

# Miracles

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# Blinding Bolt

## In-Game Description

*A miracle that creates a giant soul mass and transforms it into a lightning-spouting orb of light.*

*Crafted in ancient times by the God of Sun, but later forbidden by the same deity. Was it to protect the world from hatred, or sorrow?*

## Use

Releases an orb of energy which travels for a short distance, then remains stationary while firing 15 Lightning Spears in random directions.

If the orb collides with a wall, the spell will dissipate. If the orb collides with an enemy, it will deal the damage of approximately one spear.

## Availability

Trade the Old King Soul and 10,000 souls to Straid of Olaphis.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
AoE/Lightning	4-8	65	3sec	1

### Cast Increases with Attunement

Attunement	Uses
10	4
32	5

43	6
58	7
94	8

# Notes

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- This is the spell with the highest Faith requirement in the game.

# Bountiful Sunlight

## In-Game Description

*A special miracle passed down through the ages,  
Slowly heals a great amount of HP of self and nearby allies.*

*This miracle, once kept by the Lindelt Monastery,  
was stolen and never recovered.*

## Use

Heals you and nearby allies for 840 HP over 120 seconds.

## Availability

- Reach Rank 3 in the Blue Sentinels covenant.
- Sold by Chancellor Wellager for 11,000 souls in NG++. Note: Bonfire Ascetic doesn't work.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	2-5	38	120sec	3

### Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4
94	5

# Notes

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- As of 1.07, casting this on one's self will now diffuse all support effects. However having it cast by someone else will not diffuse other support effects.
- Casting spells on yourself to create other support effects after having these used will diffuse the effect of this spell.

# Caressing Prayer

## In-Game Description

*An elementary miracle for clerics.*  
*Purifies the body, removing all poison.*

*Affects both the caster and nearby allies.*

*This spell was recently developed,*  
*and may not be an authentic miracle.*

## Use

Lowers poison buildup levels, cures poison on you and nearby allies.

## Availability

- Sold by Licia of Lindeldt for 2,000 souls.
- Sold by Cromwell the Pardoner for 2,000 souls.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	4-8	15	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	8
26	9
32	10
38	11

49	12
58	13
79	14
94	15



# Denial

## In-Game Description

*An ancient miracle owed to the cardinal of Shulva.  
Challenge fate one time when HP reaches 0.*

*Originally intended to grant the  
dying a few moments for a final farewell.*

## Use

If the player receives a killing blow while this miracle is active, they won't die but will survive with under 15 HP instead. Duration depends on Faith.

## Availability

Found behind a wheel contraption in Dragon's Sanctum near the Hidden Sanctum Chamber bonfire. Requires shooting a button from three different angles (arrows and Firebombs work).

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Self-Buff	1	24	60-240 sec	3

### Duration Increases with Faith

Faith	Duration
10	60 sec
13	60 sec

24	180 sec
50	240 sec

## Notes

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- A very handy spell for boss battles and can save you life, though it is not very effective if there is damage over time effects in the boss battle.
- Does not work on fall damage.
- Does not cancel poison, making it useless against it.
- This spell does not increase in casts with Attunement.
- Hexer's Hood, Saint's Hood, and Northern Ritual Band gives one more cast.
- The Crown of the Old Iron King will restore the charge every two minutes.
- At 50 faith the duration is roughly 4 minutes and 2 seconds, and can be extended beyond that with Lingering Dragoncrest Ring.
- 60 seconds appears to be the minimum.

# Emit Force

## In-Game Description

*A miracle derived from Force.  
Emits a forward-moving shockwave.*

*Throughout history, there have been many  
examples of imitative miracles.  
When discerning original from imitator is nigh  
on impossible, which is which hardly matters.*

## Use

A forward-moving shockwave that deals damage and causes stagger. Deals approximately 1.55x the Attack Rating of your weapon + 76.

