

# Remedy

## In-Game Description

*Sorcery of the red-robed Yulva,  
one of the Sealers of New Londo.  
Reduce bleeding and poison build-up,  
and undo various poisonous effects.*

*One of the New Londo's unique healing sorceries.  
Perhaps she abandoned her Sealer duty to  
take her healing arts back to Blighttown.*

## Availability

- Found in a chest in Blighttown near the elevator:
  - The quickest way to get there is the shortcut from the Valley of Drakes. Descend several ladders and watch out for a path on a root with some wood planks.
  - Follow that root slowly, to the other side, careful not to fall.
  - Kill the Cragspider and see the body with the Crimson Armor Set and directly aside the treasure chest with this spell.

## General Information

| MagAdj<br>Modifier | Uses | Duration | Dex<br>Reduction | Stats Needed | Slot Cost            | NPC Trainer | Training Cost |
|--------------------|------|----------|------------------|--------------|----------------------|-------------|---------------|
| 0/0/0/0            | 4    | -        | 0 frames         | 16 Int       | 1 Attunement<br>Slot | None        | None          |

- Reduces Bleed, Poison, and Toxic build-up.
- Removes Poison and Toxic status effects.

# 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>  |