

# White Dragon Breath

## In-Game Description

*Sorcery developed by Logan during his infatuation with Seath the Scaleless. Emit crystal breath of Seath the Scaleless.*

*Although it no longer causes curses, what madness caused old Big Hat to appropriate this frightful power of the ancient dragons?*

## Availability

- Dropped by Big Hat Logan in The Duke's Archives **after** Seath the Scaleless is defeated, regardless of following his story (confirmation needed).

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.8/0/0	20	-	20 frames	50 Int	1 Attunement Slot	-	-

- Fires laser in viewing direction, but angled downward. Will spawn crystal spikes that follow the terrain along its direction, even after hitting the ground. The crystal spikes will travel a short distance up walls or trees, across ceilings, and down cliffs. The effect of the laser does not line up with the start of the trail, which typically begins underneath it before the impact.
- Can hit multiple targets as long as the targets are on the ground.
- Slow casting speed. Shares casting animation with Heavy Soul Arrow, Great Heavy Soul Arrow, Dark Orb, Dark Fog and Pursuers.

- Unlike Seath's crystal breath, this sorcery doesn't have Curse buildup
- This spell does not work in the Abyss when fighting the Four Kings.

# 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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