

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

- 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.
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