

Hexes

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Affinity

In-Game Description

*An advanced hex based on an ancient sorcery.
Creates a dark mass that seems to pursue
its target with a will of its own.*

*It appears to be a manifestation of an emotion.
Perhaps of hate, perhaps of love.*

Use

Creates several dark orbs above the caster, similar to the Homing Soulmass sorceries, that slowly track the closest enemy the caster was facing when launched.
The amount of orbs increases with your Intelligence stat up to five orbs at 60 INT.

Availability

- Sold by Straid of Olaphis for 11,500 souls.
- Dropped by Rabid Kobolds in Aldia's Keep.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	8-15	N/A	3	40	24	Staff

Cast Increases with Attunement

Attunement	Uses
10	8
26	9

32	10
38	11
49	12
58	13
79	14
94	15

Amount of Orbs

Intelligence	Orbs
30	2
40	3
50	4
60	5

Notes

- The spell will not fire if the caster is not facing the enemy.
- Reference to Pursuers from Dark Souls, a dark sorcery which inflicted physical damage.
- The damage of this hex scales with your Dark BNS, NOT your staff.
- Wont fire at forest guardians if you dont have the Eye of the Priestess

Climax

In-Game Description

*A hex that distorts the power of life.
Emits a mass of dark, but at the cost of all souls.*

*Strength varies depending on the number
of souls. Not a hex to be used lightly.*

Use

The Resonant Soul family of spells emit a dark mass of energy that gets fired directly towards the targeted area. They all have a slow initial casting time, but the projectile itself moves fairly quickly once it gets going. Each version of the spell does a good amount of damage for the number of uses you get, but unfortunately, getting the best damage out of the spell requires Souls.

All of these spells can be cast even if you do not have any Souls, but the damage they do will be significantly less. Climax will use up every single soul you have on you at the time. To compound the harshness of Climax's Soul requirement, using anything over 5,000 souls to cast it will not actually result in any more damage, so you need to be extremely careful about when you choose to use it. When you do spend Souls to cast these spells, they inflict a decent amount of damage, so if you have the souls to spare they can be a very deadly spell.

Availability

Reward for reaching Rank 3 in the Pilgrims of Dark covenant.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	3-6	N/A	4	30	47	Chime

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Notes

- A safe way to use Climax, particularly if you have a lot of souls on you, would be to die and leave your bloodstain on the ground. Then put on a life protection ring so in case you die you wouldn't lose your souls on the ground. You can still Co-op with your bloodstain on the ground. Be careful when you use **Red Sign Soapstone or Cracked Red Eye Orb** as the Ring of life protection will **not** work as a Red Spirit.

Dark Dance

In-Game Description

*Hex that converts souls into a large mass of Dark.
This momentous mass of Dark dances to
signal the joy of its own release, or perhaps
merely to taunt foes as it veers towards them.*

*Hexes are an expression of human depravity,
of which this dance is a perfect example.*

Use

Emit a damaging force from your body which also sends out Dark projectiles that seek their target. Essentially a faster casting, less damaging Wrath of the Gods paired with Homing Crystal Soulmass.

Consumes 5,000 souls on use.

Availability

Frozen Eleum Loyce treasure.

From the Abandoned Dwelling bonfire, continue upwards until you see a tree and a narrow path between some buildings. You will see the frozen fountain below you. On the left is a corpse with the Ring of the Embedded, while on the right there is another gap between buildings with the hex on the top of a small hill.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
AoE/Ranged/Dark	3-6	N/A	2	22	60	Sacred Chime

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Dark Fog

In-Game Description

A hex that releases a temporary localized mist. Those who breath in the mist are instantly assailed by poison.

This hex is regarded as a poison due to the outward symptoms, but in fact the mist eats away at the target's inner essence. Just the traits that led to the prohibition of hexing.

Use

Places a dark fog cloud in front of the cast point that can poison foes, for four seconds. Unlike other poison spells, the cloud materializes at the target rather than at the caster's location. Once mastered, the spell has a deceptively long range, potentially longer even than soul arrow.

Availability

- Found at the bottom of the series of ladders under the second bonfire in the Gutter
- Sold by Straid of Olaphis for 5,200 souls

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Cloud/Poison	4-8	4sec	2	25	14	Staff

Cast Increases with Attunement

Attunement	Uses
10	4

32	5
43	6
58	7
94	8

Dark Greatsword

In-Game Description

*Hex adapted from an ancient sorcery.
Brandish Dark like a sword.*

*By its nature Dark is normally tranquil,
but this hex releases a focused blade of Dark
in an uncharacteristic flash of brilliance.*

Use

Similar to Soul Greatsword except does dark damage as well as a horizontal wave similar to the Moonlight Greatswords strong attack.

