

# 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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