

Poison Mist

In-Game Description

Unique pyromancy crafted by Eingyi, considered a heretic even at the Great Swamp. Create poison mist.

Eingyi became an egg-bearing Undead who serves a deformed young girl who speaks an unintelligible tongue.

Availability

- Treasure in Blighttown, on a corpse in that carries the Pyromancer Set, located in the area of the poison lake.
- Sold by Eingyi in Blighttown after gaining his trust by becoming infected with the Parasite Egg.

General Information

| MagAdj Modifier | Uses | Duration | Dex Reduction | Stats Needed | Slot Cost | NPC Trainer | Training Cost |
|--------------------|------|-----------|------------------|-----------------|-------------------------|----------------|------------------|
| 0/0/0/0 | 3 | 6 seconds | 0 frames | - | 1 Attunement Slot | Eingyi | 10,000 Souls |

- Creates a mist that applies poison buildup to the target once every 0.8 seconds. It spreads from 1 to 3 ingame units within 1.5 second and lasts 6 seconds.
- The poison's HP loss rate is 3 HP/second, lasting for 3 minutes.
- With the exception of buildup rate and poison damage rate, its effect is identical to Dark Fog.

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 my 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> |