

# 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.
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