

Sunlight Spear

In-Game Description

Miracle born from the fading soul of Gwyn.

Hurl sunlight spear.

In the war that marked the dawn of the Age of Fire, Gwyn wielded these rays of sunlight, which remains fierce even as they fade.

Availability

- Trade Soul of Gwyn, Lord of Cinder at the Altar of Sunlight while possessing Great Lightning Spear.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/3.7	5	-	20 frames	50 Faith	2 Attunement Slots	-	-

- Requires being a member of the Warrior of Sunlight covenant to be able to cast it. It can still be equipped if one is not a member of the covenant, but they are not able to use it.
- Like any other items given by a covenant, only one copy can be obtained on a character. It is not possible to offer another Soul of Gwyn, Lord of Cinder at the Altar of Sunlight.
- For those who dont play online, the only means to get this miracle is by clearing the game once and going into New Game+, as the item needed is dropped by the final boss. For those who play online, they may also have another player drop Soul of Gwyn, Lord of Cinder for them, because spells can't be dropped.

- Has a knockback effect equivalent to Karmic Justice on a direct hit, almost always blowing the target away.

Key

<p>MagAdj Modifier:</p>	<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"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

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