

Dark Bead

In-Game Description

Abyss sorcery discovered by an Oolacile sorcerer on the brink of madness. Fire successive Dark Orbs.

In contrast to standard soul sorceries, Abyss sorceries are weighty and inflict physical damage. Perhaps a human soul is closer to matter in its humanity.

Availability

- Found on a corpse behind a Blothead Sorcerer in the Chasm of the Abyss.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
1.0/1.1/0/0	6	-	5 frames	16 Int	1 Attunement Slot	-	-

- This Dark sorcery fires seven projectiles at a 90° spread in front of the caster.
- A single target can be struck multiple times, so the spell can potentially deal high amount of damage at close range.
- All Dark Magic deals physical and magic damage, based on the player's Int and Str/Dex stats and the catalyst's scaling.

- 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.
 - Projectiles decelerate for the first 0.1 seconds, then move uniformly. Total range of 18.5 ingame units.
 - Like any other Additional Contents, this sorcery doesn't count towards the Wisdom of a Sage Trophy/Achievement.
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