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

MagAdj Modifier:	The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Certain enemies are weak or strong against different damage types.
Uses:	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 my more than 1 with each cast.
Duration:	The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.
Slot Cost:	The number of attunement slots necessary to attune one instance of a spell.
Stats Needed:	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.
Dex Reduction:	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
NPC Trainer, Training Cost:	The NPC who can teach the player the spell for the Training Cost.

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