

Miracle Synergy

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Miracle Synergy / Miracle Resonance

Miracle Synergy is a system that allows a certain set of miracles to gain a boost and become more powerful upon use.

There are two ways to receive a synergy boost:

- Standing near a miracle resonance sign.
Casting miracles can spawn miracle resonance signs in other players' worlds. Resonance signs appear as white rings floating just above the ground, identical to the yellow ring of light at the end of Sen's Fortress, although they are colorless. Standing near a miracle resonance sign will give a boost to any of the nine miracles that are capable of miracle synergy, represented by a thin white ring over the miracle's HUD icon. Standing near multiple white rings at once can increase the miracle boost. There are 4 distinct boost levels which correspond to the presence of 1, 3, 6 and 10 rings respectively. The current boost level is represented by a white ring of varying thickness over your miracle's HUD icon.
- Equipping the Ring of the Sun Princess.
Wearing the Ring of the Sun Princess increases the miracle boost by exactly one level. Resonance signs and Ring of the Sun Princess do stack, but only up to boost level 4. Equipping the ring has no effect if the player already reached a quadruple boost by standing near 10 resonance signs at the same time.

Creating a Resonance Sign for Others

A resonance sign will be sent to another random player online when one of these four specific miracles are cast:

- Bountiful Sunlight
- Soothing Sunlight
- Great Heal
- Wrath of the Gods

Indication that Synergy is in Effect

The following images will appear transparent over the equipped miracle in the HUD:

| Effect | Image |
|----------------------|-------|
| Synergy Boost | |
| Double Synergy Boost | |

List of Miracles that can be boosted

| Miracle | Synergy Boost | Double Synergy Boost | Triple Synergy Boost | Quadruple Synergy Boost |
|--------------------|---|--|--|--|
| Heal | ~8.3% more health restored. | ~16.6% more health restored. | ~25.1% more health restored. | ~33.4% more health restored. |
| Great Heal Excerpt | ~3.1% more health restored. | ~6.3% more health restored. | ~9.4% more health restored. | ~12.5% more health restored. |
| Great Heal | ~3.1% more health restored. | ~6.3% more health restored. | ~9.4% more health restored. | ~12.5% more health restored. |
| Force ¹ | Range increased slightly. | Range increased slightly. | - | - |
| Emit Force | ~5% more damage and range increased slightly. | ~10% more damage and range increased slightly. | ~16% more damage and range increased slightly. | ~21.3% more damage and range increased slightly. |
| Wrath of the Gods | ~4.5% more damage. | ~9% more damage. | ~13.5% more damage. | ~17.8% more damage. |
| Replenishment | 20% more health restored. | 40% more health restored. | 60% more health restored. | 100% more health restored. |
| Bountiful Sunlight | 20% more health restored. | 40% more health restored. | - | - |
| Soothing Sunlight | 4.2% more health restored. | 8.4% more health restored. | - | - |

Notes

- A boost will disappear and not work if you travel too far from a resonance sign.
- Resonance signs have a lifetime of 30 seconds.

- 10 is the maximum number resonance signs that can be present in a single world at any given time.

Bugs

- As of late October 2013, Miracle Resonance has broken again on the PS3. It had been working since Patch 1.08, but the location data appears to be bugged so that all signs now appear in one particular location in the Darkroot Forest.

+ show bug history - hide notes

- As of Patch 1.08, Miracle Resonance was fixed for the PS3. The patch was meant to primarily address a stat-draining bug in PvP, however resonance was temporarily fixed along with it.
- As of Patch 1.06, Miracle Resonance was temporarily fixed for the PS3. However, it stopped working not long after Patch 1.06 was released, likely corresponding with the visual glitch that appeared in the Additional Content areas. Patch 1.07 fixed the flickering visuals of the Additional Content, but did not fix Miracle Resonance.
- Prior to Patch 1.06, only two resonance signs would appear in a fixed location in the Catacombs, near the last Necromancer. They are no longer there.

Footnotes 1. May benefit from increased stamina and/or poise drain, but it has not yet been tested.

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