

# Sorceries

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# Cast Light

## In-Game Description

*A sorcery that dates farther back than recollection.  
Creates a light that illuminates one's surroundings.*

*Light banishes dark, and reveals all.  
Whether this is desired, is another matter.*

## Use

Produces a orb of light above the user's head. This bluish light is not visible to other players.

## Availability

- Sold by Darkdiver Grandahl for 3,000 Souls.
- Sold by Straid of Olaphis for 3,000 Souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	4	45	1	14

### Cast Increases with Attunement

Attunement	Uses
10	4
32	5
43	6
58	7
94	8

# Notes

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- Useful for dark areas infested with enemies (Shrine of Amana, Dark Chasm of Old) as Cast Light doesn't increase the aggro range of enemies like a torch does.
- Summoned phantoms can see the orb of your light cast, but not the actual blue light.

# Chameleon

## In-Game Description

*A sorcery that dates farther back than recollection.  
Allows you to blend into your surroundings.*

*Those who fear the unseen are cowards.  
Those who never doubt their eyes are fools.*

## Use

- Turns you into an inanimate object that blends into your surroundings. Attacking, being attacked, taking damage, rolling or performing an action breaks the spell.
- You can sprint while morphed.
- You can block while morphed.
- Silences footsteps and sound from falls (but not armor) while the spell is active, making the use of Hush questionable.

## Availability

- Found in Harvest Valley. The spell is in the last poison mist cloud of the area, just before entering Earthen Peak. Watch out for the two Mounted Overseers.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	10-20	N/A	1	14

### Cast Increases with Attunement

Attunement	Uses
10	10

15	11
26	12
32	13
38	14
43	15
49	16
58	17
79	18
94	20

# Notes

- The object will depend on the area of the game in which the spell is cast.
- NPCs are not fooled by this spell.
- Cast over a blood stain turns you into a red barrel needs testing

# List of Chameleon Transform Objects

+ Show list - Hide list

Location	Transformation
Things Betwixt	Bone Pile Chair Gravestone Sconce
Majula	Wooden Barrel Wooden Crate Wooden Desk White Gutter Statue
Forest of Fallen Giants	Wooden Barrel Wooden Crate Barricade Sconce
Heide's Tower of Flame / Cathedral of Blue	Ceramic Pot Wooden Barrel Wooden Crate
No Man's Wharf	Wooden Barrel Oil Sconce Sconce Wooden Cabinet

The Lost Bastille / Sinner's Rise / Belfry Luna	Explosive Barrel Stack Metal Sconce Ornate Ceramic Pot Barred Ceramic Pot
Huntsman's Copse / Undead Purgatory	Sconce Ceramic Pot Lift Cage Cursed Ceramic Pot
Harvest Valley / Earthen Peak	Ceramic Pot Wooden Crate Bone Pile Poisoned Ceramic Pot Poisoned Small Ceramic Pot
Iron Keep / Belfry Sol	Ceramic Pot Minotaur Pot Minotaur Contraption Ballista
Shaded Woods	Wooden Barrel (Old Akelarre) Wooden Crate (Old Akelarre) Ceramic Pot (Old Akelarre) Cursed Ceramic Pot (Ruined Fork Road/Shaded Ruins) Praying Lady Statue (Ruined Fork Road/Shaded Ruins) Giant Wooden Barrel (Shaded Ruins)
Doors of Pharros	Stone Sconce Gyrm Statue White Gutter Statue
Brightstone Cove Tseldora	Wide Ceramic Pot Wooden Crate Reading Lady Statue Ornate Sconce (Chapel Threshold/Lower Brightstone Cove)
Grave of Saints	Rat Statue Standing Rat Statue Sconce
The Gutter	Sconce Wide Ceramic Pot Corrosive Ceramic Pot Gutter Statue
Black Gulch	Poisonous Gutter Statue
Drangleic Castle / King's Passage	Mirror Ceramic Pot Wooden Crate
Shrine of Amana	Pile of Rubble Cursed Ceramic Pot Large Mushroom
Undead Crypt	Ceramic Barrel Rock Gravestone

Aldia's Keep	Ornate Ceramic Pot Wooden Table Wall Painting
Dragon Aerie / Dragon Shrine	Egg Wooden Crate Ceramic Pot
Dark Chasm of Old	
Memory of Jeigh / Memory of Orro / Memory of Vammar	Ballista
Dragon Memories	Wooden Crate
Memory of the King	Ceramic Barrel
Shulva, Sanctum City / Dragon's Sanctum / Dragon's Rest	Pillar Switch Egg Sack
Cave of the Dead	Petrifying Statue
Brume Tower	Ash Statue
Iron Passage	Cheap Wooden Shelf
Memory of the Old Iron King	Stack of Barrels
Frozen Eleum Loyce	Wooden Crate Pillar Snow Pile
Grand Cathedral / The Old Chaos	
Frigid Outskirts	



# Crystal Magic Weapon

## In-Game Description

*Imbues weapon in other hand with crystal magic.  
More powerful than standard magic reinforcement.*

*The utilization of crystal to enhance soul power  
is an ancient form of magical reinforcement.*

## Use

Increases weapon's magic damage by  $(\text{TotalAR} * 0.3) + 5^1$ . Duration depends on Intelligence.

