

Miracles

- [Bountiful Sunlight](#)
- [Darkmoon Blade](#)
- [Emit Force](#)
- [Force](#)
- [Gravelord Greatsword Dance](#)
- [Gravelord Sword Dance](#)
- [Great Heal Excerpt](#)
- [Great Heal](#)
- [Great Lightning Spear](#)
- [Great Magic Barrier](#)
- [Heal](#)
- [Homeward](#)
- [Karmic Justice](#)
- [Lightning Spear](#)
- [Magic Barrier](#)
- [Miracle Synergy](#)
- [Miracles](#)
- [Replenishment](#)
- [Seek Guidance](#)
- [Soothing Sunlight](#)
- [Sunlight Blade](#)
- [Sunlight Spear](#)
- [Tranquil Walk of Peace](#)
- [Vow of Silence](#)
- [Wrath of the Gods](#)

Bountiful Sunlight

In-Game Description

Special miracle granted to the maidens of Gwynevere, Princess of the Sun. Gradual HP restoration for self and vicinity.

The miracles of Gwynevere, the princess cherished by all, grant their blessing to a great many warriors.

Availability

- Dropped from one of the non-hostile/non-respawning Pisaca in the prison part of The Duke's Archives, outside of Big Hat Logan's cell.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	2	60 seconds	0 frames	36 Faith	2 Attunement Slots	-	-

- Grants HP regeneration at the rate of 10 HP/Second to self and all party members in range. Party members including:
 - Phantoms summoned for co-op (including NPC phantoms)
 - Charmed enemies under the effect of Undead Rapport
 - The host, if the caster is an allied phantom
 - Another blue phantom, if the caster is a blue phantom
 - The invaded world's normal enemies, if the caster is a red invader
- HP regeneration can be strengthened with Miracle Synergy
- Requires being a member of the Princess's Guard covenant to be able to cast it. It can still be equipped if one is not a covenant member but they will not be able to use it.

- Counts as personal buff. Cannot stack with these items/spells:
Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Darkmoon Blade

In-Game Description

*Miracle granted to those bound by covenant to Gwyndolin, Lord Gwyn's lastborn.
Boost right weapon with rays of Darkmoon.*

The power of the rays of the Darkmoon are manifested in vengeance, and the deeper the animus, the more devastating the attack.

Availability

- Achieve +1 rank in the Blade of the Darkmoon covenant by offering ten Souvenirs of Reprisal at the Darkmoon Tomb.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	1	60 seconds	0 frames	30 Faith	1 Attunement Slot	Dark Sun Gwyndolin	Blade of the Darkmoon Covenant +1

- Like any other items given by a covenant, only one copy of Darkmoon Blade can be obtained on a character.
- Adds magic damage to right hand weapon. Magic damage scales with talisman's MagAdjust and Blade of the Darkmoon's covenant level.
- Requires being a member of the Blade of the Darkmoon covenant to be able to cast it. It can still be equipped by those who are not members of the covenant but they will not be able to use it.

- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:
Charcoal Pine Resin, Crystal Magic Weapon, Gold Pine Resin, Great Magic Weapon, Hidden Weapon, Magic Weapon, Rotten Pine Resin, Sunlight Blade,

Covenant Level Magic Adjustment

Covenant Level	Bonus Damage
Blade of the Darkmoon +0	Talisman's MagAdjust * 1.8
Blade of the Darkmoon +1	Talisman's MagAdjust * 1.9
Blade of the Darkmoon +2	Talisman's MagAdjust * 2.0
Blade of the Darkmoon +3	Talisman's MagAdjust * 2.1

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>

NPC Trainer, Training Cost:	The NPC who can teach the player the spell for the Training Cost.
--	---

Emit Force

In-Game Description

Outland miracle, foreign to the Way of White.
Emit shockwave.

Considered an alternate branching of Force.
Emits an expanding shockwave orb.