## Availability

- Sold by Blue Sentinel Targray for 4,200 souls.
- Sold by Cromwell the Pardoner for 4,200 souls.
- *Dark Souls II* and *Scholar of the First Sin*: Found in No-man's Wharf on a corpse at the edge of a cliff overlooking the area. The area is just after the three Dark Stalkers in a mountainous area, but before the house containing more Stalkers and Lonesome Gavlan.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Ranged/AoE	4-10	20	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	4

26	5
32	6
43	7
49	8
79	9
94	10

# Force

## In-Game Description

*An elementary miracle.*  
*Releases a shockwave that staggers foes.*

*Pushes nearby foes back, but leaves them unhurt.*  
*Does not directly cause damage, but can be highly effective with a little ingenuity.*

## Use

Releases a shockwave that deals no damage, but causes stagger. Very short cast time.

## Availability

- Sold by Licia of Lindeldt for 1,800 souls.
- Sold by Cromwell the Pardoner for 1,800 souls.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Melee/AoE	10-20	12	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	10
15	11
26	12
32	13

38	14
43	15
49	16
58	17
79	18
94	20

# Great Heal Excerpt

## In-Game Description

*A highly advanced miracle.*  
*An excerpt from the Great Heal tome.*  
*Greatly restores HP.*  
*Its effect is the same as Great Heal,*  
*but has limited uses.*

*The erudite Great Heal tome requires*  
*extensive training to properly interpret,*  
*making it accessible to only a select few.*

## Use

Heals the caster for roughly 1300 HP at required FTH. The healing amount scales with the caster's FTH.

Fewer uses than Great Heal. Does not heal allies.

Unique among the heal miracles in that it is cast while walking, rather than in a crouching position. The casting speed is also notably higher.

## Availability

Sold by Licia of Lindeldt for 4,500 souls.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	1-3	14	N/A	1

### Cast Increases with Attunement

Attunement	Uses
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10	1
43	2
94	3



# Great Heal

## In-Game Description

*A glorious miracle only accessible to a small minority of clerics. Greatly restores HP.*

*Only a select few have learned to recite this epic romance in its entirety, but those who do are amply rewarded.*

## Use

Heals the caster and nearby allies for roughly 1100 HP at required FTH.  
The healing amount scales with the caster's FTH.

## Availability

- Sold by Cromwell the Pardoner for 8,000 souls.
- Found as treasure in Grave of Saints, before the scaffolding leading to the Gutter.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	3-6	28	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6



# Great Lightning Spear

## In Game Description

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*A miracle that launches a great spear of lightning.  
Said to be the legacy of an ancient clan  
whose leader was revered as the God of Sun.*

*The name of the clan has been lost to time,  
but the gross incandescence of our magnificent  
father shall never wane.*

## Use

---

A powerful, conjured throwing spear that does Lightning damage.

Deals approximately 2.35x the Attack Rating of your weapon.

Does 18% of the damage the enemy would take as AOE (area of effect) damage.

*Example: If you hit a wall beside an enemy with a Spear, the enemy will take 18% of the damage they would normally take if they had been hit directly.*

When you hit an enemy directly, they also get hit with the AOE (unless they die from the direct hit), therefore they take 118% damage.

If a spear hits either the water or an enemy in water, a short range AoE burst deals extra damage to any enemy in the water close to the point of impact. (The water AoE combined with the existing AoE makes this do a large amount of damage).

## Availability

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- Sold by Straid of Olaphis for 13,000 souls after Undead Crypt.
- Down the Pit in Majula, Talk to Laddersmith Gilligan and pay him 12,000 souls to drop the large ladder. Descend the ladder until you are on a platform, climb the smaller ladder. Open the door by using the Forgotten Key which is found in Black Gulch. The miracle is in the right metal chest.

- In Undead Crypt, hidden behind an illusory wall which is activated by a Pharros' Lockstone. Find the room containing numerous Undead Laborer enemies which attempt to ring stone bells to summon additional Leydia Pyromancers from rectangular, upright, and destroyable statues. Initially, you must drop down into this room from an upper floor. There is an illusory wall hidden at the midway point of one of the walls. If you enter the room from the lever-activated shortcut, the wall will be on your left. Open the illusory wall, and use a Lockstone to activate another illusory wall which can be attacked to reveal the chest containing the scroll along with Olenford's Staff.

# Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Ranged/Lightning	2-10	42	N/A	1

## Cast Increases with Attunement

Attunement*	Uses
10	2
20	3
38	4
43	5
49	6
58	7
79	8
94	10

\*More testing needs to be done to get exact numbers

# Great Magic Barrier

## In-Game Description

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*Superior miracle to Magic Barrier.*

*Increases resistance to magic, lightning, fire, and dark.*

*The Knights of Mirrah are expected to fight honorably, with reliance only upon swordsmanship.*

*They only resort to magic the only time they truly need it: to face the magic of an enemy.*

## Use

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Increases Magic, Lightning, Fire, and Dark Defense by 250 points. The duration is dependent on the user's Faith.

In contrast to its weaker version Magic Barrier, this miracle does not affect allies!

## Note

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Disables the Resistance from Pyromancy Spell Flash Sweat and from the Miracles Magic Barrier and from the Items Small Orange Burr, Small Blue Burr, Small Yellow Burr, Dark Troches.

## Availability

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- Sold by Chancellor Wellager for 9,300 souls.
- Aldia's Keep treasure. It can be found in an iron chest just to right of the grand staircase on the second floor.
- Drangleic Castle treasure. From the King's Gate bonfire head through the first soul door on your right until you reach some stairs. Under those stairs is a corpse with the miracle. (Bonfire Intensity 2+ only)

# Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Self/Buf	1-3	28	18-90 sec	1

## Cast Increases with Attunement

Attunement	Uses
10	1
43	2
94	3

## Duration Increases with Faith

Faith	Duration
10	18 sec
20	34 sec
30	57 sec
42	90 sec

# Guidance

## In-Game Description

*A miracle created to help those who have lost their way. Reveals more messages from other worlds.*

*Countless worlds loosely overlap, and at the seams of contact, kindred souls, who have lost their way, call out to one another with fleeting messages of hope.*

## Use

Reveals hidden messages written by the developers, indicating the locations of illusory walls. These messages are recognizable due to the inability to rate them.

## Availability

Sold by Licia of Lindeldt for 3,700 souls.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	10-20	12	120sec	1

### Cast Increases with Attunement

Attunement	Uses
10	10
15	11

26	12
32	13
38	14
43	15
49	16
58	17
79	18
94	20

## Hidden Message Locations

+ Show list of messages - Hide list of messages

Area	Message	Location
Forest of Fallen Giants	"Search your surroundings"	In front of the illusory wall revealed by the Pharros' Lockstone contraption
Forest of Fallen Giants	"Search your surroundings"	In front of the illusory wall in the gated area beyond Mild Mannered Pate
No-Man's Wharf	"Search your surroundings"	In front of the illusory wall containing the chest with 3 Firebombs
No-Man's Wharf	"Search your surroundings"	In front of the breakable wall inside the room with the poison pots
The Lost Bastille	"Search your surroundings" x3	Leading to, and inside, the room with the 2 Pharros' Lockstone illusory walls
The Lost Bastille	"Search your surroundings"	In front of the breakable wall leading to the McDuff's Workshop bonfire
The Lost Bastille	"Search your surroundings" x6	Inside and around the Ruin Sentinels' room
The Lost Bastille	"Search your surroundings"	In front of the entrance to the Belfry Luna
The Lost Bastille	"Search your surroundings" x2	A couple floors beneath the Straid's Cell bonfire, leading to rooftop perimeter
Sinner's Rise	"Search your surroundings"	Behind the first enemy (Enhanced Undead), in the water to the right
Huntsman's Copse	"Search your surroundings" x2	Exiting the pit area with the platform mushrooms on the walls
Earthen Peak	"Search your surroundings"	A couple floors above the Central Earthen Peak bonfire, end of a hallway



Iron Keep	"Search your surroundings" x2	Surrounding a hidden room, up the stairs near Magerold of Lanafir
Iron Keep	"Search your surroundings"	By the Pharros' Lockstone illusory wall
Dragon Shrine	"Search your surroundings"	Near the Pharros' Lockstone contraption under the first staircase

# Heal

## In-Game Description

*A healing miracle widely used by clerics.  
Slightly restores HP.*

*To use miracles, equip a sacred chime  
and attune a miracle at a bonfire.*

## Use

Heals the caster and nearby allies for roughly 450 HP at required FTH.  
The healing amount scales with the caster's FTH.

