

# Soothing Sunlight

## In-Game Description

*Special miracle granted to the maidens of Gwynevere, Princess of the Sun. Restores high HP for self and vicinity.*

*The miracles of Gwynevere, the princess cherished by all, grant their blessing to a great many warriors.*

## Availability

- Dropped from one of the non-hostile/non-respawning Pisaca in the prison part of The Duke's Archives, outside of Big Hat Logan's cell.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	-	0 frames	48 Faith	2 Attunement Slots	-	-

- Special variant of heal miracles. Heals 6 times the Talisman's MagAdjust for self and all party members in range. Party members including:
  - Phantoms summoned for co-op (including NPC phantoms)
  - Charmed undeads under the effect of Undead Rapport
  - The host, if the caster is a white phantom
  - Another blue phantom, if the caster is a blue phantom
  - The invaded world's normal enemies, if the caster is a red invader
- Requires being a member of the Princess's Guard covenant to be able to cast it. It can still be equipped by those who are not members of the covenant, but they will not be able to use it.

# 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>