

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 Bloathead 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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