

Dark Hail

In-Game Description

*A hex modified from an old sorcery by Gilleah the Hexer.
Fires several orbs of darkness.*

Hexing is rooted in both sorcery and miracles, but is viewed as a perilous affront to all life, and banned in most lands.

Use

While Dark Orb is a medium range single target spell dealing decent damage, Dark Hail fires a spread of smaller, less damaging orbs in a cone in front of you. Each orb is smaller than Dark Orb, but the spread formation of the shot means that it covers a much wider area. Dark Hail is a much more close range spell than Dark Orb, however, because each of the orbs it fires do not travel very far.

Because the orbs are fired in a spread, it does mean that you can either choose to cast it at the edge of its range to try hit multiple targets, or by using it up close you can guarantee that all orbs hit a single target to inflict maximum damage.

Availability

- Sold by Straid of Olaphis for 1,500 souls.
- Sold by Magerold of Lanafir for 1,500 souls.
- Sold by Darkdiver Grandahl for 1,500 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
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Ranged/Dark	8-15	N/A	2	19	12	Staff
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Cast Increases with Attunement

Attunement	Uses
10	8
26	9
32	10
38	11
49	12
58	13
79	14
94	15

Revision #1
Created 17 December 2024 07:41:01 by jade
Updated 17 December 2024 07:41:01 by jade