

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 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>

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