,  
Abyss sorceries are weighty and inflict  
physical damage. Perhaps a human soul is  
closer to matter in its humanity.*

## Availability

- Found on a corpse behind a Bloathead Sorcerer in the Chasm of the Abyss.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
1.0/1.1/0/0	6	-	5 frames	16 Int	1 Attunement Slot	-	-

- This Dark sorcery fires seven projectiles at a 90° spread in front of the caster.
- A single target can be struck multiple times, so the spell can potentially deal high amount of damage at close range.
- All Dark Magic deals physical and magic damage, based on the player's Int and Str/Dex stats and the catalyst's scaling.

- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy, Dark Bead.
- Projectiles decelerate for the first 0.1 seconds, then move uniformly. Total range of 18.5 ingame units.
- Like any other Additional Contents, this sorcery doesn't count towards the Wisdom of a Sage Trophy/Achievement.

# Dark Fog

## In-Game Description

*Abyss sorcery discovered by an Oolacile sorcerer on the brink of madness.  
Create a cloud of Dark Fog.*

*Although Dark Fog is, in theory, relatively close to humanity,  
it also happens to be a terrible poison for humans.  
Perhaps it reflects man's cruelty against his own.*

## Availability

- On a corpse dangling from a high platform in Oolacile Township.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	2	180 seconds	20 frames	18 Int	1 Attunement Slot	-	-

- Creates a mist that applies poison buildup to the target once every second. It spreads from 1 to 3 ingame units within 1.5 second and lasts 6 seconds.
- The poison's HP loss rate is 4 HP/second, lasting for 3 minutes.
- With the exception of buildup rate and poison damage rate, its effect is identical to Poison Mist.
- Slow casting speed. Shares casting animation with Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Orb and Pursuers.

- Like any other Additional Contents, this sorcery doesn't count towards the Wisdom of a Sage Trophy/Achievement.

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Dark Orb

## In-Game Description

*Abyss sorcery discovered by an Oolacile sorcerer on the brink of madness.  
Fire giant Dark Orb.*

*In contrast to standard soul sorceries, Abyss sorceries are weighty and inflict physical damage. Perhaps human souls, because of their humanity, produce sorceries with a more tangible presence.*

## Availability

- Found in a chest guarded by two Bloathead Sorcerers in Oolacile Township.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
1.5/1.7/0/0	12	-	20 frames	16 Int	1 Attunement Slot	-	-

- All Dark Magic deals physical and magic damage, based on the player's Int and Str/Dex stats and the catalyst's scaling.
- Slow casting speed. Shares casting animation with Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Fog and Pursuers.
- Has a large radius and the projectile follows an unusual movement pattern, decelerating early on in its animation. Has a total range of 15.75 ingame units.

- Like any other Additional Contents, this sorcery doesn't count towards the Wisdom of a Sage Trophy/Achievement.

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Fall Control

## In-Game Description

*Sorcery developed by a certain surreptitious sorcerer at Vinheim Dragon School.  
Reduce damage and noise from fall.*

*This sorcery, along with Hush, explains the extravagant cost of hiring Vinheim spooks.*

## Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher.

## General Information

Spell Type	Uses	Intelligence	Duration	Slot Cost	NPC Trainer	Training Cost
Support, Magic	10	15	45 seconds	1 Attunement Slot	Griggs of Vinheim	1,500 Souls

- Grants buff that removes damage and noise from fall
- Prevents caster from suffering the landing stun animation that normally comes with fall damage
- Does not prevent death from falls that would normally instantly kill the caster
- Falls from certain ledges will **always** kill the caster, even if they appear to be fairly short. These usually happen when falling into an area that looks safe but is outside the playable area.