## Availability

In Dragon Shrine just after where you get the Petrified Egg you can jump down to a chest with the spell scroll in it.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	1-3	27-99 sec	1	28

### Cast Increases with Attunement

Attunement	Uses
10	1
43	2
94	3

### Duration Increases with Intelligence

Intelligence	Duration
10	27 sec
20	43 sec
28	64 sec
36	82 sec
42	99 sec

# Notes

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- The visual effect that this spell generates often obscures the weapon it is cast on. In PvP, this can be used to surprise opponents as they may not be able to fully identify what weapon you are using.
- Footnotes 1.
- [https://www.reddit.com/r/DarkSouls2/comments/2xpwud/the\\_mystery\\_of\\_buffs\\_a\\_post\\_of\\_calculatio ns\\_and](https://www.reddit.com/r/DarkSouls2/comments/2xpwud/the_mystery_of_buffs_a_post_of_calculatio ns_and)

# Crystal Soul Spear

## In-Game Description

*Soul spear sharpened through crystallization.  
Pierces enemies, causing heavy damage.*

*Superior to the most finely sharpened weapons.  
When wielded precisely, it can take down several  
enemies at once.*

## Use

Fire an even more powerful version of Soul Spear that pierces enemies and deals heavy damage.  
Base damage (before enemy resistance) is approximately :  $600 + 2 * \text{catalysts magic attack}$ .

## Availability

Trade Straid of Olaphis the Old Paledrake Soul and 10,000 souls to receive this sorcery.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	2-5	N/A	2	53

### Cast Increases with Attunement

Attunement	Uses
32	3
49	4
94	5

# Notes

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- Testing shows a 30% damage increase from Soul Spear.
- Headshots on most enemies do more damage (you can use Binoculars to make this easier).

# Fall Control

## In-Game Description

*A sorcery that facilitates surreptitious activity.  
Reduces the damage taken from falls.*

*The eastern land of Mirrah is not only the home of proud knights. There is also a traditional order of shadow knights, who use any means necessary to carry out their orders.*

## Use

Reduces damage taken when falling from heights. Will not take damage from falls, however excessive falls will still kill the player.

## Availability

- Sold by Weaponsmith Ornifex for 4,800 souls.
- Sold by Magerold of Lanafir for 4,800 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence
Self/Buf	10	90	1	15

### Cast Increases with Attunement

Attunement	Uses
10	10
15	11
26	12

32	13
38	14
43	15
49	16
58	17
79	18
94	20

## Notes

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- Knowing the limits of Fall Control comes with experience and trial and error. It is often hard to judge when Fall Control will save you from death, but generally any fall with over a second of fall time will kill you regardless.

# Focus Souls

## In-Game Description

*An ancient sorcery of Shulva, the Sanctum City.  
Fires a focused beam of souls.*

*The development of sorceries was stunted in Shulva,  
as they were considered taboo.  
Even so, there were some occasional gems created  
by a group of nameless enthusiasts.*

## Use

Creates a sphere with multiple soul beams attacking the target.

## Availability

Found in Shulva, Sanctum City.  
After jumping down a few levels from the Tower of Prayer bonfire, it is found behind some breakable pots before crossing the bridge to Dragon's Sanctum.  
This bridge has two lance-wielding Sanctum Soldiers guarding it.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Sorcery	2-5	N/A	2	60	-	Staff

### Cast Increases with Attunement

Attunement	Uses
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10	2
32	3
49	4
94	5



# Great Heavy Soul Arrow

## In-Game Description

*A spell superior to Heavy Soul Arrow.  
Fires an even stronger soul arrow.*

*Difficult to handle, but very powerful.  
Only the well-trained can handle these arrows.*

## Use

More powerful version of Heavy Soul Arrow.  
Base damage (before enemy resistance) is approximately :  $175 + 1.10 \times \text{catalysts magic attack}$ .

