

# 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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