

Crystal Soul Spear

In-Game Description

Sorcery boosted by the knowledge, Logan acquired at the Regal Archives. Fire piercing crystal soul spear.

These pale magic spears, sharpened through crystallization. are on par with the armaments of the ancient lords.

Availability

- Sold by Big Hat Logan in The Duke's Archives after freeing him.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/3.6/0/0	4	-	5 frames	36 Int	1 Attunement Slot	Big Hat Logan	50,000 Souls

- Shoots a projectile in the direction the players faces. 20 ingame units range and penetrates opponents. Has a slight homing effect on locked-on enemies.
- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy, Dark Bead
- The strongest single-hit Sorcery in the game, easily triggers overkill to most enemies. One of the most powerful Sorceries overall.

- The most expensive thing in the game. Nothing else that can be purchased is more expensive than this.

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 casted 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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