## Availability

- Sold by Carhillion of the Fold for 4,500 souls.
- Sold by Magerold of Lanafir for 4,500 souls.
- Found in a metal chest behind the door that Mild Mannered Pate is next to in Central Earthen Peak bonfire area. The door Mild Mannered Pate is next to can't be opened from that side so you need to take another route. Right after travelling to Central Earthen Peak bonfire, go out the door and take a left up the stairs. At the top of the stairs take a right through the doorway but be careful as there is a Manikin directly to your left. Kill the Manikin and run down the hallway in the opposite direction. Keep following this path until you run into a Grave Warden. Kill the Grave Warden and then take a right and you will be on a ledge with a Desert Sorceress across a gap on another ledge. Look to the right of the ledge you are standing on and there will be another ledge below. Drop down here and you can open the door that Mild Mannered Pate is near. In the other direction on this ledge is the metal chest with Great Heavy Soul Arrow.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
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Ranged/Magic	10	N/A	1	16
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Cast Increases with Attunement

Attunement	Uses
10	10
26	11
38	12
49	13
79	14
94	15

# Notes

- It is slow to cast but very powerful. Make sure you have plenty of room between you and your target.

# Great Magic Weapon

## In-Game Description

*A sorcery superior to Magic Weapon.  
Reinforces weapon in other hand with intense magic,  
allowing for infliction of heavy magic damage.*

*The old purists of the Melfian Magic Academy  
view swordplay as a barbaric form of engagement.*

## Use

Increases weapon's Magic damage by [(Weapon's original Magic damage + 50) x 1.2]. Duration depends on Intelligence.  
Based on some testing done and posted here, it is clear that the above formula is wrong. However, great magic weapon was not specifically tested. If the formula follows the pattern, we can infer that the bonus given by this spell is most likely [(total base damage \* 0.2) +5]

Availability

## Availability

- Sold by Royal Sorcerer Navlaan for 6,000 souls.
- Treasure in Black Gulch. From the first bonfire, stick to the left hand side until you come across a small passageway. Down this passageway is a chest containing the spell scroll.
- Reward for reaching Rank 1 in the Company of Champions covenant.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	3-6	28-108 sec	1	18

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Duration Increases with Intelligence

Intelligence	Duration
10	28 sec
18	64 sec
27	108 sec

# Great Soul Arrow

## In-Game Description

*A spell superior to the Soul Arrow.  
More powerful, and effective at damaging  
enemies resistant to physical attacks.*

*The strength of this spell is influenced  
by one's intelligence.*

## Use

More powerful version of Soul Arrow with slightly slower casting time. Fire a bolt of magical energy towards your target for decent damage.  
Base damage (before enemy resistance) is approximately :  $135 + 0.9 * \text{catalysts magic attack}$ .

## Availability

- Sold by Carhillion of the Fold for 3,000 souls.
- Sold by Magerold of Lanafir for 3,000 souls.
- Found in Forest of Fallen Giants, in the room right before Mild Mannered Pate with the ballistae trap..

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	15	N/A	1	14

### Cast Increases with Attunement

Attunement	Uses
10	15

26	16
38	17
49	18
79	19
94	20

# Notes

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- This is a fantastic spell early on in the game and will help greatly for bosses and tougher enemies if you chose the Sorcerer as your starting class. Will maintain a degree of effectiveness later in the game depending on your available attunement slots but does get outshined by greater spells eventually.

# Heavy Homing Soul Arrow

## In-Game Description

*One of the sorceries developed by Straid, the great mage of ancient Olaphis.*

*Fires thick, powerful soul arrows that seek their targets to the ends of the earth.*

## Use

Similar to Homing Soul Arrow but more powerful and with a slower cast time. Fires a Soul Arrow that will lock on to it's target and track them in an attempt to connect. The projectile is slower than a regular soul arrow, but it can chase nimble enemies. Unfortunately it does very little damage. Base damage (before enemy resistance) is approximately :  $58 + 0.85 * \text{catalysts magic attack}$ .

## Availability

Trade Straid of Olaphis the Ruin Sentinel Soul and 1,500 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	8	N/A	1	35

### Cast Increases with Attunement

Attunement	Uses
10	8
26	9

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

# Notes

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- Both Homing Soul Arrow variants will only home in on the target that the caster has locked onto. Firing without a lock-on, called 'dumbfiring', will lead to the Homing Soul Arrow flying in a linear fashion, like a regular Soul Arrow.
- The speed of both Homing Soul Arrows is different at certain times after firing. Homing Soul Arrows move slowly initially, but after traveling a certain distance, will gain speed and better chase the target.



# Heavy Soul Arrow

## In-Game Description

*Advanced soul spell.  
Fires a devastating, thick soul arrow.*

*But beware. The more powerful the souls arrow,  
the longer the casting time.*

## Use

Very powerful version of Soul Arrow but with a slower casting time and less uses. Fire a bolt of magical energy towards your target for heavy damage.  
Base damage (before enemy resistance) is approximately :  $65 + 0.95 * \text{catalysts magic attack}$ .

