

Soul Spear Barrage

In-Game Description

Fires a flurry of soul spears.
Inflicts high damage when multiple spears hit.

A reworking of an ancient spell concocted at the Melfian Magic Academy.

A simple idea, but potentially highly effective.
When used properly, of course.

Use

Fire a volley of soulbeads towards the target that have a slight horizontal spread. Multiple soulbeads can hit the same target in rapid succession. Due to this using the spell from a range is not recommended on single targets as most of the beads will miss, resulting in greatly reduced damage.

Availability

Sold by Carhillion of the Fold for 2,600 souls.

Stats

| Spell Type | Uses | Duration | Attunement Slots | Intelligence Required |
|--------------|------|----------|------------------|-----------------------|
| Ranged/Magic | 3 | N/A | 1 | 17 |

Cast Increases with Attunement

| Attunement | Uses |
|------------|------|
|------------|------|

| | |
|----|---|
| 10 | 3 |
| 32 | 4 |
| 49 | 5 |
| 94 | 6 |

Notes

- Spell has a fairly slow startup cast time and will leave the caster completely open while firing the Soul Spears.
- While the damage done by each soulbead is underwhelming, if the full barrage hits a single target at close range, not only will it do a considerable amount of damage, but will also cause extremely high amounts of poise damage - causing even large opponents to stagger (e.g. Velstadt, the Royal Aegis)
- If using Soul Spear Barrage in tandem with Binoculars, it is possible aim the barrage while firing. You will be able to cast the spell, then continue to aim the barrage as it fires from the staff to track your target while looking through the Binoculars - this is otherwise not possible in third person, unless locked onto a target (Soul Spear Barrage has poor tracking with lock-on, however). This is particularly useful in PvP, as it allows you to continue to fire at someone attempting to dodge roll.
- Damage output is the same as Soul Bolt when all beads hit the target. (02/2015)

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