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

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.

Revision #1
Created 16 December 2024 14:47:32 by jade
Updated 16 December 2024 14:47:32 by jade