

Climax

In-Game Description

*A hex that distorts the power of life.
Emits a mass of dark, but at the cost of all souls.*

*Strength varies depending on the number
of souls. Not a hex to be used lightly.*

Use

The Resonant Soul family of spells emit a dark mass of energy that gets fired directly towards the targeted area. They all have a slow initial casting time, but the projectile itself moves fairly quickly once it gets going. Each version of the spell does a good amount of damage for the number of uses you get, but unfortunately, getting the best damage out of the spell requires Souls.

All of these spells can be cast even if you do not have any Souls, but the damage they do will be significantly less. Climax will use up every single soul you have on you at the time. To compound the harshness of Climax's Soul requirement, using anything over 5,000 souls to cast it will not actually result in any more damage, so you need to be extremely careful about when you choose to use it. When you do spend Souls to cast these spells, they inflict a decent amount of damage, so if you have the souls to spare they can be a very deadly spell.

Availability

Reward for reaching Rank 3 in the Pilgrims of Dark covenant.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	3-6	N/A	4	30	47	Chime

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Notes

- A safe way to use Climax, particularly if you have a lot of souls on you, would be to die and leave your bloodstain on the ground. Then put on a life protection ring so in case you die you wouldn't lose your souls on the ground. You can still Co-op with your bloodstain on the ground. Be careful when you use **Red Sign Soapstone or Cracked Red Eye Orb** as the Ring of life protection will **not** work as a Red Spirit.

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