

# Remedy

## In-Game Description

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*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

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- 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

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

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