# Great Heavy Soul Arrow

## In-Game Description

*Sorcery which improves upon Heavy Soul Arrow.  
Fire strong heavy soul arrow.*

*As difficult to use as Heavy Soul Arrow,  
but powerful enough to make it well worth it.  
Adored by certain sorcerers.*

## Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine.
- Sold by Big Hat Logan in The Duke's Archives with no Intelligence requirement.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.4/0/0	8	-	20 frames	16 Int	1 Attunement Slot	Griggs of Vinheim Big Hat Logan	8,000 Souls

- Shoots a projectile in the direction the players faces. 20 ingame units range. Has a slight homing effect on locked-on enemies.
- Is in a family of spells consisting of: Soul Arrow, Great Soul Arrow, Heavy Soul Arrow, Great Heavy Soul Arrow.
- Shares casting animation with multiple spells, these being: Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Orb, Dark Fog and Pursuers.

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Great Magic Weapon

## In-Game Description

*Sorcery which improves upon Magic Weapon.  
High magic augmentation: right weapon.*

*At Vinheim Dragon School, only magic swordsmen on special orders are allowed to learn this spell which grants powerful augmentation to various weapons.*

## Availability

- Found next to the dead body by the chandelier in the room with Painting Guardians in Anor Londo. You must break the chandelier's chain while in the rafters above to make it drop.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	60 seconds	0 frames	15 Int	1 Attunement Slot	-	-

- Adds magic damage to the weapon equivalent to catalyst's MagAdjust \* 1.1.
- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:  
Charcoal Pine Resin, Crystal Magic Weapon, Darkmoon Blade, Gold Pine Resin, Hidden Weapon, Magic Weapon, Rotten Pine Resin, Sunlight Blade,

## Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Great Soul Arrow

## In-Game Description

*Sorcery which improves upon Soul Arrow.  
Fire strong soul arrow.*

*At the Vinheim Dragon School,  
the acquisition of this spell marks an  
apprentice's coronation as a sorcerer.*

## Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 6,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 6,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 6,000 Souls.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/1.5/0/0	20	-	5 frames	14 Int	1 Attunement Slot	Griggs of Vinheim Big Hat Logan	6,000 Souls

- Shoots a projectile in the direction the players faces. 20 ingame units range. Has a slight homing effect on locked-on enemies.
- Is in a family of spells consisting of: Soul Arrow, Great Soul Arrow, Heavy Soul Arrow, Great Heavy Soul Arrow.
- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy,

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Heavy Soul Arrow

## In-Game Description

*Soul sorcery emphasizing power.*  
*Fire heavy soul arrow.*

*A more powerful, but also slower sorcery.*  
*Difficult to use due to a long cool down and*  
*a limitation on the number of castings.*

## Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 2,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 2,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 2,000 Souls.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.0/0/0	12	-	20 frames	12 Int	1 Attunement Slot	Griggs of Vinheim Rickert of Vinheim Big Hat Logan	2,000 Souls 4,000 Souls 2,000 Souls

- Shoots a projectile in the direction the players faces. 20 ingame units range. Has a slight homing effect on locked-on enemies.
- Is in a family of spells consisting of: Soul Arrow, Great Soul Arrow, Heavy Soul Arrow, Great Heavy Soul Arrow.

- Shares casting animation with multiple spells, these being: Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Orb, Dark Fog and Pursuers.

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Hidden Body

## In-Game Description

*Ancient sorcery of the lost land of Oolacile.  
Turns body nearly invisible.*

*Although perfect invisibility is unachievable due to the risk of dissipation, the caster need only stand still for a moment to blend in to environs with astounding camouflage.*

## Availability

- Sold by Dusk of Oolacile in Darkroot Basin.
- Sold by Elizabeth in Oolacile Sanctuary after Dusk is taken into Oolacile.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	30 seconds	0 frames	14 Int	1 Attunement Slot	Dusk of Oolacile / Elizabeth	2,000 Souls

- Turns body nearly invisible, reducing enemies' visual range. Enemies also tend to forget about the character and 'de-aggro' if the character stays outside of the reduced visual range.
- This sorcery is the spell version of Ring of Fog.
  - Does not stack with Ring of Fog. The spell will override the Ring of Fog, until the spell's duration is up, at which point, the ring takes back over as primary source of stealth.
  - Significantly reduces the range at which Homing Soulmass, Homing Crystal Soulmass, and Pursuers will fire off
- Aura still visible as usual.

