

# Great Chaos Fireball

## In-Game Description

*Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters. Hurl giant chaos fireball.*

*The Flames of Chaos can melt stone, producing a short-lived lava glob.*

## Availability

- Gift for joining the Chaos Servant covenant.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/3.0/0	4	-	12 frames	-	2 Attunement Slot	Quelaag's Sister	-

- Same damage and property as Great Fireball, but leaves lava patches on the surface the explosion touches.
- In a family of spells with Fireball, Fire Orb and Great Fireball.
- On impact creates a damaging explosion on opponents or environment. Spreads for 0.5 seconds from 0.2 to 1.4 ingame units in range, then disappears.
- Lava patches on all Chaos pyromancies have a MagAdjust modifier of 2.0.
- Like any other items given by a Covenant, only one copy can be obtained on a character.

# Key

<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 any 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>