

# Dark Orb

## In-Game Description

*Abyss sorcery discovered by an Oolacile sorcerer on the brink of madness.  
Fire giant Dark Orb.*

*In contrast to standard soul sorceries, Abyss sorceries are weighty and inflict physical damage. Perhaps human souls, because of their humanity, produce sorceries with a more tangible presence.*

## Availability

- Found in a chest guarded by two Bloathead Sorcerers in Oolacile Township.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
1.5/1.7/0/0	12	-	20 frames	16 Int	1 Attunement Slot	-	-

- All Dark Magic deals physical and magic damage, based on the player's Int and Str/Dex stats and the catalyst's scaling.
- Slow casting speed. Shares casting animation with Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Fog and Pursuers.
- Has a large radius and the projectile follows an unusual movement pattern, decelerating early on in its animation. Has a total range of 15.75 ingame units.

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

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# Key

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<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 by 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>

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