

# 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.
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