

# Hidden Body

## In-Game Description

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*Ancient sorcery of the lost land of Oolacile.  
Turns body nearly invisible.*

*Although perfect invisibility is unachievable due to the risk of dissipation, the caster need only stand still for a moment to blend in to environs with astounding camouflage.*

## Availability

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- Sold by Dusk of Oolacile in Darkroot Basin.
- Sold by Elizabeth in Oolacile Sanctuary after Dusk is taken into Oolacile.

## General Information

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MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	30 seconds	0 frames	14 Int	1 Attunement Slot	Dusk of Oolacile / Elizabeth	2,000 Souls

- Turns body nearly invisible, reducing enemies' visual range. Enemies also tend to forget about the character and 'de-aggro' if the character stays outside of the reduced visual range.
- This sorcery is the spell version of Ring of Fog.
  - Does not stack with Ring of Fog. The spell will override the Ring of Fog, until the spell's duration is up, at which point, the ring takes back over as primary source of stealth.
  - Significantly reduces the range at which Homing Soulmass, Homing Crystal Soulmass, and Pursuers will fire off

- Aura still visible as usual.
- Counts as personal buff. Cannot stack with these items/spells:  
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

# Key

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

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