Availability

Shulva, Sanctum City treasure. Take the lift next to the Priestess' Chamber bonfire. About halfway down jump/roll off as it passes an opening (it helps to be facing the bonfire as you descend), and you should land in a small room with a metal chest that contains the hex.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Hex	3-6	N/A	2	55	29	Staff

Cast Increases with Attunement

Attunement	Uses
10	3

32	4
49	5
94	6

Dark Hail

In-Game Description

*A hex modified from an old sorcery by Gilleah the Hexer.
Fires several orbs of darkness.*

Hexing is rooted in both sorcery and miracles, but is viewed as a perilous affront to all life, and banned in most lands.

Use

While Dark Orb is a medium range single target spell dealing decent damage, Dark Hail fires a spread of smaller, less damaging orbs in a cone in front of you. Each orb is smaller than Dark Orb, but the spread formation of the shot means that it covers a much wider area. Dark Hail is a much more close range spell than Dark Orb, however, because each of the orbs it fires do not travel very far.

Because the orbs are fired in a spread, it does mean that you can either choose to cast it at the edge of its range to try hit multiple targets, or by using it up close you can guarantee that all orbs hit a single target to inflict maximum damage.

Availability

- Sold by Straid of Olaphis for 1,500 souls.
- Sold by Magerold of Lanafir for 1,500 souls.
- Sold by Darkdiver Grandahl for 1,500 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
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Ranged/Dark	8-15	N/A	2	19	12	Staff
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Cast Increases with Attunement

Attunement	Uses
10	8
26	9
32	10
38	11
49	12
58	13
79	14
94	15

Dark Orb

In-Game Description

A hex modified from an old sorcery by Gilleah, the father of Hexing. Fires a heavy orb of darkness.

To use hexes, equip a sacred chime or staff, and attune a hex at a bonfire. Required equipment depends on hex.

Use

A similar spell to Soul Arrow, casting Dark Orb fires a heavy orb of darkness towards an enemy.

The orb itself moves slower than Soul Arrows and doesn't travel as far, but it does about the same amount of damage and the size of it does mean that it has significantly larger impact point.

Dark Orb does partial physical damage, and also reduces more stamina of those hit compared to other projectile spells.

Availability

- Sold by Straid of Olaphis for 600 souls.
- Sold by Felkin the Outcast for 600 souls.
- Sold by Darkdiver Grandahl for 600 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	20-30	N/A	1	12	10	Staff

Cast Increases with Attunement

Attunement	Uses
10	20
15	21
26	22
32	23
38	24
43	25
49	26
58	27
79	28
94	30

Notes

- Using 5-6 Dark Orbs on a Mounted Overseer may cause them to levitate into the air briefly and spin around before floating back to the ground, as shown in this video. It is unknown if this affects other enemies.

Dark Weapon

In-Game Description

Felkin the Outcast applied his art to transform Magic Weapon into a hex. Adds dark damage to the types of damage the weapon already inflicts.

Those who choose the path of dark are admonished by all manner of sorcerers. But this does not stop the curious from being drawn to this strangely alluring craft.

Use

Temporarily increases weapon's dark damage by $(\text{BaseAR} * 0.3) + 5^1$. Duration is determined by Intelligence.

Availability

Sold by Felkin the Outcast for 2,700 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Self/Buf	4-8	Up to 99 sec	1	16	14	Staff

Cast Increases with Attunement

Attunement	Uses
10	4

32	5
43	6
58	7
94	8

Duration Increases with Intelligence

Intelligence	Duration
10	27 sec
15	53 sec
20	79 sec
24	99 sec

Footnotes 1.
https://www.reddit.com/r/DarkSouls2/comments/2xpwud/the_mystery_of_buffs_a_post_of_calculations_and

Darkstorm

In-Game Description

An esoteric spell created by Navlaan, the infamous exiled sorcerer. Creates a local vortex of dark flame.

The heretic Navlaan was executed along with his entire village, and the mere utterance of his name became a crime. Some say it was because he sought to restore the banned art of resurrection.

Use

Creates a vortex of dark orbs that spin around you while gradually moving outwards, and any enemy caught within the radius of this spell will take huge amounts of damage from the continuously striking orbs until they dissipate.

Caution must be undertaken when using this spell, however, as not only does it have a long cast time, but you will be unable to move for nearly the entire duration of this spell. Unfortunately that means that the spell will be extremely difficult and dangerous to use on other human opponents, since you'll rarely have enough time to cast it. It will also knock them down and out of range if it does happen to hit them.