## Availability

- Starting Miracle for the Cleric class.
- Sold by Merchant Hag Melentia for 1,500 souls.
- Sold by Licia of Lindeldt for 1,500 souls.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	3-6	12	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6



# Heavenly Thunder

## In-Game Description

*Emits lightning in random directions.  
Scholars bicker over whether this is  
the original Lightning Spear, or a derivative.*

*One can never gain full control of the power  
of the Gods, but with a little favor from lady luck,  
this spell will destroy your foes.*

## Use

Emits several random strikes of lightning around the point of cast.  
Each lightning strike deals approximately 1.65x the Attack Rating of your weapon

## Availability

- Sold by Blue Sentinel Targray for 3,300 souls.
- Sold by Cromwell the Pardoner for 3,300 Souls.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
AoE/Lightning	5-12	17	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	5
26	6

32	7
38	8
43	9
58	10
79	11
94	12

# Notes

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# Homeward

## In-Game Description

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*A miracle that returns the caster to the last bonfire rested at. Traditionally, its destination was the caster's homeland.*

*The curse slowly erodes one's memory, until even one's birthplace is reduced to a figment of a clouded past. But the bonfires are constant, a beacon for the tragically afflicted.*

## Use

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Warps the caster to the last bonfire they rested at.

## Availability

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Sold by Licia of Lindeldt for 2,400 souls.

## Stats

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Spell Type	Uses	Faith	Duration	Attunement Slots
Support	1	18	N/A	1

## Notes

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- This spell does **not** get more casts with higher Attunement.
- Hexer's Hood or Saint's Hood will increase the number of casts to 2.
- This spell, along with the Darksign, Aged Feather, and Homeward Bones will warp you back to the spawn gazebo in Things Betwixt if both the Fire Keeper's Dwelling in Things

Betwixt and The Far Fire in Majula are unlit, potentially as a softlock prevention measure and/or a default warp location.

- Warping with a Homeward Bone / Aged Feather / Darksign / Homeward will not cause you to rest at the bonfire, but it will reset the world and all enemies as if you had.
  - This means a Homeward Bone / Aged Feather / Darksign are safe to use during "no bonfire" runs, and Homeward is safe on NG+ "no bonfire" runs.
  - Since all enemies will be restored and you will not be, you will usually want to immediately rest after using Homeward Bone / Aged Feather / Darksign / Homeward.
- Even if you avoid resting at bonfires or using Homeward Bone / Aged Feather / Darksign / Homeward, enemies can respawn if you get far enough away that an area is unloaded. This distance is much further than in Dark Souls. If you run from Majula to Vendrick at the end of Undead Crypt and then back, only Shaded Woods will have been reloaded - Shrine of Amana and Drangleic Castle will be the way you left them.
- Warping with a Homeward Bone / Aged Feather / Darksign / Homeward will cause any summon signs you placed to disappear, no matter how short the distance you warp.

# Lightning Spear

## In-Game Description

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*A miracle that launches a spear of lightning.  
Said to be the legacy of an ancient clan  
whose leader was revered as the God of Sun.*

*The name of the clan has been lost to time,  
but the gross incandescence of our magnificent  
father shall never wane.*

## Use

---

A conjured throwing spear that does Lightning damage.

Deals approximately 1.95x the Attack Rating of your weapon.

Does 20% of the damage the enemy would take as AOE (area of effect) damage.