## Availability

- Sold by Carhillion of the Fold for 2,000 souls
- Sold by Magerold of Lanafir for 2,000 souls

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	20	N/A	1	12

### Cast Increases with Attunement

Attunement	Uses
10	20
15	21
26	22
32	23

38	24
43	25
49	26
58	27
79	28
94	30

# Hidden Weapon

## In-Game Description

*A sorcery that dates farther back than recollection.  
Makes weapon in other hand invisible.*

*Effective use of this, like any tool, perhaps,  
is reliant upon the ingenuity of its caster.*

## Use

Enchant weapon in the opposite hand of the spell catalyst, making it invisible.

## Availability

Reward for reaching Rank 2 in Bell Keepers covenant.  
Note that if you don't want to engage in PvP you can level up in the covenant by repeatedly killing the Mad Warrior NPC that occasionally, and infinitely, spawns in Belfry Sol.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Buff	10-20	90 seconds	1	14

### Cast Increases with Attunement

Attunement	Uses
10	10
15	11
26	12
32	13

38	14
43	15
49	16
58	17
79	18
94	20

## Notes

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- Some hints on the identifying the caster's weapon are their stance, their move-set and the motion blur lines which the weapon makes when it's swung (not too helpful, but they're there). The sound it makes on strike and when thrust or swung are also good tells.

# Homing Crystal Soulmass

## In-Game Description

*Soulbeads made more lethal with crystallisation.  
When fired, they home in on their target.*

*Crystalization makes souls and sorceries all the more powerful.*

## Use

Create more powerful crystal soulbeads above your head that will fly towards an opponent with great speed when the opponent is within a certain proximity.

## Availability

Found in the Shrine of Amana in the area before the Demon of Song. From the Rhoy's Resting Place bonfire, exit the cave by following the path behind the Giant Acid Horn Beetle and progress until you are wading in water up to your waist. The spell can be found on a corpse, sitting on the opposite side of the large circle of stone pillars in the area filled with Lizardmen.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	3-6	30 seconds	1	32

### Cast Increases with Attunement

Attunement	Uses
10	3
32	4

49	5
94	6

# Notes

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- The number of soulbeads that will appear above your head is directly related to your level of intelligence. At 24 INT 3 orbs are cast, at 40 INT 4 orbs and at 50 INT 5 orbs.
- Once cast and if no enemy is within proximity for them to fire, the soulbeads will stay above the caster's head for 30 seconds. The duration of this armed state can NOT be boosted by the Lingering Dragoncrest Ring.
- The spell will not fire if the caster is not facing the enemy.

# Homing Soul Arrow

## In-Game Description

*One of the sorceries devised by Straid, the great mage of ancient Olaphis.*

*Fires soul arrows that follow their targets to the ends of the earth.*

## Use

Fire a weak Soul Arrow that will lock on to it's target and track them in an attempt to connect. Base damage (before enemy resistance) is approximately :  $42 + 0.7 * \text{catalysts magic attack}$ .

## Availability

- Sold by Straid of Olaphis for 6,500 souls.
- Sold by Weaponsmith Ornifex for 6,500 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	10	N/A	1	25

### Cast Increases with Attunement

Attunement	Uses
10	10
15	11
26	12
32	13

38	14
43	15
49	16
58	17
79	18
94	20

## Notes

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- Both Homing Soul Arrow variants will only home in on the target that the caster has locked onto. Firing without a lock-on, called 'dumbfiring', will lead to the Homing Soul Arrow flying in a linear fashion, like a regular Soul Arrow.
- The speed of both Homing Soul Arrows is different at certain times after firing. Homing Soul Arrows move slowly initially, but after traveling a certain distance, will gain speed and better chase the target.
- When used against enemy players, the projectile has a staggering effect against targets that are hit and don't block. This can be used to effectively chain together other attacks, such as a Soul Spear with high enough casting speed.



# Homing Soulmass

## In-Game Description

*Multiple soul masses appear above the head.  
When fired, they home in on their target.*

*This spell was said to have been devised  
by a master sorcerer, but his name is  
long forgotten.*

## Use

Create soulbeads above your head that will fly towards an opponent with great speed when the opponent is within a certain proximity.

## Availability

- Sold by Weaponsmith Ornifex for 6,000 souls
- Shaded Woods treasure, in a chest inside a hidden room next to Darkdiver Grandahl  
From the bonfire head out towards the boss area, but pass the turn and fall though some covered up boards past the second watchtower.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	4	30 seconds	1	24

### Cast Increases with Attunement

Attunement	Uses
10	4
32	5

43	6
58	7
94	8

## Notes

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- The number of soulbeads that will appear above your head is directly related to your level of Intelligence. At 24 INT 3 orbs are cast, at 30 INT 4 orbs and 40 INT 5 orbs.
- Once cast and if no enemy is within proximity for them to fire, the soulbeads will stay above the caster's head for 30 seconds. The duration of this armed state can NOT be boosted by the Lingering Dragoncrest Ring.
- The spell will not fire if the caster is not facing the enemy.