Availability

- Given by Siegmeyer of Catarina when meeting him in Firelink Shrine after talking with him in Sen's Fortress and Anor Londo and answering yes to the question of whether the player has opened the gates to Sen's Fortress.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.4/0/0	1	60 seconds	0 frames	30 Faith	1 Attunement Slot	Siegmeyer of Catarina	-

- Has a 2.4 MagAdjust modifier for magic damage, incremented by 0.1 for every Miracle Synergy level.
- Range for the spell is minimal, but it is slightly longer than any weapon can reach.
- Fires an orb of force that creates a shockwave on impact that causes damage, and can knock down or stun enemies.
- The shockwave deflects projectiles such as arrows, Crystal Soul Spears, and firebombs.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Force

In-Game Description

*Common miracle among cleric knights.
Create shockwave.*

This quickly-acting miracle inflicts no damage, but propels foes back and defends against arrows. Cleric knights use this miracle when charging into enemy mobs.

Availability

- Sold by Petrus of Thorolund in Firelink Shrine.
- Sold by Rhea of Thorolund in Undead Parish.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	21	-	0 frames	12 Faith	1 Attunement Slot	Petrus of Thorolund Rhea of Thorolund	4,000 Petrus 1,000 Rhea

- Creates a non-damaging shockwave that can stun or knock down enemies.
- Range is increased by Miracle Synergy level.
- The shockwave also deflects projectiles such as arrows, Crystal Soul Spears, and firebombs.
- Will not push back larger enemies such as the Capra Demon.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Gravelord Greatsword Dance

In-Game Description

Miracle known only by the servants of the first dead, Gravelord Nito.
Giant Gravelord swords jut out in vicinity.

Many have died, and many eyes were claimed to realize the Greatsword Dance, a Gravelord ritual known only by his closest servants.

Availability

- Achieve +1 rank in the Gravelord Servant covenant by offering ten Eyes of Death to Gravelord Nito.

General Information

Spell Type	Uses	Faith	Duration	Slot Cost	NPC Trainer	Training Cost
AoE	40	0	-	1 Attunement Slot	Gravelord Servant	Gravelord Servant covenant +1

- Several swords will pierce the ground impaling enemies in the area. It is essentially, a more powerful version of Gravelord Sword Dance: the area of effect is expanded with increased damage.
- Like any other items given by a covenant, only one copy can be obtained on a character.
- Deals $3.1 * \text{MagAdjust}$ magic damage, plus $0.1 * \text{MagAdjust}$ per Gravelord Servant rank ($3.4 * \text{MagAdjust}$ at +3)
- Each casting consumes 20 uses, meaning it can only be cast twice.

- The damage dealt increases if the covenant rank is increased, reaching full power at Gravelord Servant +3.
- When cast on an incline, the AoE will extend further downhill than it will uphill, in some extreme cases even being able to cross large gaps.¹

Footnotes 1. Most noticeable in The Catacombs, just past the first bonfire where the second necromancer is.

Gravelord Sword Dance

In-Game Description

Miracle known only by the servants of the first dead, Gravelord Nito.
Giant Gravelord swords jut out in vicinity.

Nito sleeps deep within the Giant Catacombs, quietly overseeing all death, and waiting for his servants to usher in the Eye of Death.

Availability

- Received upon joining the Gravelord Servant covenant.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.5/0/0	40	-	0 frames	-	1 Attunement Slot	-	-

- Has a 2.5 MagAdjust modifier for magic damage, incremented by 0.1 for Gravelord Servant rank.
- Like any other items given by a covenant, only one copy can be obtained on a character.
- Similar to Firestorm. It requires 0 faith but scales with Magic Adjust, Intelligence-focused players can use this with Velka's Talisman for great damage regardless of Faith.
- Each use summons up to 20 Gravelord swords (1 charge per sword), if the casting is interrupted, one might not summon the full 20 and only the amount that they do summon will be subtracted from their uses.

- Very effective when used in closed quarters such as hallways or bridges as several swords may impale the same enemy.
- When cast on an incline, the AoE will extend further downhill than it will uphill, in some extreme cases even being able to cross large gaps.¹

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Footnotes 1. Most noticeable in The Catacombs, just past the first bonfire where the second necromancer is.