*Example: If you hit a wall beside an enemy with a Spear, the enemy will take 20% of the damage they would normally take if they had been hit directly.*

When you hit an enemy directly, they also get hit with the AOE (unless they die from the direct hit), therefore they take 120% damage.

If a spear hits either the water or an enemy in water, a short range AoE burst deals extra damage to any enemy in the water close to the point of impact.

## Availability

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- One sold by Licia of Lindeldt for 6,000 souls (unlimited after lighting the first bonfire in Drangleic Castle).
- Earthen Peak. Travel to the second bonfire (Central Earthen Peak) and walk up the stairs directly to your left as you exit the bonfire room, then a right into the doorway at the top of the stairs. Travel down the walkway until you reach the elevator activated by a pull lever. Do not pull the lever, and drop down onto the elevator. Climb the ladder to your left and travel down the pathway at the top of the ladder. The pathway ends with a Grave



Warden at a T intersection. Turn right at the end of the path. There will be a Desert Sorceress across a broken walkway that you can jump across to reach a chest. Do not jump across, instead turn right and drop down onto a ledge with a door on the wall. Walk forward and drop down onto the next platform which also has a door on the wall. Go through this doorway and there will be a chest containing Lightning Spear. (From where Pete is, walk out the unlocked door. Turn right and drop down)

Spell Type	Uses	Faith	Duration	Attunement Slots
Ranged/Lightning	2-15	22	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	2
15	3
26	4
38	5
43	7
49	9
58	11
79	13
94	15

## Notes

- For best results regarding damage, infuse the chime you are using with Lightning. This will increase damage and have only positive effects on any lightning based attack.
- An error in the current patch (1.5?) caused the damaged to be nerfed rather buffed as intended.

# Magic Barrier

## In-Game Description

*A miracle encasing the body in a magic barrier.  
Increases resistance to magic, lightning, fire and dark.*

*This miracle is said to shield its caster with the Rock's armor, and was common amongst the wizard knights of Mirrah.*

## Use

Increases Magic, Lightning, Fire and Dark defense by 150 points. Duration depends on Faith.

Unlike the stronger version Great Magic Barrier, this miracle can also affect nearby allies if they are close enough.

## Note

Disabled the Resistance from Pyromancy Spell Flash Sweat and from the Miracles Great Magic Barrier and from the Items Small Orange Burr, Small Blue Burr, Small Yellow Burr, Dark Troches.

## Availability

- Sold by Felkin the Outcast for 2,700 souls.
- Sold by Head of Vengarl for 2,700 souls.

Spell Type	Uses	Faith	Duration	Attunement Slots
Self/Buf	2-5	14	90sec	1

### Cast Increases with Attunement

Attunement	Uses
10	2

32	3
49	4
94	5

Duration Increases with Faith

Faith	Duration
?	? sec
?	? sec
?	? sec

# Med Heal

## In-Game Description

*Superior spell to Heal.  
Restores HP.*

*The strength of miracles are influenced  
by one's faith.*

*Miracles are tales of the Gods passed down  
long ago, but only a small number of the  
original tomes remain in their entirety,  
and most that exist are restorations.*

## Use

Heals the caster and nearby allies for 800 HP at required FTH.

## Availability

Sold by Licia of Lindeldt for 3,000 souls.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	2-4	18	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	2
43	3

94	4
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# Perseverance

## In-Game Description

*Enwreathes its caster with a pure veil.  
Grants temporary resistance to status effects.*

*Lindelt ascetics are sent to distant lands  
for proselytizing and self-training,  
but many of them decide not to return.*

## Use

Increases resistance against Poison and Bleed by 150 points, Petrify and Curse by 300 points, for 120 seconds.

## Availability

Sold by Cromwell the Pardoner for 3,500 souls.

