

Chaos Storm

In-Game Description

Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters. Erects localized chaos fire pillars.

The Witch of Izalith, in an ambitious attempt to copy the First Flame, created instead the Flame of Chaos, a twisted bed of life.

Availability

- Reach +2 rank at the Chaos Servant Covenant by offering 30 Humanities to Quelaag's Sister.

General Information

Spell Type	Uses	Duration	Slot Cost	NPC Trainer	Training Cost
Ranged, Fire	20	-	2 Attunement Slots	Quelaag's Sister	Chaos Servant Covenant + 2

- Acts similar to Firestorm, but each flame pillar leaves a patch of lava.
- Each pillar deals $3.6 * \text{pyromancy flame's MagAdjust}$.
- Lava patches on all Chaos pyromancies deal $2.0 * \text{pyromancy flame's MagAdjust}$.
- While spawning projectiles, the spell counter reduces itself by 7.5 per seconds, leading to a reduction of 18^1 per cast unless interrupted. Will finish the animation if the spell count runs out during the animation.
- For 2.17 seconds spawns 3 pillars with every cast.

- The pillars are randomly distributed, which also impacts when and if a hit occurs. After getting hit by one, one is immune from the pillars for 1.5 seconds. Similarly, one is immune for 2 seconds from lava after getting hit by it.
- Like any other items given by a covenant, only one copy can be obtained on a character.
- Despite the In-Game Description, the spell **does not** actually scale with humanity. It will deal the same amount of damage at 0 humanity as it would at 99.

Footnotes 1. May vary with unsupported framerates, such as those that can be achieved with DSfix

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