

Wrath of the Gods

In-Game Description

*Primal form of Force.
Create powerful shockwave.*

*Wrath of the Gods was an epic tale that
tattered over time and devolved into the
modern Force. This primal form of Force
emits a shockwave that also inflicts damage.*

Availability

- Sold by Rhea of Thorolund in Undead Parish after saving her in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.8/0/0	3	-	0 frames	28 Faith	1 Attunement Slot	Rhea of Thorolund	10,000

- Has a 2.8 MagAdjust modifier for magic damage, incremented by 0.1 for every Miracle Synergy level.
- Creates powerful damaging shockwave.
- Capable of deflecting projectile weapons just like Force.
- Guaranteed knockdown on anyone with less than 21 poise and a guaranteed stagger for anyone above.

Key

MagAdj Modifier:	<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>
Uses:	<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>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<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>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>