

Lifedrain Patch

In-Game Description

*Consume a number of souls and
affix dark to a certain spot.
Inflicts damage upon those who touch it.*

*This distorted dark, brewed by hexers,
drains the life-force of those who touch it.*

Use

Casting Lifedrain Patch will release a swirling mass of dark energy that comes to rest a short distance in front of you and stays in place for 5 seconds. Anything that comes in contact with this mass of energy will start taking constant damage until they move out of it, and that includes you; make sure you have plenty of space when casting this spell, because if you get caught within it you'll start taking the same damage you wanted to inflict on the enemy.

The amount of damage done by the spell is dependent on the number of Souls that are available when you cast it, with 3,000 being the highest amount you can use them to effectively block access to area is you wish. The long casting time does mean, however, that using in the heat of battle will be extremely difficult.

This hex is very effective against bosses that don't move much or very quickly. Stacking multiple Lifedrain Patches is a good way to deal large amounts of damage.

Raising your dark defense to at least 900 (with armor, rings, and buffs) will make you near immune to dark damage and allows you to walk through your own Lifedrain Patches barely taking any damage.

Availability

Trade Darklurker Soul and 5,000 souls with Straid of Olaphis.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	3-6	5 sec	1	20	35	Chime

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Notes

- This spell can cause friendly fire to your co-op phantoms.
- This spell is able to damage enemy statues like in Drangleic Castle before they are activated, it is useful in pvp where they can block paths to get to the host.

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