

# 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

<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>