

# 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

<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 my 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>