Great Heal Excerpt

In-Game Description

*Great miracle cast by advanced clerics.
Restores high HP.*

*Great Heal Excerpt borrows from only
several verses of Great Heal. As a result,
it can only be cast a stark few times.*

Availability

- Sold by Petrus of Thorolund in Firelink Shrine.
- Sold by Patches in Firelink Shrine.
- Sold by Rhea of Thorolund in Undead Parish, after saving her in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	1	-	0 frames	14 Faith	1 Attunement Slot	Petrus of Thorolund Rhea of Thorolund Patches	10,000 Petrus 2,000 Rhea 10,000 Patches

- The middle variant of heal miracles. Heals like Great Heal, but only one use. Amount healed is 8 times the Talisman's MagAdjust.
- As it only has one use charge, it can only heal 8 times the Talisman's MagAdjust per Attunement slot, worse than even the basic Heal. It does however restore more than twice the amount healed by the Heal miracle per cast. It can be useful for boss fights where a huge amount of HP needed to be restored in the least amount of time.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Great Heal

In-Game Description

*Great miracle cast by advanced clerics.
Restores high HP.*

Great Heal is a long tale, only learned by a select few. No caster will be disappointed by the bountiful life that it yields.

Availability

- Sold by Rhea of Thorolund in the Undead Parish after saving her in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	-	0 frames	24 Faith	1 Attunement Slot	Rhea of Thorolund	10,000

- The strongest variant of the heal miracles. Amount healed is 8 times the Talisman's MagAdjust.
- Effectively can heal (24 times the Talisman's MagAdjust) HP per Attunement slot.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Great Lightning Spear

In-Game Description

Miracle passed down by those bound to the Warrior of Sunlight covenant. Hurl giant lightning spear.

The weapon of the God of War, who inherited the sunlight of Lord Gwyn, but had respect only for arms, and nothing else.

Availability

- Achieve +1 rank in the Warrior of Sunlight covenant by offering ten Sunlight Medals at the Altar of Sunlight

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/3.0	10	-	20 frames	30 Faith	1 Attunement Slot	-	-

- Strictly more powerful version of Lightning Spear
- Like any other items given by a covenant, you cannot get another copy of Great Lightning Spear on a character
- The possession of this miracle is the prerequisite for getting the Sunlight Spear
- It is possible to get the 10 Sunlight Medals requires to get the Great Lightning Spear without having to do co-op with other players in the covenant or while being in the covenant yourself, but it is very difficult to do so:
 - You can get 1 Sunlight Medal from Knight Lautrec of Carim in Firelink Shrine after freeing him,

- 4 from Solaire of Astora if he survives every boss battle he can be summoned in aside from Gwyn, Lord of Cinder,
- 3 more from a chest in Anor Londo,
- and the remaining 2 Medals can be farmed off of Chaos Bugs in the shortcut between the Demon Ruins and Lost Izalith.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Great Magic Barrier

In Game Description

*Miracle of Bishop Havel the Rock.
Cover body in powerful def. magic coating.*

Havel the Rock, an old battlefield compatriot of Lord Gwyn, was the sworn enemy of Seath the Scaleless. He despised magic, and made certain to devise means of counteraction.

Availability

- Treasure from a corpse in Ash Lake:
 - Inside the hollow tree between the Stone Dragon and the hollow tree from where the entrance is.
 - Drop from the root walkway surrounding the tree into a hollowed-out tree trunk near the Basilisk.
 - Make sure to drop down slowly from the root walkway, to avoid falling into the lake.

General Information

Spell Type	Uses	Faith	Duration	Slot Cost	NPC Trainer	Training Cost
Support,Self	2	24	40 seconds	1 Attunement Slot	-	-

- Stronger version of Magic Barrier. Reduces magic damage taken by 90%, this reduction is applied directly and has no impact on the previous reduction through defense.
- Can be used to counteract Tranquil Walk of Peace
- Counts as personal buff. Cannot stack with these items/spells:
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Green Blossom, Hidden Body, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

Heal

In Game Description

*Elementary miracle cast by clerics.
Restores HP.*

To cast a miracle, the caster learns a tale of the Gods, and says a prayer to be blessed by its revelations. Heal is the shortest of such miraculous tales.

