Hidden Weapon

In-Game Description

Ancient sorcery of the lost land of Oolacile.
Turns right weapon invisible.

Not a simple augmentation, making it
dependent on the skill of its caster.
An example of the capacity of Oolacile
sorceries to control light.

Availability

- Sold by Dusk of Oolacile in Darkroot Basin for 2,000 souls and Elizabeth in Oolacile Sanctuary for 2,000 souls after Dusk is taken to Oolacile.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	60 seconds	0 frames	14 Int	1 Attunement Slot	Dusk of Oolacile / Elizabeth	2,000 Souls

- Makes weapon turn invisible. If the weapon has a sheath, the sheath will remain visible.

- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:
  Charcoal Pine Resin, Crystal Magic Weapon, Darkmoon Blade, Gold Pine Resin, Great Magic Weapon, Magic Weapon, Rotten Pine Resin, Sunlight Blade,

Bug Notes

- Whips don't stay invisible due to a bug that causes the particle effects of Hidden Weapon to appear every time you attack. This bug persists across all versions of the game: **Video**

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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