

# Homeward

## In-Game Description

*Great miracle cast by advance clerics.  
Return to last bonfire rested at.*

*Would normally link to one's homeland,  
only the curse of the Undead has distorted  
its power, redirecting casters to a bonfire.  
Or perhaps for Undead, this serves as home?*

## Availability

- Sold by Petrus of Thorolund in Firelink Shrine.
- Sold by Rhea of Thorolund in Undead Parish after saving her in the Tomb of the Giants.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	1	-	0 frames	18 Faith	1 Attunement Slot	Petrus of Thorolund Rhea of Thorolund	8,000 Petrus 1,000 Rhea

- Spell form of the Homeward Bone item. Returns to the last bonfire rested at and restores HP, charges of attuned spells, and respawns all enemies.
  - Due to the high cost of levelling up especially later in the game, the attunement slot needed to afford this spell quickly becomes much more valuable than the cost of Homeward Bones. Levelling up Faith for this spell is never recommended.

## 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>

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