

Soul Arrow

In-Game Description

*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

- 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

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

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 by 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>