

# 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

<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>	<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>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

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