Spell Type	Uses	Faith	Duration	Slot Cost
Self/Buf	4-8	15	120sec	1

### Cast Increases with Attunement

Attunement	Uses
10	4
32	5
43	6
58	7
94	8

# Replenishment

## In-Game Description

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*An intermediate miracle.  
Gradually restores HP.*

*This miracle is used by the resolute Lindelt cleric knights when fighting on the front lines.*

*There is a story, passed down through generations, claiming this band of knights once felled a poisonous dragon which menaced an entire nation.*

## Use

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Slowly heals 840 HP over 120 seconds.  
If it is used at a lower faith by using spices, the amount healed drops as low as 420 HP over 120 seconds at 10 faith.

## Availability

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- Sold by Licia of Lindeldt for 3,000 souls.
- Sold by Cromwell the Pardoner for 3,000 souls.

## Notes

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- Faith and Catalyst scaling has no impact on healing rate or amount of HP restored.

## Stats

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Spell Type	Uses	Faith	Duration	Slot Cost
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Support	2-5	16	120sec	1
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**Cast Increases with Attunement**

Attunement	Uses
10	2
32	3
49	4
94	5



# Resplendent Life

## In-Game Description

*A great miracle used by highly-ranked clerics.  
Slowly restores a large amount of HP.*

*Cleric Forsalle of Lindelt was a master of miracles who fought battles across the lands.  
His allies called him a holy knight, but his enemies feared him for his 'demonic powers'*

## Use

Heals a variable amount of HP based on faith over 60 seconds.  
At 10 faith, 420 HP is restored.  
At 25 faith, 755 HP is restored.  
The amount healed caps at 35 faith, with 1092 HP being restored.

## Availability

- Sold by Licia of Lindeldt for 4,500 souls.
- Sold by Straid of Olaphis for 4,500 souls.
- In the cell next to Straid of Olaphis when Bonfire Intensity is 2 or higher, replaces the Petrified Dragon Bone. Requires Bastille Key. Can be obtained by simply burning an ascetic at Straid's bonfire.

## Stats

Spell Type	Uses	Faith	Duration	Slot Cost
Support	2-5	25	60sec	2

### Cast Increases with Attunement

Attunement	Uses
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10	2
32	3
49	4
94	5

# Sacred Oath

## In-Game Description

*An ancient miracle said to have been devised by warriors who once served the God of Sun.*

*Provides a temporary boost to the attack and defense of its caster and all nearby allies.*

## Use

Increases Physical Attack damage by 50 and Physical Defence by 75 for you and nearby allies. Duration depends on Faith.  
Only gives bonus of 25 Physical Attack if normal weapon (non-boss with only base physical damage) is infused (other weapons need testing).

## Availability

Trade Soul of Velstadt and 3,000 souls with Straid of Olaphis.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Self/Buf	3-6	25	40-65 sec	4

### Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5

94	6
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Duration Increases with Faith

Faith	Duration
10	40 sec
20	50 sec
25	60 sec
35	65 sec

# Notes

- As of 1.07, casting this on one’s self will now diffuse all support effects as well as the effect of Rusted Coins. However, having it cast by someone else will not diffuse other support effects.
- Casting spells on yourself to create other support effects after having these used will diffuse the effect of this spell.

# Soothing Sunlight

## In-Game Description

*A special miracle passed down through the ages,  
Greatly heals HP of self and nearby allies.*

*This miracle, once kept by the Lindelt Monastery,  
was stolen and never recovered.*

## Use

Heals the caster and nearby allies for 1000 HP.  
Has a much larger healing radius than Great Heal.

## Availability

Dropped by Licia of Lindeldt after invading her with the Crushed Eye Orb in the Majula rotunda.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	2-4	52	N/A	2

### Cast Increases with Attunement

Attunement	Uses
10	2
43	3
94	4

# Soul Appease

## In-Game Description

*One of the lost miracles preserved only in the Undead Crypt. Inflicts heavy damage on mindless Hollows, but has no effect on anything else.*

*The Undead Crypt is a place of rest for the living. Those afflicted by the curse can only pray to one day gain entrance.*

## Use

Releases a wave of energy in a wide circle around the caster which hits any undead in range for high damage. Does no damage to living entities.

Works against Hollowed hosts when invading.

