

# Undead Rapport

## In-Game Description

*Advanced pyromancy of Quelana of Izalith.  
Charm Undead and gain temporary allies.*

*The living are lured by flame, and this relationship is part and parcel to the art of pyromancy. Can be used by either gender.*

## Availability

- Sold by Quelana of Izalith in Blighttown for 10,000 Souls.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	7	30 seconds	0 frames	-	1 Attunement Slot	Quelana of Izalith	10,000 Souls

- Turns certain Undead enemies into allies for 30 seconds. The charmed Undead's eyes will glow when under the effect of Undead Rapport.
- Most charmed enemies do not move and stand still until other enemies approach their aggro range
- Charmed enemy will aggro on anything that attacks them, including the caster, summoned phantoms, or other charmed enemies.
- Multiple enemies can be affected by Undead Rapport at once
- The spell has a somewhat long cast time and very short (i.e. touch) range. Using Alluring Skull or Aural Decoy to bait the enemy first can help with this.

- Lingering Dragoncrest Ring WILL NOT increase duration
- Phantoms summoned for cooperative play are able to use Undead Rapport, while phantoms that are hostile to the host (invaders, PvP summons) cannot.
- Because the charmed enemies are counted as allies, they can be buffed with Channeler's Trident and Bountiful Sunlight, and can be healed with Soothing Sunlight.

## Charmable Enemies

- Black Phantom versions of these enemies can be charmed as well:

Enemy	Location
Hollow	Undead Asylum Undead Burg Undead Parish Depths Painted World of Ariamis
Armored Hollow	Undead Burg
Undead Soldier	Undead Asylum Undead Burg Undead Parish
Undead Assassin	Lower Undead Burg
Balder Knight	Undead Parish Sen's Fortress
Heavy Knight	Undead Parish Sen's Fortress Painted World of Ariamis
Butcher	Depths
Blowdart Sniper	Blighttown
Infested Barbarian	Blighttown
Necromancer	The Catacombs
Undead Crystal Soldier	The Duke's Archives
Engorged Zombie	Painted World of Ariamis
Phalanx	Painted World of Ariamis
Undead Merchant Male	Undead Burg

## 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 my 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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