# Hush

## In-Game Description

*A sorcery that facilitates surreptitious activity.  
Reduces the sound made by its caster.*

*The eastern land of Mirrah is not only the home of proud knights. There is also a traditional order of shadow knights, who quietly carry out unspeakable tasks.*

## Use

Reduces the sound you make.

## Availability

- *Dark Souls II* and *Scholar of the First Sin*: Found in the Lost Bastille in a chest behind a secret door in the area where you fight the Ruin Sentinels.  
Upon entering through the fog wall, fall off the platform to the ground floor, facing ahead of you the whole time. Hug the left wall, and as you reach the corner the illusory wall is on your left.
- Reward from gaining Rank 2 in the Way of Blue covenant.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	10	90 seconds	1	15

### Cast Increases with Attunement

Attunement	Uses
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10	10
15	11
26	12
32	13
38	14
43	15
49	16
58	17
79	18
94	20

## Notes

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- Unlike in Dark Souls 1, Hush as well as the Slumbering Dragoncrest Ring do not mask ALL sounds of movement that the wearer makes. The armor you wear will still clank.

# Magic Weapon

## In-Game Description

*Sorcery that imbues weapon in other hand with magic. Adds magic damage to the types of damage the weapon already inflicts.*

*Wielding a sword and casting a sorcery are two different things, and some members the(sic) Melfian Magic Academy view these varieties of spells as impure.*

## Use

Increases weapon's Magic damage by [(Weapon's original Magic damage + 50) x 1.15]. Duration depends on Intelligence.

Based on some testing done and posted here, it is clear that the above formula is wrong. However, magic weapon was not specifically tested. If the formula follows the pattern, we can infer that the bonus given by this spell is most likely [(total base damage \* 0.15) +5]

## Availability

Sold by Carhillion of the Fold for 2,000 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	8-15	63-135 sec	1	10

### Cast Increases with Attunement

Attunement	Uses
10	8

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

Duration Increases with Intelligence

Intelligence	Duration
10	63 sec
15	135 sec

# Repair

## In-Game Description

*A sorcery that dates farther back than recollection.  
Repairs equipped weapons and armor.*

*Uses light to repair damaged weapons and armor.  
Supposedly this sorcery restores items to a past state, but with the knowledge of this art lost, the finer details of the phenomenon are unknown.*

## Use

Repairs durability of equipped items - weapons gain 20 durability, rings gain 10, and armor gains 30. Will not repair broken gear.

## Availability

### Dark Souls II

Found just past the Shrine of Winter. After you exit the shrine, head down the hill and take a right and follow the path to the end. Once there you will see a corpse which holds the spell.

### Scholar of the First Sin

In the Shaded Woods, inside a chest blocked by a petrified lion warrior. You will need to use a Fragrant Branch of Yore

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
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Self/Buf	2	N/A	1	15
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**Cast Increases with Attunement**

Attunement	Uses
10	2
43	3
94	4

# Notes

- Repair works much like Repair Powder, except that Repair will *only repair equipment currently in use*. This includes armor, rings, any items in the opposing hand, and the catalyst itself. Any other equipment not currently in use (i.e. not in the left or right hand when casting) will not be repaired.



# Shockwave

## In-Game Description

*Does not inflict damage, but unleashes a large shockwave, toppling opponents.*

*Intended to stun opponents and make them vulnerable to attack. Some call this child's play, but for an innovative caster, it is a deadly tool.*

## Use

Fire a slow moving ball of magical energy towards your target which knocks them back and/or to the ground upon impact. Has a fairly slow cast time and only hits a single target with no splash effect.

## Availability

Sold by Carhillion of the Fold for 1,800 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	3	N/A	1	13

### Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5

# Notes

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- This is a very odd spell which is a bit misleading in its description. It sounds as though it will be an area effect attack but in fact it is just a single target spell. Although it is a bit impractical, it could have hilarious and possibly even useful applications in PvP and PvE like knocking opponents off of cliffs and the like.
- Using Shockwave against different enemies yields different results, using Shockwave against Hollow Infantry will knock them down into a animation in which they **CANNOT** take damage in, however, using Shockwave against an Enhanced Undead will cause it to fall over, but damage **IS** able to be dealt to the enemy while it is downed.
- While not damaging, this spell will take a substantial amount of stamina out of opponents who block it.

# Soul Arrow

## In-Game Description

*An elementary sorcery.  
Fires a small soul arrow straight ahead.*

*To use sorceries, attune a sorcery  
at a bonfire and equip a staff.*

## Use

Basic sorcery spell. Fire a bolt of magical energy towards your target for a small amount of damage.  
Base damage (before enemy resistance) is approximately :  $49 + 0.855 \times \text{catalysts magic attack}$ .