## Availability

- Sold by Stone Trader Chloanne for 8,800 souls.
- Sold by Grave Warden Agdayne for 8,800 souls.

## Stats

Spell Type	Uses	Faith	Duration	Slot Cost
AoE	4-8	19	N/A	1

### Cast Increases with Attunement

Attunement	Uses
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10	4
32	5
43	6
58	7
94	8

## List of affected enemies and bosses

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+ Show list of enemies - Hide list of enemies  
*Enemy duplicates are listed only once.*

## Things Betwixt

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- Undead Traveler

## Majula

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- Enslaved Pig

## Forest of Fallen Giants

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- Hollow Infantry
- Hollow Soldier
- Heide Knight

## No-man's Wharf

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- Varangian Sailor
- Stray Dog

## The Lost Bastille

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- Undead Jailer
- Undead Citizen

## Sinner's Rise

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- Enhanced Undead

## Huntsman's Copse

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- Captive Undead
- Undead Laborer
- Artificial Undead
- Rogue
- Necromancer

## Harvest Valley

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- Undead Steelworker

## Earthen Peak

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- Mimic

## Doors of Pharros

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- Primal Knight
- Gyrm
- Gyrm Warrior
- Dog Rat
- Royal Rat Authority

## Brightstone Cove Tseldora

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- Undead Peasant
- Undead Boar
- Hollow Priest
- Hollow Mage
- Duke Tseldora
- Vengarl's Body (*Dark Souls II* only. Found in Shaded Woods in *Dark Souls II: Scholar of the First Sin*.)

## Grave of Saints

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- Corpse Rat
- Royal Rat Vanguard

## The Gutter

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- Hunting Dog

## Black Gulch

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- The Rotten

## Shrine of Amana

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- Amana Shrine Maiden
- Lizardman

## Undead Crypt

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- Vendrick

## Dragon Shrine

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- Dark Priestess

## Shulva, Sanctum City

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- Sanctum Soldier

## Dragon's Sanctum

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- Sanctum Priestess

## Cave of the Dead

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- Graverobber, Varg and Cerah

## Brume Tower

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- Ashen Warrior
- Cask Runner
- Iron Warrior
- Scorchers

## Frozen Eleum Loyce

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- Spellsword
- Retainer

## Grand Cathedral

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- Charred Loyce Knight

# Splintering Lightning Spear

## In-Game Description

*Developed from a primal miracle.  
Launch splintering spears of lightning.*

*Ever since miracles came to be, learned  
men have endeavored to rework and remold  
them to their satisfaction.  
This is one such effort.*

## Use

Shoots a Lightning Spear above the target, creating a concentrated circle of lightning projectile rain.

## Availability

In a chest on top of a tower in Frozen Eleum Loyce. The ladder leading up to it will be visible after you have acquired Eye of the Priestess and can be seen from the Outer Wall bonfire (just to the right of the ice), You can still climb up the ladder while it's invisible.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Faith Required
Ranged/Lightning	2-5	N/A	1	50

### Cast Increases with Attunement

Attunement	Uses
10	2

32	3
49	4
94	5

# Notes

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- The casting animation looks very similar to the one of the Lightning Spear.
- The lightning rain is very similar to the one of Heavenly Thunder
- Very slow casting speed; Not useful as an offensive spell, more of a support spell.
- Only hits once despite the amount of lightning spears it produces.

# Sunlight Blade

## In-Game Description

*An ancient miracle of the sun.  
Reinforces weapon in other hand with sunlight,  
a form of lightning.*

*The sun grants life to all things upon the earth,  
even if the worshippers of sunlight no longer  
bless the surface with their presence.*

## Use

Temporarily increases weapon's lightning damage by  $(\text{TotalAR} * 0.3) + 5^1$ . Duration is dependent on Faith.

