

# 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.
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