

Soul Flash

In-Game Description

One of ancient sorceries that were lost when Eleum Loyce froze over. Rapidly fire a barrage of small souls.

Intended to protect its caster more than damage enemies.

Use

A short range AoE around the caster that damage and knock down enemies.

Availability

In a chest behind an elevator piled with coffins in Frozen Eleum Loyce.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	4-6	N/A	1	28

Cast Increases with Attunement

Attunement	Uses
10	4
43	5
94	6

Notes

- This spell's animation does not appear to match its description. There is no visible barrage of souls, it is more like an aura that explodes around the caster, hitting once; something like Wrath of the Gods, but much faster and weaker. Appears to be useful as a sort of panic button when attackers are approaching melee range, though at this point it has not been used/tested much at all.
 - The long casting time makes this ill suited for a "panic button", though it may be useful in conjunction with Soul Geyser as both have nearly identical casting animations.
 - Can knockdown enemy player when it directly hits. Need to test NPC enemies.
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Revision #1

Created 17 December 2024 08:05:03 by jade

Updated 17 December 2024 08:05:03 by jade