## Availability

- Sold by Straid of Olaphis for 12,400 souls after defeating Velstadt, the Royal Aegis.
- Treasure in Shrine of Amana, in an iron chest along an optional path a short distance from the second bonfire. Guarded by an Ogre as well as two Amana Shrine Maidens and a Lizardman. Video location: <https://m.youtube.com/watch?v=6yrNSneDbQs>

## Stats

Spell Type	Uses	Duration	Attunement Slots	Faith Required
Self/Buf	1-3	26-99 sec	1	36

### Cast Increases with Attunement

Attunement	Uses
10	1

43	2
94	3

Duration Increases with Faith

Faith	Duration
10	26 sec
20	30 sec
30	50 sec
40	70 sec
50	90 sec
54	99 sec

Footnotes 1.  
[https://www.reddit.com/r/DarkSouls2/comments/2xpwud/the\\_mystery\\_of\\_buffs\\_a\\_post\\_of\\_calculations\\_and](https://www.reddit.com/r/DarkSouls2/comments/2xpwud/the_mystery_of_buffs_a_post_of_calculations_and)

# Sunlight Spear

## In-Game Description

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*A miracle that launches a spear of sunlight.  
Powered with immense wondrous souls.*

*One of the ancient original miracles,  
said to have existed from the infancy  
of the very world.*

## Use

---

A very powerful, conjured throwing spear that does Lightning damage.

Deals about 3.75 \* sacred chimes Lightning ATK in damage.

Does 14.25% of the damage the enemy would take as AoE (area of effect) damage.  
Example: If you hit a wall beside an enemy with a Spear, the enemy will take 14.25% of the damage they would normally take if they had been hit directly.

When you hit an enemy directly, they also get hit with the AoE (unless they die from the direct hit), therefore they take 114.25% damage.

If a spear hits either the water or an enemy in water, a short range AoE burst deals extra damage to any enemy in the water close to the point of impact.

## Availability

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Reward for reaching Rank 3 in the Heirs of the Sun covenant.

## Stats

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Spell Type	Uses	Faith	Duration	Slot Cost
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Ranged/Lightning	2-6	55	N/A	2
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**Cast Increases with Attunement**

Attunement	Uses
10	2
38	3
49	4
79	5
94	6

# Notes

- The number of spell uses was decreased in Calibrations 1.08



# Unveil

## In-Game Description

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*A miracle that senses traitors.  
Reveals the location of the nearest enemy,  
or invading dark spirit.*

*Those who serve the Lindelt Monastery  
wil'fully adhere to strict commandments.  
This miracle was created to castigate those  
who ignore the righteous teachings.*

## Use

---

Casts a red orb above your head that flies towards the location of the nearest enemy or invader (including NPC invaders). If no enemy is within range, the orb will travel upwards at a slight angle (So be aware that this could mean an enemy is above you, or no enemy is near).

Unveil is automatically cast for a member of the Blue Sentinels that directs them to hostile invaders whenever they are summoned to protect a member in the Way of Blue covenant.

When this miracle is used by an invader, it will not lock on to the host nor any of his phantoms, making it practically useless as an invader.

This miracle does not work against Blue Sentinel Invaders (Arbiter Spirits). [tested]

## Availability

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Sold by Straid of Olaphis for 2,200 souls.

## Stats

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Spell Type	Uses	Faith	Duration	Attunement Slots
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Support	4-8	13	N/A	1
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**Cast Increases with Attunement**

Attunement	Uses
10	4
32	5
43	6
58	7
94	8

# Wrath of the Gods

## In-Game Description

*Miracle that releases local shockwave, staggering nearby foes and causing heavy damage.*

*Little is known about the origins of this miracle, except its shared roots with the Force spell. It makes mention of certain Gods, but alas, their actual names are long forgotten.*

## Use

Casts a shockwave that deals huge amounts of Lightning damage and causes stagger.

## Availability

- Reach Rank 2 in the Blue Sentinels covenant.
- Sold by Chancellor Wellager for 8,400 souls in NG++. Note: Bonfire Ascetic doesn't work.

## Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
AoE/Lightning	1-3	30	N/A	1

### Cast Increases with Attunement

Attunement	Uses
10	1
43	2
94	3