

# 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

<b>MagAdj Modifier:</b>	<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"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<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>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<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>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>