

# Pursuers

## In-Game Description

*Sorcery of Manus, Father of the Abyss.*  
*Grant a fleeting will to the Dark of humanity, and volley the result.*

*The will feels envy, or perhaps love, and despite the inevitably trite and tragic ending, the will sees no alternative, and is driven madly toward its target.*

## Availability

- Trade Soul of Manus with Snuggly the Crow.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
1.2/1.3/0/0	3	120 seconds	20 frames	32 Int	2 Attunement Slots	Snuggly the Crow	Soul of Manus

- Similar to Homing Soulmass / Homing Crystal Soulmass. The projectiles are also much slower but last much longer.
- Slow casting speed. Shares casting animation with Heavy Soul Arrow, Great Heavy Soul Arrow, White Dragon Breath, Dark Orb and Dark Fog.
- When encountering a player using this sorcery, it is possible to outrun / strafe the projectiles long enough for them to detonate on their own accord.
- All Dark Magic deals physical and magic damage, based on the player's Int and Str/Dex stats and the catalyst's scaling.

- 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.)
- 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.
- Like any other Additional Contents, this sorcery doesn't count towards the Wisdom of a Sage Trophy/Achievement.

## 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 by 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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Revision #1  
Created 16 December 2024 14:48:27 by jade  
Updated 16 December 2024 14:48:27 by jade