

# Chaos Fire Whip

## In-Game Description

*Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters.  
Sweep foes with chaos fire whip*

*This spell was wielded by the eldest of The Daughters of Chaos.*

## Availability

- Treasure chest in Lost Izalith:
  - Before entering the Bed of Chaos fog door, continue past the fog door until approaching a dead end with a Chaos Eater guarding the chest.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	PC Trainer	Training Cost
0/0/2.6/0	80	-	10 frames	-	2 Attunement Slot	-	-

- The same as Fire Whip, but the projectiles will leave a lava patch.
- While spawning projectiles, the spell counter reduces itself by 15 per seconds, leading to a reduction of 21<sup>1</sup> per cast unless interrupted. Will finish the animation if the spell count runs out during the animation.
- For 1.3 seconds spawns projectiles<sup>2</sup> and spawns lava below it. Getting hit by the projectile gives immunity to it for 1.2 seconds, similarly with lava for 2.0 seconds.
- Lava patches on all Chaos pyromancies deal 2.0 \* pyromancy flame's MagAdjust.

# 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. May vary with unsupported framerates, such as those that can be achieved with DSfix  
2. must not match up with spell count