

# 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 Decoy 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

<p><b>MagAdj Modifier:</b></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"> <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>
<p><b>Uses:</b></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><b>Duration:</b></p>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p><b>Slot Cost:</b></p>	<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.

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