- Counts as personal buff. Cannot stack with these items/spells:  
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Hidden Weapon

## In-Game Description

*Ancient sorcery of the lost land of Oolacile.  
Turns right weapon invisible.*

*Not a simple augmentation, making it  
dependent on the skill of its caster.  
An example of the capacity of Oolacile  
sorceries to control light.*

## Availability

- Sold by Dusk of Oolacile in Darkroot Basin for 2,000 souls and Elizabeth in Oolacile Sanctuary for 2,000 souls after Dusk is taken to Oolacile.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	60 seconds	0 frames	14 Int	1 Attunement Slot	Dusk of Oolacile / Elizabeth	2,000 Souls

- Makes weapon turn invisible. If the weapon has a sheath, the sheath will remain visible.
- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:  
Charcoal Pine Resin, Crystal Magic Weapon, Darkmoon Blade, Gold Pine Resin, Great Magic Weapon, Magic Weapon, Rotten Pine Resin, Sunlight Blade,

## Bug Notes

- Whips don't stay invisible due to a bug that causes the particle effects of Hidden Weapon to appear every time you attack. This bug persists across all versions of the game: **Video**

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Homing Crystal Soulmass

## In-Game Description

*Sorcery boosted by the knowledge.  
Logan acquired at the Regal Archives.  
fire homing crystal soulmass.*

*The mysteries of souls, crystals, and the  
sorceries are deeply intertwined.*

## Availability

- Sold by Big Hat Logan in The Duke's Archives after saving him.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/1.15/0/0	10	120 seconds	5 frames	24 Int	1 Attunement Slot	Big Hat Logan	30,000 Souls

- Will not target enemies until they are approximately 10 units away from the player, or while the player is facing away or in some specific animations.
- The activation range can be reduced if the targeted enemy has a stealth boost Status effect which makes the enemy harder to see. (Such as the Ring of fog or casting Hidden body.)
- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy, Dark Bead.
- Like all homing spells, when playing with other players, the firing behavior is calculated on each machine separately, though the actual hit only matters on the side of the person casting them. Differences in relative rotation, position or animation can lead to "desync",

where some players will see orbs firing, without them firing on the caster's screen, leading to them appearing to deal no damage, or not seeing orbs firing when they do deal damage.

- Like all homing spells, it is possible online to "precast" this spell before another player enters your world. Casting a spell before the player loads in will not load the already active spell, leading to invisible orbs.

The following table shows the intelligence level needed for each additional soulmass, but 24 INT is needed to use this spell, to sucessfully cast this sorcery is 3 soulmasses (The table below has been copied from Homing Soulmass).

Intelligence	Number of Projectiles
18	2
19	3
25	4
31	5

## Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>

<b>Stats Needed:</b>	The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.
<b>Dex Reduction:</b>	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
<b>NPC Trainer, Training Cost:</b>	The NPC who can teach the player the spell for the Training Cost.

# Homing Soulmass

## In-Game Description

*Sorcery developed by Big Hat Logan.  
Fire homing soulmass.*

*Life originates in the soul; no wonder the soulmass draws toward it. This sorcery is a window into seeker Logan's methods.*

## Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher and only after Big Hat Logan leaves Firelink Shrine.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine.
- Sold by Big Hat Logan in The Duke's Archives without any Intelligence requirements.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0.95/0/0	10	120 seconds	5 frames	18 Int	1 Attunement Slot	Griggs of Vinheim Big Hat Logan	20,000 Souls

- Will not target enemies until they are approximately 10 units away from the player, or while the player is facing away or in some specific animations.
- The activation range can be reduced if the targeted enemy has a stealth boost Status effect which makes the enemy harder to see. (Such as the Ring of fog or casting Hidden body.)
- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy, Dark Bead.