Availability

- Sold by Magerold of Lanafir for 4,700 souls.
- Sold by Darkdiver Grandahl for 4,700 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
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AoE/Dark	3-6	N/A	2	12	21	Chime
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Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Dead Again

In-Game Description

Hex that casts a dark flame upon corpses, causing them to combust violently.

Hexes such as these, that tamper with life itself, are particularly abhorred.

Use

Sends out a pulse of darkness, and any corpses within the pulse will explode in a shower of purple flames, dealing damage.

Usable on the following creatures:

- Amana Shrine Maiden
- Armored Skeleton
- Captive Undead
- Desert Sorceress
- Goblin
- Grave Warden
- Hollow Infantry
- Hollow Soldier
- Lion Clan Warrior
- Lindelt Cleric
- Manikin
- Mongrel Rat
- Parasitized Undead
- Rogue
- Royal Swordsman
- Sanctum Soldier
- Skeleton
- Stray Dog
- Suspicious Shadow
- Undead Boar
- Undead Laborer

- Undead Peasant
- Undead Supplicant

Availability

- Sold by Stone Trader Chloanne for 4,000 souls.
- Rare drop from Razorback Nightcrawlers in Black Gulch.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
AoE/Dark	10-20	N/A	2	22	20	Staff

Cast Increases with Attunement

Attunement	Uses
10	10
15	11
26	12
32	13
38	14
43	15
49	16
58	17
79	18
94	20

Notes

- Will affect corpses that have disappeared due to graphical culling.
- Can be used multiple times on the same corpses.

Great Resonant Soul

In-Game Description

*A hex that distorts the power of life.
Emits a large mass of dark at the cost of souls.*

*Can be used even without souls,
but at greatly reduced strength.*

Use

Fires a bolt of Dark magic in a straight line. Consumes 500 souls per cast.

If cast with 0 souls, damage is vastly reduced, to around 5% of full damage.

Availability

- Reward for reaching Rank 2 in the Pilgrims of Dark covenant
- Sold by Felkin the Outcast for 3,400 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	4-8	N/A	2	13	26	Chime

Cast Increases with Attunement

Attunement	Uses
10	4
26	4
32	5

38	5
43	6
58	7
94	8

Lifedrain Patch

In-Game Description

*Consume a number of souls and
affix dark to a certain spot.
Inflicts damage upon those who touch it.*

*This distorted dark, brewed by hexers,
drains the life-force of those who touch it.*

Use

Casting Lifedrain Patch will release a swirling mass of dark energy that comes to rest a short distance in front of you and stays in place for 5 seconds. Anything that comes in contact with this mass of energy will start taking constant damage until they move out of it, and that includes you; make sure you have plenty of space when casting this spell, because if you get caught within it you'll start taking the same damage you wanted to inflict on the enemy.

The amount of damage done by the spell is dependent on the number of Souls that are available when you cast it, with 3,000 being the highest amount you can use them to effectively block access to area is you wish. The long casting time does mean, however, that using in the heat of battle will be extremely difficult.

This hex is very effective against bosses that don't move much or very quickly. Stacking multiple Lifedrain Patches is a good way to deal large amounts of damage.

Raising your dark defense to at least 900 (with armor, rings, and buffs) will make you near immune to dark damage and allows you to walk through your own Lifedrain Patches barely taking any damage.

Availability

Trade Darklurker Soul and 5,000 souls with Straid of Olaphis.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	3-6	5 sec	1	20	35	Chime

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Notes

- This spell can cause friendly fire to your co-op phantoms.
- This spell is able to damage enemy statues like in Drangleic Castle before they are activated, it is useful in pvp where they can block paths to get to the host.

Numbness

In-Game Description

*A hex that transforms its caster's flesh.
Temporarily reduces received damage,
but darkens one's sight.*

*If it cannot be observed, it does not exist.
Certainly a common conception, but one
with far too many exceptions in this world.*

Use

Reduces all incoming damage by 15%. Duration depends on Intelligence.

Such a useful spell does come with downsides, and in this instance, as soon as it is cast, the peripheries of the screen will darken and you'll essentially have tunnel vision for the duration.

Against most enemies you should be able to manipulate the camera enough to keep them in your narrow field of view, but against faster enemies and evasive human opponents, losing sight of them is a very distinct possibility.

Availability

Trade Old Dead One Soul and 5,000 souls with Straid of Olaphis.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Self/Buff	3-6	20-90 sec	2	42	30	Staff

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Duration Increases with Intelligence

Intelligence	Duration
10	20 sec
42	57 sec
61	90 sec

Note

- This spell does **NOT** decrease falling damage.
- Casting other support spells on yourself will cancel the effect of this spell. However, having it cast by someone else will not cancel other support effects.

