

# Great Magic Weapon

## In-Game Description

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*Sorcery which improves upon Magic Weapon.*

*High magic augmentation: right weapon.*

*At Vinheim Dragon School, only magic swordsmen on special orders are allowed to learn this spell which grants powerful augmentation to various weapons.*

## Availability

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- Found next to the dead body by the chandelier in the room with Painting Guardians in Anor Londo. You must break the chandelier's chain while in the rafters above to make it drop.

## General Information

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MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	60 seconds	0 frames	15 Int	1 Attunement Slot	-	-

- Adds magic damage to the weapon equivalent to catalyst's MagAdjust \* 1.1.
  - Counts as weapon buff. Can only be used on enchantable weapons and cannot stack with these items/spells:  
Charcoal Pine Resin, Crystal Magic Weapon, Darkmoon Blade, Gold Pine Resin, Hidden Weapon, Magic Weapon, Rotten Pine Resin, Sunlight Blade,
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## 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>

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