Availability

- Cleric starting miracle.
- Sold by Petrus of Thorolund in Firelink Shrine.
- Sold by Patches in Firelink Shrine.
- Sold by Rhea of Thorolund in Undead Parish after saving her in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	5	-	0 frames	12 Faith	1 Attunement Slot	Petrus of Thorolund Rhea of Thorolund Patches	4,000 Petrus 1,000 Rhea 5,000 Patches

- The weakest variant of heal miracles. Amount healed is 3 times the Talisman's MagAdjust.
- Effectively can heal (15 times the Talisman's MagAdjust) HP per Attunement slot. This makes it better than Great Heal Excerpt in this respect, due to it only having one cast.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Homeward

In-Game Description

*Great miracle cast by advance clerics.
Return to last bonfire rested at.*

*Would normally link to one's homeland,
only the curse of the Undead has distorted
its power, redirecting casters to a bonfire.
Or perhaps for Undead, this serves as home?*

Availability

- Sold by Petrus of Thorolund in Firelink Shrine.
- Sold by Rhea of Thorolund in Undead Parish after saving her in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	1	-	0 frames	18 Faith	1 Attunement Slot	Petrus of Thorolund Rhea of Thorolund	8,000 Petrus 1,000 Rhea

- Spell form of the Homeward Bone item. Returns to the last bonfire rested at and restores HP, charges of attuned spells, and respawns all enemies.
 - Due to the high cost of levelling up especially later in the game, the attunement slot needed to afford this spell quickly becomes much more valuable than the cost of Homeward Bones. Levelling up Faith for this spell is never recommended.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Karmic Justice

In Game Description

*Miracle of the black-haired witch Velka.
Temporary autocounter vs. heavy damage.*

*For each sin there is a punishment, and
it is the task of Goddess Velka to define
the sin, and mete out the punishment.*

Availability

- Sold by Oswald of Carim in Undead Parish.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/3.0/0/0	4	60 seconds	0 frames	20 Faith	1 Attunement Slot	Oswald of Carim	40,000

- When cast, it creates a visible buff effect on the player that lasts for 60 seconds. If the player is hit 5 times in a row while Karmic Justice is active, it will trigger and create a large, highly damaging shockwave similar to Wrath of the Gods, with identical range (4 ingame units) but significantly higher stamina damage. The explosion effect is colored purple.
- This spell's damage is **bugged** and can be easily exploited, even unintentionally. Karmic Justice's damage formula only calculates the MagAdjust of the weapon equipped on the right hand at the time of the explosion. This means:
 - The damage scales off the MagAdjust of *any* magic catalyst in a character's right hand, whether it's a talisman, a catalyst, or a Pyromancy Flame.
 - Wielding a high MagAdjust talisman on the left hand (e.g. for casting this miracle) and normal weapon on the right hand yields lower damage explosion, but:

- This miracle treats ALL Intelligence and Faith scaling on the right hand non-catalyst weapons as a MagAdjust (e.g. wielding Moonlight Greatsword yields stronger explosion compared to wielding Obsidian Greatsword on the right hand at the time of explosion, but still weaker than wielding Tin Crystallization Catalyst).
- A weapon's AR for an attributed (Physical, Magical...) in general is calculated as $\text{BaseDMG} \cdot (1 + X)$ with X representing the scaling of the weapon dependent on the player's stats and the tool's scaling behavior. MagAdj uses an identical formula, for which BaseDMG is always 100 and which sums the Intelligence and Faith scaling.
- Except for Bows with Moonlight Arrows equipped, you can calculate an effective MagAdjust by taking the scaling bonus for Magic damage and dividing it by the weapon's base damage, multiplying that by 100 and then adding 100.
- Damage is increased with the Crown of Dusk/Crown of the Dark Sun, Ring of the Sun's Firstborn, and Red Tearstone Ring

Trigger Buildup Timing

The AoE blast only occurs when the player is hit 5 times in a row. Each hit must occur within 3 seconds of the previous hit in order to continue counting up to 5. Any wait longer than 3 seconds will restart the buildup process.

