

Unveil

In-Game Description

*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

Sold by Straid of Olaphis for 2,200 souls.

Stats

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

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