

# Soul Geyser

## In-Game Description

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*A secret art unleashes a gush of souls.  
The homing soul mass pierces its target,  
then hits repeatedly for additional damage.*

*This blasphemous spell is a family heirloom of  
Lord Aldia's. It was designed to pummel foes  
until it's power is entirely exhausted.*

## Use

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Fires mass of souls that immediately start homing toward a target. Upon hitting the target they break into smaller souls and hit multiple times. Can be absolutely devastating if it connects properly.  
Base damage (before enemy resistance) for each projectile is approximately :  $1.3 \times$  catalyst's magic attack.

## Availability

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Found within Aldia's Keep, near the hidden Ritual Site bonfire.  
In the long hallway, there is a door on the left side. A corpse with Soul Geyser is behind a cage with two undead dogs.  
WARNING: Corpse lies in durability degrading water so it is best to lure the enemies out of the cage, then de-equip all armor and rings before entering the liquid.

## Stats

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Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	1	N/A	1	64

Cast Increases with Attunement

Attunement	Uses
10	1
43	2
94	3

# Notes

- Soul Geyser is able to deal **massive** damage against large enemies, such as Guardian Dragons, as if the initial soul mass hits the target correctly, it will fragment and hit the target multiple times before exiting the target. Against smaller enemies such as players, this isn't as relevant, but the damage done upon impact is still considerable.
- This is the spell with the highest INT requirement in the game.

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