Triggering Opportunities

In addition to taking 5 hits normally, there are a few more ways to trigger the explosion:

- Karmic Justice can trigger even if damage is taken through a shield. As such, one possible tactic is to use a shield with less than 100% physical damage reduction and simply block attacks until it goes off.
 - Individual orbs within spells like Homing Crystal Soulmass, Pursuers, or Dark Bead all count as individual sources of damage. If at least five projectiles from a single spell cast hit the player, even simultaneously, it will trigger.
 - Rolling through hits to avoid damage with i-frames will still allow the Karmic Justice buildup to occur.
 - Hits are still counted if an enemy continues attacking the same space where the caster just died. It is possible to trigger the explosion and kill others shortly after death.
 - Standing in lava will trigger Karmic Justice very quickly.
 - Counts as personal buff. Cannot stack with these items/spells:
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Iron Flesh, Magic Barrier, Power Within, Replenishment, Transient Curse,
-

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Lightning Spear

In Game Description

Miracle passed down to those bound by the Warrior of Sunlight covenant.
Hurl Lightning spear

Lightning spears inflict rare lightning damage, and are very effective against magic, fire, and most of all, dragons.

Availability

- Gift for joining the Warrior of Sunlight covenant.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/2.7	10	-	20 frames	20 Faith	1 Attunement Slot	-	-

- If thrown at water, will create an AoE causing lightning damage
- Like any other items given by a covenant, only one copy can be obtained on a character.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Magic Barrier

In-Game Description

Miracle of Bishop Havel the Rock.
Cover body in defensive magic coating.

This coating greatly boosts magic defense, assisting warriors who must face the magic which Bishop Havel countered so proficiently.

Availability

- Sold by Rhea of Thorolund in Undead Parish, after saving her in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	4	40 seconds	0 frames	14 Faith	1 Attunement Slot	Rhea of Thorolund	6,000

- Reduces magic damage taken by 30%, this reduction is applied directly and has no impact on the previous reduction through defense.
- Counts as personal buff. Cannot stack with these items/spells:
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Iron Flesh, Karmic Justice, Power Within, Replenishment, Transient Curse,

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Miracle Synergy

[Fold](#)[Unfold](#) [Table of Contents](#) [Miracle Synergy / Miracle Resonance](#) [Creating a Resonance Sign for Others](#) [Indication that Synergy is in Effect](#) [List of Miracles that can be boosted](#) [Notes](#) [Bugs](#)

Miracle Synergy / Miracle Resonance

Miracle Synergy is a system that allows a certain set of miracles to gain a boost and become more powerful upon use.

There are two ways to receive a synergy boost:

- Standing near a miracle resonance sign.
Casting miracles can spawn miracle resonance signs in other players' worlds. Resonance signs appear as white rings floating just above the ground, identical to the yellow ring of light at the end of Sen's Fortress, although they are colorless. Standing near a miracle resonance sign will give a boost to any of the nine miracles that are capable of miracle synergy, represented by a thin white ring over the miracle's HUD icon. Standing near multiple white rings at once can increase the miracle boost. There are 4 distinct boost levels which correspond to the presence of 1, 3, 6 and 10 rings respectively. The current boost level is represented by a white ring of varying thickness over your miracle's HUD icon.
- Equipping the Ring of the Sun Princess.
Wearing the Ring of the Sun Princess increases the miracle boost by exactly one level. Resonance signs and Ring of the Sun Princess do stack, but only up to boost level 4. Equipping the ring has no effect if the player already reached a quadruple boost by standing near 10 resonance signs at the same time.

Creating a Resonance Sign for Others

A resonance sign will be sent to another random player online when one of these four specific miracles are cast:

- Bountiful Sunlight
- Soothing Sunlight
- Great Heal
- Wrath of the Gods

Indication that Synergy is in Effect

The following images will appear transparent over the equipped miracle in the HUD:

Effect	Image
Synergy Boost	
Double Synergy Boost	

List of Miracles that can be boosted

Miracle	Synergy Boost	Double Synergy Boost	Triple Synergy Boost	Quadruple Synergy Boost
Heal	~8.3% more health restored.	~16.6% more health restored.	~25.1% more health restored.	~33.4% more health restored.
Great Heal Excerpt	~3.1% more health restored.	~6.3% more health restored.	~9.4% more health restored.	~12.5% more health restored.
Great Heal	~3.1% more health restored.	~6.3% more health restored.	~9.4% more health restored.	~12.5% more health restored.
Force ¹	Range increased slightly.	Range increased slightly.	-	-
Emit Force	~5% more damage and range increased slightly.	~10% more damage and range increased slightly.	~16% more damage and range increased slightly.	~21.3% more damage and range increased slightly.
Wrath of the Gods	~4.5% more damage.	~9% more damage.	~13.5% more damage.	~17.8% more damage.
Replenishment	20% more health restored.	40% more health restored.	60% more health restored.	100% more health restored.
Bountiful Sunlight	20% more health restored.	40% more health restored.	-	-
Soothing Sunlight	4.2% more health restored.	8.4% more health restored.	-	-

