

Dark Fog

In-Game Description

*Abyss sorcery discovered by an Oolacile sorcerer on the brink of madness.
Create a cloud of Dark Fog.*

*Although Dark Fog is, in theory, relatively close to humanity,
it also happens to be a terrible poison for humans.
Perhaps it reflects man's cruelty against his own.*

Availability

- On a corpse dangling from a high platform in Oolacile Township.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	2	180 seconds	20 frames	18 Int	1 Attunement Slot	-	-

- Creates a mist that applies poison buildup to the target once every second. It spreads from 1 to 3 ingame units within 1.5 second and lasts 6 seconds.
- The poison's HP loss rate is 4 HP/second, lasting for 3 minutes.
- With the exception of buildup rate and poison damage rate, its effect is identical to Poison Mist.
- Slow casting speed. Shares casting animation with Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Orb and Pursuers.

- Like any other Additional Contents, this sorcery doesn't count towards the Wisdom of a Sage Trophy/Achievement.

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>

Revision #1

Created 16 December 2024 14:47:57 by jade

Updated 16 December 2024 14:47:57 by jade