

Toxic Mist

In-Game Description

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

*Why was Eingyi driven from the Great Swamp?
One only need cast this pyromancy, a perverse diversion from the art of fire, to find out.*

Availability

- 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	1	6 seconds	0 frames	-	1 Attunement Slot	Eingyi	25,000 Souls

- Creates a mist that applies a toxic buildup of 10 to the target once every seconds. It spreads from 1 to 3 ingame units within 1.5 second and lasts 6 seconds.
- The toxin's HP loss rate is 6 HP/seconds, it lasts for 10 minutes. All toxic status effects impede stamina regeneration by 15 points per second.

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 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>

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