

# 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

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.

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