

Heavy Soul Arrow

In-Game Description

Soul sorcery emphasizing power.
Fire heavy soul arrow.

A more powerful, but also slower sorcery.
Difficult to use due to a long cool down and
a limitation on the number of castings.

Availability

- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 2,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 2,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 2,000 Souls.

General Information

| MagAdj Modifier | Uses | Duration | Dex Reduction | Stats Needed | Slot Cost | NPC Trainer | Training Cost |
|--------------------|------|----------|------------------|-----------------|-------------------------|-------------------------------------------------------------------|-------------------------------------------|
| 0/2.0/0/0 | 12 | - | 20 frames | 12 Int | 1 Attunement Slot | Griggs of Vinheim Rickert of Vinheim Big Hat Logan | 2,000 Souls 4,000 Souls 2,000 Souls |

- Shoots a projectile in the direction the players faces. 20 ingame units range. Has a slight homing effect on locked-on enemies.
- Is in a family of spells consisting of: Soul Arrow, Great Soul Arrow, Heavy Soul Arrow, Great Heavy Soul Arrow.

- Shares casting animation with multiple spells, these being: Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Orb, Dark Fog and Pursuers.

Key

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| MagAdj Modifier: | <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> |
| Uses: | <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> |
| Duration: | <p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p> |
| Slot Cost: | <p>The number of attunement slots necessary to attune one instance of a spell.</p> |
| Stats Needed: | <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> |
| Dex Reduction: | <p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p> |
| NPC Trainer, Training Cost: | <p>The NPC who can teach the player the spell for the Training Cost.</p> |

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