

Soul Arrow

In-Game Description

An elementary sorcery.

Fires a small soul arrow straight ahead.

To use sorceries, attune a sorcery at a bonfire and equip a staff.

Use

Basic sorcery spell. Fire a bolt of magical energy towards your target for a small amount of damage.

Base damage (before enemy resistance) is approximately : $49 + 0.855 * \text{catalysts magic attack}$.

Availability

- Initial equipment for the Sorcerer class.
- Sold by Merchant Hag Melentia for 1,500 souls.
- Sold by Carhillion of the Fold for 1,500 souls.
- Sold by Magerold of Lanafir for 1,500 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	30	N/A	1	10

Cast Increases with Attunement

Attunement	Uses
10	30

15	31
26	32
32	33
38	34
43	35
49	36
58	37
79	38
94	40

Notes

- This spell is just enough to get you through if you started as the Sorcerer class and should be replaced as soon as possible with Great Soul Arrow and other spells. Is extremely useful and has a good damage to # of casts ratio but does not hit hard enough to be very useful beyond the beginning of the game.
 - Soul Arrow has the fastest cast time of any Sorcery in Dark Souls 2 - ever so slightly faster than Great Soul Arrow.
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