- Like all homing spells, when playing with other players, the firing behavior is calculated on each machine separately, though the actual hit only matters on the side of the person casting them. Differences in relative rotation, position or animation can lead to "desync", where some players will see orbs firing, without them firing on the caster's screen, leading to them appearing to deal no damage, or not seeing orbs firing when they do deal damage.
- Like all homing spells, it is possible online to "precast" this spell before another player enters your world. Casting a spell before the player loads in will not load the already active spell, leading to invisible orbs.

- Depending on the caster's intelligence stat, they will be able to shoot between two to five soulmasses. This following table shows how many intelligence level are needed for each additional soulmass.

Intelligence	Number of Projectiles
18	2
19	3
25	4
31	5

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>

<b>Stats Needed:</b>	The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.
<b>Dex Reduction:</b>	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
<b>NPC Trainer, Training Cost:</b>	The NPC who can teach the player the spell for the Training Cost.

# Hush

## In-Game Description

*Sorcery developed by a certain surreptitious sorcerer at Vinheim Dragon School.  
Masks all noises of caster.*

*Effectively, Vinheim is controlled by the Dragon School, and it is no wonder that the town has its share of dark secrets.*

## Availability

- Treasure from a corpse in Sen's Fortress, along with the Black Sorcerer Set:
  - Reach the boulder launching mechanism and optionally aim it so the boulders won't be in the way.
  - Head back halfway down the boulder ramp you just came from and walk off the side before the broken pillar on the right.
  - Kill the Serpent Mage waiting below on the scaffolding and follow the passageway right next to the corpse containing a Large Soul of a Proud Knight to the room where the sorcery and armor set can be found.
- Dropped by Griggs of Vinheim.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	6	30 seconds	0 frames	15 Int	1 Attunement Slot	-	-

- Silences all caster's movements.
- This sorcery is the spell version of the Slumbering Dragoncrest Ring.

- Counts as personal buff. Cannot stack with these items/spells:  
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Magic Shield

## In-Game Description

*Sorcery for casters who wield swords.*  
*Magic augmentation: left shield.*

*Shields augmented by magic are resistant to magic attacks and have higher stability.*  
*This spell makes it possible to challenge powerful foes with a small shield.*

## Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 3,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 3,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 3,000 Souls.

## General Information

Spell Type	Uses	Intelligence	Duration	Slot Cost	NPC Trainer	Training Cost
Support, Magic	5	10	15 seconds	1 Attunement Slot	Griggs of Vinheim Big Hat Logan	3,000 Souls

- Increases stability stat on left hand shield by 20% and cuts Magic damage taken through blocking by 70%
- Counts as shield buff. Cannot stack with Strong Magic Shield
- It will dispel if the caster two-hands their weapon.

- When used on the Greatshield of Artorias, it increases stability to over 100, allowing the caster to block without using up stamina.

# Magic Weapon

## In-Game Description

*Sorcery for casters who wield swords.*  
*Magic augmentation: right weapon.*

*The power of the magic swordsmen of Vinheim is predicated upon this and Magic Shield.*  
*Many warriors learn sorcery just for this.*

## Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 3,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 3,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 3,000 Souls.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	5	60 seconds	0 frames	10 Int	1 Attunement Slot	Griggs of Vinheim Big Hat Logan	3,000 Souls

- Adds magic damage to the weapon equivalent to catalyst's MagAdjust \* 0.8.
- Note that it cannot be used to buff shields, even when using one in the right hand as a weapon.
- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:  
Charcoal Pine Resin, Crystal Magic Weapon, Darkmoon Blade, Gold Pine Resin, Great

# Key

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<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Pursuers

## In-Game Description

*Sorcery of Manus, Father of the Abyss.*  
*Grant a fleeting will to the Dark of humanity, and volley the result.*

*The will feels envy, or perhaps love, and despite the inevitably trite and tragic ending, the will sees no alternative, and is driven madly toward its target.*

## Availability

- Trade Soul of Manus with Snuggly the Crow.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
1.2/1.3/0/0	3	120 seconds	20 frames	32 Int	2 Attunement Slots	Snuggly the Crow	Soul of Manus

- Similar to Homing Soulmass / Homing Crystal Soulmass. The projectiles are also much slower but last much longer.
- Slow casting speed. Shares casting animation with Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Orb and Dark Fog.
- When encountering a player using this sorcery, it is possible to outrun / strafe the projectiles long enough for them to detonate on their own accord.
- All Dark Magic deals physical and magic damage, based on the player's Int and Str/Dex stats and the catalyst's scaling.

