

Yearn

In-Game Description

Creates a warm soul-like orb that serves as a decoy and lures foes toward itself.

People regret loss and yearn for what they do not have. Perhaps the name of this sorcery harkens to this irony.

Use

Fires a projectile which creates a sound for a short time wherever it collides with a surface. Lasts for 10 seconds.

Certain types of enemies will be lured towards the sound, allowing the player to be totally ignored by them.

Availability

Sold by Carhillion of the Fold for 3,000 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Ranged/Magic	4	10 Seconds	1	19

Cast Increases with Attunement

Attunement	Uses
10	4

32	5
43	6
58	7
94	8

Notes

- The spell's effect is similar to the Alluring Skull, though it works on more enemy types and its duration is longer.
- It can be used by invading hostile phantoms, but only works on enemies already aggro'd by the host.

List of Distractible Enemies

The following enemies can be distracted by Yearn:

- All lesser Hollows¹
- All skeleton types²
- All pig types³
- Kobold
- Goblin
- Varangian Sailor
- Dark Stalker
- Undead Jailer
- Royal Swordsman
- Enhanced Undead
- Torturer
- Artificial Undead
- Undead Steelworker
- Manikin
- Hunting Dog
- Lion Clan Warrior
- Gyrm
- Gyrm Warrior
- Parasite Spider
- Parasitized Undead
- Giant
- Sanctum Soldier
- Sanctum Priestess
- Ashen Warrior

- Possessed Armor
 - Fume Sorcerer
 - Scorcher
 - Spellsword
 - Retainer
 - Rampart Golem
 - Ice Golem
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- Useful for crowd control and boss fights such as the Skeleton Lords and Executioner's Chariot that have groups of smaller enemies.

Footnotes 1. Includes Undead Traveler, Hollow Infantry (& Royal Infantry), Hollow Soldier (& Royal Soldier), Undead Citizen, Rogue, Undead Laborer, Undead Prisoner, Captive Undead, Undead Peasant, Undead Supplicant, and Duke Tseldora. Does not include Cask Runner. 2. Includes any skeleton that isn't one of the 3 main Skeleton Lords. 3. Includes Enslaved Pig, Undead Boar, and Giant Undead Boar.

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