

# Soul Arrow

## In-Game Description

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*Elementary sorcery.*

*Fire a soul arrow.*

*Soul arrows inflict magic damage, making them effective against iron armor, tough scales, and other physically resilient materials.*

## Availability

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- Sorcerer starting sorcery
- Sold by Griggs of Vinheim to characters with an Intelligence of 10 or higher in Firelink Shrine for 1,000 Souls.
- Sold by Rickert of Vinheim to characters with an Intelligence of 15 or higher in New Londo Ruins for 1,000 Souls.
- Sold by Big Hat Logan to characters with an Intelligence of 15 or higher in Firelink Shrine for 1,000 Souls.
- Sold by Big Hat Logan in The Duke's Archives without an Intelligence requirement for 1,000 Souls.

## General Information

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MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/1.1/0/0	20	-	5 frames	10 Int	1 Attunement Slot	Griggs of Vinheim Rickert of Vinheim Big Hat Logan	1,000 Souls 2,000 Souls 1,000 Souls

- Shoots a projectile in the direction the players faces. 20 ingame units range. Has a slight homing effect on locked-on enemies.

- Is in a family of spells consisting of: Soul Arrow, Great Soul Arrow, Heavy Soul Arrow, Great Heavy Soul Arrow.
- 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

## Key

<p><b>MagAdj Modifier:</b></p>	<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>
<p><b>Uses:</b></p>	<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>
<p><b>Duration:</b></p>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p><b>Slot Cost:</b></p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p><b>Stats Needed:</b></p>	<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>
<p><b>Dex Reduction:</b></p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p><b>NPC Trainer, Training Cost:</b></p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

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