

# 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
94	6

# 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.
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