

Acid Surge

In-Game Description

*Pyromancy foreign to the Great Swamp.
Emit acid which corrodes weapons and armor.*

Not all pyromancy originates in the Great Swamp. One hears rumors of unknown pyromancers inhabiting various lands, and this spell is the work of one such outlander.

Availability

- Treasure from a corpse in the Painted World of Ariamis:
 - Turn right after the huge door after the bonfire, into the wide open area covered in impaled corpses and crows, where there are several torch-wielding Hollows and where Xanthous King Jeremiah spawns.
 - Turn right again, the Acid Surge is tucked away behind an outcrop.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	2	6 seconds	0 frames	-	1 Attunement Slot	-	-

- Breathe forth an acidic cloud that damages the weapons and armors of an enemy (in PvP only)
- A player caught within the cloud for its entire duration will have their weapon and armor durability reduced by 8 points
- The cloud deals 1 durability damage per 0.8 seconds, for 6.4 seconds

- It has an effect even after the enemy player is in their death animation, before they disappear.

Key

<p>MagAdj Modifier:</p>	<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"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

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