

# Homing Crystal Soulmass

## In-Game Description

*Sorcery boosted by the knowledge.  
Logan acquired at the Regal Archives.  
fire homing crystal soulmass.*

*The mysteries of souls, crystals, and the  
sorceries are deeply intertwined.*

## Availability

- Sold by Big Hat Logan in The Duke's Archives after saving him.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/1.15/0/0	10	120 seconds	5 frames	24 Int	1 Attunement Slot	Big Hat Logan	30,000 Souls

- Will not target enemies until they are approximately 10 units away from the player, or while the player is facing away or in some specific animations.
- The activation range can be reduced if the targeted enemy has a stealth boost Status effect which makes the enemy harder to see. (Such as the Ring of fog or casting Hidden body.)
- Shares casting animation with multiple spells, these being: Soul Arrow, Great Soul Arrow, Homing Soulmass, Homing Crystal Soulmass, Soul Spear, Crystal Soul Spear, Aural Decoy, Dark Bead.
- Like all homing spells, when playing with other players, the firing behavior is calculated on each machine separately, though the actual hit only matters on the side of the person

casting them. Differences in relative rotation, position or animation can lead to "desync", where some players will see orbs firing, without them firing on the caster's screen, leading to them appearing to deal no damage, or not seeing orbs firing when they do deal damage.

- Like all homing spells, it is possible online to "precast" this spell before another player enters your world. Casting a spell before the player loads in will not load the already active spell, leading to invisible orbs.

The following table shows the intelligence level needed for each additional soulmass, but 24 INT is needed to use this spell, to sucessfully cast this sorcery is 3 soulmasses (The table below has been copied from Homing Soulmass).

Intelligence	Number of Projectiles
18	2
19	3
25	4
31	5

## 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 my 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>	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.
<b>Dex Reduction:</b>	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
<b>NPC Trainer, Training Cost:</b>	The NPC who can teach the player the spell for the Training Cost.

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