

# 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.<sup>1</sup>

# 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 by 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>  |

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