- Will not target enemies until they are approximately 10 units away from the player, or while the player is facing away or in some specific animations.
- The activation range can be reduced if the targeted enemy has a stealth boost Status effect which makes the enemy harder to see. (Such as the Ring of fog or casting Hidden body.)
- Like all homing spells, when playing with other players, the firing behavior is calculated on each machine separately, though the actual hit only matters on the side of the person casting them. Differences in relative rotation, position or animation can lead to "desync", where some players will see orbs firing, without them firing on the caster's screen, leading to them appearing to deal no damage, or not seeing orbs firing when they do deal damage.
- Like all homing spells, it is possible online to "precast" this spell before another player enters your world. Casting a spell before the player loads in will not load the already active spell, leading to invisible orbs.
- Like any other Additional Contents, this sorcery doesn't count towards the Wisdom of a Sage Trophy/Achievement.

## Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>

<b>Stats Needed:</b>	The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.
<b>Dex Reduction:</b>	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
<b>NPC Trainer, Training Cost:</b>	The NPC who can teach the player the spell for the Training Cost.

# Remedy

## In-Game Description

*Sorcery of the red-robed Yulva,  
one of the Sealers of New Londo.  
Reduce bleeding and poison build-up,  
and undo various poisonous effects.*

*One of the New Londo's unique healing sorceries.  
Perhaps she abandoned her Sealer duty to  
take her healing arts back to Blighttown.*

## Availability

- Found in a chest in Blighttown near the elevator:
  - The quickest way to get there is the shortcut from the Valley of Drakes. Descend several ladders and watch out for a path on a root with some wood planks.
  - Follow that root slowly, to the other side, careful not to fall.
  - Kill the Cragspider and see the body with the Crimson Armor Set and directly aside the treasure chest with this spell.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	4	-	0 frames	16 Int	1 Attunement Slot	None	None

- Reduces Bleed, Poison, and Toxic build-up.
- Removes Poison and Toxic status effects.

## Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Repair

## In-Game Description

*Ancient sorcery of the lost land of Oolacile.  
Repair equipped weapons and armor.*

*This sorcery was part of everyday life in Oolacile. Its effects resembles Repair Powder, which must have found its way into the culture of this lost land.*

## Availability

- Sold by Dusk of Oolacile for 10,000 Souls and Elizabeth in Oolacile Sanctuary after Dusk is taken into Oolacile<sup>1</sup>.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	1	-	0 frames	14 Int	1 Attunement Slot	Dusk of Oolacile Elizabeth	10,000 Souls

- Repairs 150 durability to equipped weapons and armor. This does not repair any unequipped items.

## Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Footnotes 1. Additional content.

# Resist Curse

## In-Game Description

*Sorcery of the red-robed remedician.*  
*Ingward, guardian of the seal in New Londo*  
*Sacrifice humanity to undo curse.*

*Abhorrent curses eat away at the core of one's very existence, and cleansing oneself of curses is no easy task indeed.*

## Availability

- Sold by Ingward in New Londo Ruins for 5,000 Souls.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	4	-	0 frames	16 Int	1 Attunement Slot	Ingward	5,000 Souls

- Reduces curse build-up. Despite what the item description suggests, this spell cannot remove cursed status and using it does not actually cost Humanity.

## Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Soul Arrow

## In-Game Description

*Elementary sorcery.  
Fire a soul arrow.*

*Soul arrows inflict magic damage, making them effective against iron armor, tough scales, and other physically resilient materials.*

## Availability

- Sorcerer starting sorcery
- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 1,000 Souls.
- Sold by Rickert of Vinheim to characters with an Intelligence of 15 or higher in New Londo Ruins for 1,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 1,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 1,000 Souls.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/1.1/0/0	20	-	5 frames	10 Int	1 Attunement Slot	Griggs of Vinheim Rickert of Vinheim Big Hat Logan	1,000 Souls 2,000 Souls 1,000 Souls

- Shoots a projectile in the direction the players faces. 20 ingame units range. Has a slight homing effect on locked-on enemies.

- Is in a family of spells consisting of: Soul Arrow, Great Soul Arrow, Heavy Soul Arrow, Great Heavy Soul Arrow.
- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy, Dark Bead

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Soul Spear

## In-Game Description

*Sorcery developed by Big Hat Logan.*  
*Fire piercing soul spear.*

*A symbol of Logan's strength, the soul spear is referenced repeatedly in the legends, and is said to be on par with Lord Gwyn's lightning.*

## Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 40,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 40,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 40,000 Souls.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/3.0/0/0	4	-	5 frames	36 Int	1 Attunement Slot	Griggs of Vinheim Big Hat Logan	40,000 Souls

- Shoots a projectile in the direction the players faces. 20 ingame units range and penetrates opponents. Has a slight homing effect on locked-on enemies.
- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy, Dark Bead

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

# Strong Magic Shield

## In-Game Description

*Sorcery which improves upon Magic Shield.  
High magic augmentation: left shield.*

*At Vinheim Dragon School, only magic swordsmen on special orders are allowed to learn this spell which grants temporary strength to greatshields.*

## Availability

- Treasure from a chest in The Duke's Archives:
  - Located on the highest floor, at the far end of the balcony-walkway by the Channeler (requiring the rotating stairs to get to)

## General Information

Spell Type	Uses	Intelligence	Duration	Slot Cost	NPC Trainer	Training Cost
Support, Magic	3	15	15 seconds	1 Attunement Slot	-	-

- Stronger version of Magic Shield. Increases stability on left hand shield by 50% and will negate all damage that is successfully blocked, often resulting in both no Stamina being consumed and no damage being taken.
- Counts as shield buff. Cannot stack with Magic Shield
- It will dispel if the caster two-hands their weapon.
- It is actually quite powerful. A shield enchanted with this spell can even block such high-end sorceries as Pursuers, Dark Bead, Homing Crystal Soulmass, and Crystal Soul Spear, and even powerful melee attacks like a Dragon King Greataxe explosion without a single point of damage going through and at no stamina cost. Furthermore, since it isn't a

personal buff, it can be cast in conjunction with such spells as Power Within or Replenishment. The only downside is its relatively short duration of 15 seconds.

# White Dragon Breath

## In-Game Description

*Sorcery developed by Logan during his infatuation with Seath the Scaleless.  
Emit crystal breath of Seath the Scaleless.*

*Although it no longer causes curses, what madness caused old Big Hat to appropriate this frightful power of the ancient dragons?*

## Availability

- Dropped by Big Hat Logan in The Duke's Archives **after** Seath the Scaleless is defeated, regardless of following his story (confirmation needed).

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.8/0/0	20	-	20 frames	50 Int	1 Attunement Slot	-	-

- Fires laser in viewing direction, but angled downward. Will spawn crystal spikes that follow the terrain along its direction, even after hitting the ground. The crystal spikes will travel a short distance up walls or trees, across ceilings, and down cliffs. The effect of the laser does not line up with the start of the trail, which typically begins underneath it before the impact.
- Can hit multiple targets as long as the targets are on the ground.
- Slow casting speed. Shares casting animation with Heavy Soul Arrow, Great Heavy Soul Arrow, Dark Orb, Dark Fog and Pursuers.
- Unlike Seath's crystal breath, this sorcery doesn't have Curse buildup

- This spell does not work in the Abyss when fighting the Four Kings.

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>