## Availability

- Initial equipment for the Sorcerer class.
- Sold by Merchant Hag Melentia for 1,500 souls.
- Sold by Carhillion of the Fold for 1,500 souls.
- Sold by Magerold of Lanafir for 1,500 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	30	N/A	1	10

### Cast Increases with Attunement

Attunement	Uses
10	30
15	31

26	32
32	33
38	34
43	35
49	36
58	37
79	38
94	40

## Notes

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- This spell is just enough to get you through if you started as the Sorcerer class and should be replaced as soon as possible with Great Soul Arrow and other spells. Is extremely useful and has a good damage to # of casts ratio but does not hit hard enough to be very useful beyond the beginning of the game.
- Soul Arrow has the fastest cast time of any Sorcery in Dark Souls 2 - ever so slightly faster than Great Soul Arrow.

# Soul Bolt

## In-Game Description

*One of the sorceries devised by Straid,  
the great mage of ancient Olaphis.*

*Straid started with an unwieldy spell  
that back-fired on its caster,  
and in time, perfected it.*

## Use

Fires a beam of energy that hits the ground then travels forward.

## Availability

After the Looking Glass Knight boss fight there is a room with a huge elevator. There is a chest in that room to the side of the elevator that contains Soul Bolt.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	3	N/A	1	45

### Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

# Notes

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- While Soul Bolt may seem underwhelming as it features an incredibly slow cast time, and no ability to track a target, Soul Bolt is able to do massive amounts of damage if the full beam of energy hits a single target. This is most noticeable against slower and larger targets, such as Ogres. If the entire stretch of the energy beam hits the target (only possible from close range), the damage output can rival Soul Geyser in some cases.
- The most recent patch has it's casts-to-Attunement level modified (07/2014) current attunement / uses is correct (02/2015)
- Has the same damage output as Soul Spear Barrage when target is hit by the entire duration beam. (02/2015)

# Soul Flash

## In-Game Description

*One of ancient sorceries that were lost when Eleum Loyce froze over. Rapidly fire a barrage of small souls.*

*Intended to protect its caster more than damage enemies.*

## Use

A short range AoE around the caster that damage and knock down enemies.

## Availability

In a chest behind an elevator piled with coffins in Frozen Eleum Loyce.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	4-6	N/A	1	28

### Cast Increases with Attunement

Attunement	Uses
10	4
43	5
94	6

# Notes

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- This spell's animation does not appear to match its description. There is no visible barrage of souls, it is more like an aura that explodes around the caster, hitting once; something like Wrath of the Gods, but much faster and weaker. Appears to be useful as a sort of panic button when attackers are approaching melee range, though at this point it has not been used/tested much at all.
- The long casting time makes this ill suited for a "panic button", though it may be useful in conjunction with Soul Geyser as both have nearly identical casting animations.
- Can knockdown enemy player when it directly hits. Need to test NPC enemies.



# Soul Geyser

## In-Game Description

*A secret art unleashes a gush of souls.  
The homing soul mass pierces its target,  
then hits repeatedly for additional damage.*

*This blasphemous spell is a family heirloom of  
Lord Aldia's. It was designed to pummel foes  
until it's power is entirely exhausted.*

## Use

Fires mass of souls that immediately start homing toward a target. Upon hitting the target they break into smaller souls and hit multiple times. Can be absolutely devastating if it connects properly.  
Base damage (before enemy resistance) for each projectile is approximately :  $1.3 \times$  catalyst's magic attack.

## Availability

Found within Aldia's Keep, near the hidden Ritual Site bonfire.  
In the long hallway, there is a door on the left side. A corpse with Soul Geyser is behind a cage with two undead dogs.  
WARNING: Corpse lies in durability degrading water so it is best to lure the enemies out of the cage, then de-equip all armor and rings before entering the liquid.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	1	N/A	1	64

**Cast Increases with Attunement**

Attunement	Uses
10	1
43	2
94	3

# Notes

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- Soul Geyser is able to deal **massive** damage against large enemies, such as Guardian Dragons, as if the initial soul mass hits the target correctly, it will fragment and hit the target multiple times before exiting the target. Against smaller enemies such as players, this isn't as relevant, but the damage done upon impact is still considerable.
- This is the spell with the highest INT requirement in the game.

# Soul Greatsword

## In-Game Description

*A sorcery that attacks foes using a sword made, of souls. Energy is focused in a single point, and wielded as a sword with both hands.*

*Use of this sorcery is not too dissimilar to swordplay, and so inherently endangers the caster.*

## Use

Swing a heavy greatsword made of souls in front of the caster.