Notes

- A boost will disappear and not work if you travel too far from a resonance sign.
- Resonance signs have a lifetime of 30 seconds.
- 10 is the maximum number resonance signs that can be present in a single world at any given time.

Bugs

- As of late October 2013, Miracle Resonance has broken again on the PS3. It had been working since Patch 1.08, but the location data appears to be bugged so that all signs now appear in one particular location in the Darkroot Forest.

+ show bug history - hide notes

- As of Patch 1.08, Miracle Resonance was fixed for the PS3. The patch was meant to primarily address a stat-draining bug in PvP, however resonance was temporarily fixed along with it.
- As of Patch 1.06, Miracle Resonance was temporarily fixed for the PS3. However, it stopped working not long after Patch 1.06 was released, likely corresponding with the visual glitch that appeared in the Additional Content areas. Patch 1.07 fixed the flickering visuals of the Additional Content, but did not fix Miracle Resonance.
- Prior to Patch 1.06, only two resonance signs would appear in a fixed location in the Catacombs, near the last Necromancer. They are no longer there.

Footnotes 1. May benefit from increased stamina and/or poise drain, but it has not yet been tested.

Miracles

non sortable table

- there are **twenty three** separate Miracles
- some miracles are capable of Miracle Synergy

click any heading to sort the table accordingly

Replenishment

In-Game Description

*Common miracle amongst cleric knights.
Gradual HP restoration.*

*Beware of the cleric knight blessed by
Replenishment, for he shall not fall easily.*

Availability

- Gifted by Rhea of Thorolund after killing the hollowed Vince and Nico of Thorolund in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	2	60 seconds	0 frames	16 Faith	1 Attunement Slot	Rhea of Thorolund	-

- Grants HP regeneration at the rate of 10 HP/seconds for the 60 seconds, resulting in a total of 600 health restored.
- The regeneration rate does not scale with the talisman's MagAdjust, but can be strengthened by Miracle Synergy
- Counts as personal buff. Cannot stack with these items/spells:
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Transient Curse,

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Seek Guidance

In-Game Description

*Miracle of Clerics on an Undead mission.
Display more guidance from other worlds.*

*Guidance facilitates communication between
Undead, but their value varies greatly.
A balance of faith and wisdom is required.*

Availability

- Sold by Petrus of Thorolund in Firelink Shrine.
- Sold by Rhea of Thorolund at Undead Parish after saving her in the Tomb of the Giants.

General Information

Spell Type	Uses	Faith	Duration	Slot Cost	NPC Trainer	Training Cost
Support,Self	5	12	30 seconds	1 Attunement Slot	Petrus of Thorolund Rhea of Thorolund	2,000 Petrus 500 Rhea

- Display more online messages written using the Orange Guidance Soapstone.
- Allows caster to see the positive and negative votes on a given message.
- Show hidden messages written by the developer. These messages have the Knight of Astora icon and may contain phrases that cannot be used by players:

Area	Message	Location
Undead Asylum	"Exchange"	Near the small nest for trading with Snuggly.

