

# Darkmoon Blade

## In-Game Description

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*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

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

## General Information

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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

<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>

**NPC Trainer,**  
**Training Cost:**

The NPC who can teach the player the spell for the  
Training Cost.

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