

Affinity

In-Game Description

*An advanced hex based on an ancient sorcery.
Creates a dark mass that seems to pursue
its target with a will of its own.*

*It appears to be a manifestation of an emotion.
Perhaps of hate, perhaps of love.*

Use

Creates several dark orbs above the caster, similar to the Homing Soulmass sorceries, that slowly track the closest enemy the caster was facing when launched.
The amount of orbs increases with your Intelligence stat up to five orbs at 60 INT.

Availability

- Sold by Straid of Olaphis for 11,500 souls.
- Dropped by Rabid Kobolds in Aldia's Keep.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	8-15	N/A	3	40	24	Staff

Cast Increases with Attunement

Attunement	Uses
10	8

26	9
32	10
38	11
49	12
58	13
79	14
94	15

Amount of Orbs

Intelligence	Orbs
30	2
40	3
50	4
60	5

Notes

- The spell will not fire if the caster is not facing the enemy.
- Reference to Pursuers from Dark Souls, a dark sorcery which inflicted physical damage.
- The damage of this hex scales with your Dark BNS, NOT your staff.
- Wont fire at forest guardians if you dont have the Eye of the Priestess

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