Firelink Shrine	"Path ahead"	Drop off location from the elevator, indicating the path to the egg-nest above.
Firelink Shrine	"Here!"	On the base of the flying buttress, showing where to land to continue up to the nest.
Firelink Shrine	"Imminent merchant..."	Under the aqueduct tunnel, in front of Domhnall of Zena's second location.
Upper Undead Burg	"Jumping off ahead"	Before the barrels and drop-down path leading to the ambush hollows.
Upper Undead Burg	"Imminent drake..."	At the start of the Hellkite Dragon bridge, by the basement door.
Lower Undead Burg	"Prisoner ahead"	Outside of the room containing Griggs of Vinheim.
Undead Parish	"Blacksmith ahead"	Outside the church, on the path leading to Andre of Astora.
Undead Parish	"Prisoner ahead"	In the doorway leading to Lautrec's cell, before the Balder Knight.
Darkroot Garden	"Follow the shining flowers"	At the start of the garden, outside the Titanite Demon room.
Darkroot Garden	"Are the trees moving?"	By the lone Frog-Ray between the two killable trees.
Darkroot Garden	"Ember ahead"	Near the ember by the Mushroom Parents, approaching from the Great Feline area.
Valley of Drakes	"Ring ahead"	Before the bridge with the Drakes, approaching from the Darkroot Basin elevator.
Depths	"I can't take this..."	By the bonfire.
Depths	"Try sliding down"	By the waterfall ramp in the Giant Undead Rat's chamber.
Depths	"Imminent shortcut..."	Above the shortcut ladder near the bonfire.
Depths	"Weakness: Head"	In the Gaping Dragon boss area, near a pillar to the left of the entrance.
Blighttown	"Path ahead"	Near the upper bonfire, before the stone walkway containing the Flaming Attack Dogs.
Blighttown	"bug?"	Shortly after the upper bonfire, on a ledge overlooking the Parasitic Wall Hugger.
Quelaag's Domain	"Illusory wall ahead"	Near the illusory wall leading to the Daughter of Chaos bonfire.

The Catacombs	"Try divine"	On the floor by the first ladder in The Catacombs.
The Catacombs	"Liar"	By Patches, behind the bridge switch.
The Catacombs	"Blacksmith ahead"	Outside the entrance to Vamos, near the wheel skeletons.
New Londo Ruins	"Need curses"	Before the narrow wooden bridges.
New Londo Ruins	"Imminent jumping off..."	At the bottom of the broken stairs, outside the building with Ingward.
New Londo Ruins	"Need covenant"	Outcrop at bottom of staircase leading to the Four Kings.
Sen's Fortress	"Prisoner ahead"	In front of the breakable wall leading to Big Hat Logan.
Anor Londo	"Path ahead"	At the base of the flying buttress leading to the painting room catwalks.
Anor Londo	"Try projectile"	In Gwynevere's chamber.
The Duke's Archives	"Try resignation"	In Seath the Scaleless's first location. To the left after passing through the fog gate.
Demon Ruins	"Safe zone ahead"	In the Centipede Demon room, on a patch of ground to the right of the entrance.

Soothing Sunlight

In-Game Description

Special miracle granted to the maidens of Gwynevere, Princess of the Sun. Restores high HP for self and vicinity.

The miracles of Gwynevere, the princess cherished by all, grant their blessing to a great many warriors.

Availability

- Dropped from one of the non-hostile/non-respawning Pisaca in the prison part of The Duke's Archives, outside of Big Hat Logan's cell.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	-	0 frames	48 Faith	2 Attunement Slots	-	-

- Special variant of heal miracles. Heals 6 times the Talisman's MagAdjust for self and all party members in range. Party members including:
 - Phantoms summoned for co-op (including NPC phantoms)
 - Charmed undeads under the effect of Undead Rapport
 - The host, if the caster is a white phantom
 - Another blue phantom, if the caster is a blue phantom
 - The invaded world's normal enemies, if the caster is a red invader
- Requires being a member of the Princess's Guard covenant to be able to cast it. It can still be equipped by those who are not members of the covenant, but they will not be able to use it.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Sunlight Blade

In-Game Description

Miracle wielded by Lord Gwyn's firstborn.

Boost right weapon with rays of Sun.

The power of sunlight, manifested as lightning, is very effective against dragons.

When the eldest son was stripped of his deific status, he left this on his father's coffin, perhaps as a final farewell.

Availability

- Treasure from a chest in the Darkmoon Tomb after killing Dark Sun Gwyndolin.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	1	60 seconds	0 frames	30 Faith	1 Attunement Slot	-	-

- Adds lightning damage to the weapon equivalent to talisman's MagAdjust * 1.8.
- Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:
Charcoal Pine Resin, Crystal Magic Weapon, Darkmoon Blade, Gold Pine Resin, Great Magic Weapon, Hidden Weapon, Magic Weapon, Rotten Pine Resin,

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Sunlight Spear

In-Game Description

Miracle born from the fading soul of Gwyn.

