

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

- 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.
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Revision #1
Created 17 December 2024 08:04:25 by jade
Updated 17 December 2024 08:04:25 by jade