

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

MagAdj Modifier:	<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>
Uses:	<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>
Duration:	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<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>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

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