Hurl sunlight spear.

*In the war that marked the dawn of the Age of Fire,
Gwyn wielded these rays of sunlight, which remains fierce even as they fade.*

Availability

- Trade Soul of Gwyn, Lord of Cinder at the Altar of Sunlight while possessing Great Lightning Spear.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/3.7	5	-	20 frames	50 Faith	2 Attunement Slots	-	-

- Requires being a member of the Warrior of Sunlight covenant to be able to cast it. It can still be equipped if one is not a member of the covenant, but they are not able to use it.
- Like any other items given by a covenant, only one copy can be obtained on a character. It is not possible to offer another Soul of Gwyn, Lord of Cinder at the Altar of Sunlight.
- For those who dont play online, the only means to get this miracle is by clearing the game once and going into New Game+, as the item needed is dropped by the final boss. For those who play online, they may also have another player drop Soul of Gwyn, Lord of Cinder for them, because spells can't be dropped.
- Has a knockback effect equivalent to Karmic Justice on a direct hit, almost always blowing the target away.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Tranquil Walk of Peace

In Game Description

Outland miracle, foreign to the Way of White
Slows all walking within effect area.

This miracle is normally used to flee,
as it slows walking but does not affect attacks,
but nevertheless defines peace perfectly.

Availability

- Found in The Catacombs:
 - Start off at the first Bonfire in The Catacombs
 - Drop off the first bridge onto the second.
 - Enter the room on the right. It should be circular and contain two shield/scimitar-wielding skeletons.
 - The brick wall can be knocked down to reveal a secret passage.
 - Drop down into the passage, and proceed towards the Giant Skeleton. The Darkmoon Seance Ring is just behind the Giant Skeleton.
 - The right hand wall has a weak spot half-way down the hallway. Break this and head up the mound of dirt to another room, which leads to a Necromancer.
 - On the wall (right side of the small room) is a ladder. Climb the ladder. Beware of trapped statues!
 - In the final room is a dirt grave with the Miracle sitting atop it.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	5	10 seconds	0 frames	18 Faith	1 Attunement Slot	-	-

- Creates an aura that slows the movement speed of nearby enemies, forcing slow-walk on Player-Characters or equivalent patterns.
- Spell version of the Stone Greatsword magic attack.
- Using Great Magic Barrier blocks this effect.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Vow of Silence

In-Game Description

*Secret rite of black-haired witch Velka.
Prevents casting of magic within effect area.*

Velka, the Goddess of Sin, is a rogue deity, but she is versed in arts both new and old, and is considered to have a great range of influence even as gods are concerned.

Availability

- Found in the Painted World of Ariamis inside the Annex (requires Annex Key), at the top of building. Several Crow Demons will ambush when trying to reach it.

General Information

Spell Type	Uses	Faith	Duration	Slot Cost	NPC Trainer	Training Cost
Support,Self	2	30	30 seconds	2 Attunement Slots	-	-

- Creates an aura that prohibits all spell casting, the caster and allied Phantoms included.
- When cast via Spellswapping, its effect does not influence the caster¹.

Footnotes 1. source and demonstration

Wrath of the Gods

In-Game Description

*Primal form of Force.
Create powerful shockwave.*

*Wrath of the Gods was an epic tale that
tattered over time and devolved into the
modern Force. This primal form of Force
emits a shockwave that also inflicts damage.*

Availability

- Sold by Rhea of Thorolund in Undead Parish after saving her in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.8/0/0	3	-	0 frames	28 Faith	1 Attunement Slot	Rhea of Thorolund	10,000

- Has a 2.8 MagAdjust modifier for magic damage, incremented by 0.1 for every Miracle Synergy level.
- Creates powerful damaging shockwave.
- Capable of deflecting projectile weapons just like Force.
- Guaranteed knockdown on anyone with less than 21 poise and a guaranteed stagger for anyone above.

Key

MagAdj Modifier:	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>