## Availability

In Drangleic Castle, from the Central Drangleic Castle bonfire, go to the room with the elevator then go up the ladder and through the door into the room containing stone soldiers. Go through the door and you will find two chests. One contains a hammer and the other Soul Greatsword.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Melee/Magic	3	N/A	1	27

### Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5

# Notes

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- Can be swung through objects and walls. Can be especially surprising and deadly in PvP.

# Soul Shower

## In-Game Description

*Hurls a huge soul mass which splits into smaller souls that rain from above.*

*Requires real talent and is difficult to handle. Only works in certain places, and against certain foes.*

## Use

Fires a large orb of souls into the air above that will split into small souls which rain down on enemies.

## Availability

Trade Straid of Olaphis the Scorpioness Najka Soul and 1,500 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	4	N/A	1	22

### Cast Increases with Attunement

Attunement	Uses
10	4
32	5
43	6
58	7

# Notes

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- The small soul missiles that Soul Shower emits from the initial soul orb have no innate tracking ability, therefore casting this spell without a lock on will cause the souls missiles to descend in a linear pattern. The soul missiles that are emitted will only have tracking when locked onto a target, and they will only track towards that singular target.
- Casting Soul Shower in cramped spaces will prove of limited use as rather the initial soul orb will collide with the ceiling and not release the smaller soul missiles, or there wont be enough space for the soul missiles to expand from the orb and descend on the target.
- Loses damage and range when spiced to low intelligence (need confirmation).

# Soul Spear Barrage

## In-Game Description

*Fires a flurry of soul spears.*  
*Inflicts high damage when multiple spears hit.*

*A reworking of an ancient spell concocted at the Melfian Magic Academy.*

*A simple idea, but potentially highly effective.*  
*When used properly, of course.*

## Use

Fire a volley of soulbeads towards the target that have a slight horizontal spread. Multiple soulbeads can hit the same target in rapid succession. Due to this using the spell from a range is not recommended on single targets as most of the beads will miss, resulting in greatly reduced damage.

## Availability

Sold by Carhillion of the Fold for 2,600 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	3	N/A	1	17

### Cast Increases with Attunement

Attunement	Uses
10	3

32	4
49	5
94	6

## Notes

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- Spell has a fairly slow startup cast time and will leave the caster completely open while firing the Soul Spears.
- While the damage done by each soulbead is underwhelming, if the full barrage hits a single target at close range, not only will it do a considerable amount of damage, but will also cause extremely high amounts of poise damage - causing even large opponents to stagger (e.g. Velstadt, the Royal Aegis)
- If using Soul Spear Barrage in tandem with Binoculars, it is possible aim the barrage while firing. You will be able to cast the spell, then continue to aim the barrage as it fires from the staff to track your target while looking through the Binoculars - this is otherwise not possible in third person, unless locked onto a target (Soul Spear Barrage has poor tracking with lock-on, however). This is particularly useful in PvP, as it allows you to continue to fire at someone attempting to dodge roll.
- Damage output is the same as Soul Bolt when all beads hit the target. (02/2015)



# Soul Spear

## In-Game Description

*Sorcery that fires souls shaped into a spear.  
Pierces enemies, causing heavy damage.*

*This spell was said to have been devised  
by a master sorcerer, but his name is  
long forgotten.*

## Use

Fire a large and powerful soul arrow that will pierce through multiple enemies dealing heavy damage.  
Base damage (before enemy resistance) is approximately :  $395 + 1.8 * \text{catalysts magic attack}$ .

## Availability

- Found inside one of the dome shaped buildings in the Huntsman's Copse (drop down from the cliff above to access the structure).
- Sold by Grave Warden Agdayne for 12,000 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	2	N/A	1	40

### Cast Increases with Attunement

Attunement	Uses
10	2
32	3

49	4
94	5

# Notes

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- Headshots on most enemies do more damage (you can use Binoculars to make this easier).
- Burning a bonfire ascetic at Bridge Approach - Huntsman's Copse will reset the Soul Spear in the dome shaped building. This can be done without killing an area boss, making them very easy to farm.

# Soul Vortex

## In-Game Description

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*One of the lost sorceries preserved only in the Undead Crypt.  
Fires successive homing souls.*

*Extremely difficult sorcery to evade, making it very effective against frisky foes.*

## Use

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Fires a large slow moving soul orb with a swirling vortex of soul particles surrounding it that damage enemies. Has a very slow cast time. This spell can do heavy damage if it connects properly with the bulk of the damage coming from the large orb.

## Availability

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- Sold by Grave Warden Agdayne for 10,400 souls.
- Found in the Pit in Majula. Requires the Forgotten Key from Black Gulch. Talk to Laddersmith Gilligan and ask him to drop a ladder for 12,000 souls. Take the long ladder and open the door with the Forgotten Key. Alternatively you can jump down on the wooden beams inside the well with reduced fall damage in order to get to this door which skips the need to pay 12,000 souls.
- Found in lower Brightstone Cove Tseldora. Inside a room with a single Hollow Mage and Parasite Spider there are destructible items blocking a door. Behind them is a chest containing the sorcery scroll.

