

# Soul Bolt

## In-Game Description

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*One of the sorceries devised by Straid, the great mage of ancient Olaphis.*

*Straid started with an unwieldy spell that back-fired on its caster, and in time, perfected it.*

## Use

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Fires a beam of energy that hits the ground then travels forward.

## Availability

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After the Looking Glass Knight boss fight there is a room with a huge elevator. There is a chest in that room to the side of the elevator that contains Soul Bolt.

## Stats

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Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	3	N/A	1	45

### Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5

# Notes

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- While Soul Bolt may seem underwhelming as it features an incredibly slow cast time, and no ability to track a target, Soul Bolt is able to do massive amounts of damage if the full beam of energy hits a single target. This is most noticeable against slower and larger targets, such as Ogres. If the entire stretch of the energy beam hits the target (only possible from close range), the damage output can rival Soul Geysers in some cases.
  - The most recent patch has its casts-to-Attunement level modified (07/2014) current attunement / uses is correct (02/2015)
  - Has the same damage output as Soul Spear Barrage when target is hit by the entire duration beam. (02/2015)
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