

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

- 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.
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