## Stats

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Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
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Ranged/Magic	4	N/A	1	37
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Cast Increases with Attunement

Attunement	Uses
10	4
32	5
43	6
58	7
94	8

# Notes

- Soul Vortex works best when fired at rather a large group of enemies in close quarters, or a large singular target with no specific defense mechanisms (Demon Of Song and the Duke's Dear Freja are examples of poor targets for this spell, as damage needs to be done in specific areas, not just overall).
- While the center of the vortex does significant damage, the repeated hits by the exterior swirling mass of souls also deal a lot of damage. As this is the case, it is best to aim the vortex to travel at around chest height to maximize hits by the swirling mass of souls, and not on a elevation or decline, unless necessary.

# Strong Magic Shield

## In-Game Description

*Imbues off-hand shield with magic.  
Reinforce shield to absorb additional damage.*

*Certain members of the Melfian Magic Academy scoff at these types of magic. The purists, in particular, are disdainful of anything vaguely linked to sword fighting.*

## Use

Increases the physical, elemental and status effect resistance of your off-hand shield to 100% and gives 10% increased shield stability. Duration depends on Intelligence.

Does not protect from the Petrify status effect.

## Availability

- Sold by Straid of Olaphis for 6,300 souls.
- Sold by Royal Sorcerer Navlaan for 6,300 souls.
- Found in Drangleic Castle up the elevator near the Central Drangleic Castle bonfire. The spell is in a chest in the room with a Milfanito.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Catalyst Required
Self/Buf	4-8	22-60 sec	1	18	Staff

### Cast Increases with Attunement

Attunement	Uses
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10	4
32	5
43	6
58	7
94	8

Duration Increases with Intelligence

Intelligence	Duration
10	22 sec
18	39 sec
27	60 sec

# Unleash Magic

## In-Game Description

*Boosts magic within the body beyond even your own limits, but at great cost to HP.*

*The terrible deeds carried out in Aldia led to the unintentional birth of several shadowy things, all of them eerily malformed.*

## Use

Increase Sorceries and Hexes damage by 20% and reduces your HP by 30% for 60 seconds.

## Availability

Given by Royal Sorcerer Navlaan after presenting him the Aged Feather as "proof" of killing the Emerald Herald.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	1-3	120 Seconds	3	58

### Cast Increases with Attunement

Attunement	Uses
10	1
43	2
94	3

# Yearn

## In-Game Description

*Creates a warm soul-like orb that serves as a decoy and lures foes toward itself.*

*People regret loss and yearn for what they do not have. Perhaps the name of this sorcery harkens to this irony.*

## Use

Fires a projectile which creates a sound for a short time wherever it collides with a surface. Lasts for 10 seconds.

Certain types of enemies will be lured towards the sound, allowing the player to be totally ignored by them.

## Availability

Sold by Carhillion of the Fold for 3,000 souls.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	4	10 Seconds	1	19

### Cast Increases with Attunement

Attunement	Uses
10	4
32	5



43	6
58	7
94	8

# Notes

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- The spell's effect is similar to the Alluring Skull, though it works on more enemy types and its duration is longer.
- It can be used by invading hostile phantoms, but only works on enemies already aggro'd by the host.

# List of Distractable Enemies

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The following enemies can be distracted by Yearn:

- All lesser Hollows<sup>1</sup>
- All skeleton types<sup>2</sup>
- All pig types<sup>3</sup>
- Kobold
- Goblin
- Varangian Sailor
- Dark Stalker
- Undead Jailer
- Royal Swordsman
- Enhanced Undead
- Torturer
- Artificial Undead
- Undead Steelworker
- Manikin
- Hunting Dog
- Lion Clan Warrior
- Gyrm
- Gyrm Warrior
- Parasite Spider
- Parasitized Undead
- Giant
- Sanctum Soldier
- Sanctum Priestess
- Ashen Warrior
- Possessed Armor
- Fume Sorcerer

- Scorchers
- Spellsworn
- Retainer
- Rampart Golem
- Ice Golem

- Useful for crowd control and boss fights such as the Skeleton Lords and Executioner's Chariot that have groups of smaller enemies.

Footnotes 1. Includes Undead Traveler, Hollow Infantry (& Royal Infantry), Hollow Soldier (& Royal Soldier), Undead Citizen, Rogue, Undead Laborer, Undead Prisoner, Captive Undead, Undead Peasant, Undead Supplicant, and Duke Tseldora. Does not include Cask Runner. 2. Includes any skeleton that isn't one of the 3 main Skeleton Lords. 3. Includes Enslaved Pig, Undead Boar, and Giant Undead Boar.