Profound Still

In-Game Description

*A hex created by an ostracized cleric.
Blocks the spells of nearby casters.*

*This hex, born of jealousy and humiliation,
is a locus of dark thoughts. The very things
that reflect the true essence of life itself.*

Use

After cast, all enemies that were in the area of effect are unable to cast any spells for 30 seconds. The user, however, can still cast spells.

Availability

Sold by Darkdiver Grandahl for 13,000 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
AoE/Debuff	1-3	30sec	2	20	42	Chime

Cast Increases with Attunement

Attunement	Uses
10	1
43	2
94	3

Range of Profound Still

The rough max reach can be seen below:

+ Show reach - Hide reach

The range is from the right circle to Melentia.

Notes

- This hex works on PvE enemies. Amana Shrine Maidens in the Shrine of Amana are good targets.
- Bosses who use magic can be shut down with this hex, for example Darklurker and Prowling Magus & Congregation.
- Does not work on Elana, Squalid Queen.
- Does not work on players wearing the Sanctum Priestess Tiara.
- Similar to Vow of Silence in Dark Souls, except doesn't affect caster.

Promised Walk of Peace

In-Game Description

A hex created from an ancient miracle of unknown origin. Slows the walking pace of its caster and those in the vicinity.

To stand and glare at one another, steaming with ire and wrath, but without making a move.

Such is the nature of peace.

Use

Slows down caster and enemy movement for a brief period.
Increases current equip percentage by 50%. Equip weights between 50% and 70% will now fat roll and weights between 85.7% and 120% will slow walk.

Availability

- Found in Shulva, Sanctum City, near the Pagan Tree (Video). Note: if you cannot break the statues, jump down on top of the platform and hit the switch from below with an arrow.
- Petrifying Statue Cluster drop (co-op summons only, very rare)

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Hex	2-5	~15 seconds	2	30	40	Chime

Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4
94	5

Notes

- Similar to Tranquil Walk of Peace from Dark Souls.

Recollection

In-Game Description

*Hex created by the children of Dark.
Fire multiple Dark orbs that seek their target.*

*Hexes that grant a fleeting volition to Dark
have existed from ancient times,
and it appears that the children of Dark
have some recollection of the creator
of these spells.*

Catalyst: staff

Use

Fire multiple Dark orbs that seek their target. Seeking only occurs on a targeted enemy.

Tracking of the orbs is rather underwhelming. Best used on large/slow enemies or bosses.

Mostly good for PvP as the orbs can pressure enemies into making mistakes and stun them if they hit.

Availability

Brume Tower treasure. In the Scorcher tower, search the siderooms after going down the first ladder.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Requirement	Faith Requirement
Ranged/Dark	~6	N/A	1	35	30

Cast Increases with Attunement

Attunement	Uses
10	6
46	7
94	8

Repel

In-Game Description

*A hex that distorts local space.
For a brief moment, no damage can be inflicted*

*The hexer Gilleah took no apprentice, and it is unclear how his spells were passed down.
It is even possible that hexes originated from another source altogether.*

Use

After a short casting time, creates a transparent bubble around you for 1.5 seconds, making you invulnerable for that duration.

Availability

Trade Giant Lord Soul and 5,000 souls with Straid of Olaphis.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Support	15-20	1.5sec	3	35	27	Staff

Cast Increases with Attunement

Attunement	Uses
10	15
26	16

38	17
49	18
79	19
94	20

Notes

- When successfully blocked an attack, it will only repel the DAMAGE but not the EFFECTS of the attack. Meaning:
 - You can be Knocked Down
 - You can be Thrown Back(Staggered)
 - You can be Blown away

Resonant Flesh

In-Game Description

*A hex developed independently by Outcast Felkin.
Transforms a certain number of souls
into HP over a period of time.*

Something gained, something lost.

Use

Temporarily increase your max HP at the cost of souls, from 0 to 2,000. It won't stack multiple times and the duration scales with souls consumed.

- With 1,000 souls consumed, increase your HP by 5%.
- With 2,000 souls consumed, increase your HP by 20% for 60~180 seconds. (I timed at 11 int, 10 fth 54~ seconds. Where are you getting 180?)(I timed at 42int, 40 fth 180 seconds)

*

Availability

Sold by Felkin the Outcast for 3,400 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Support	2-4	60~180sec	1	11	19	Chime

Cast Increases with Attunement

Attunement	Uses
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10	2
43	3
94	4

Notes

- As of 1.07, casting this on one’s self will now diffuse all support effects. 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.

Resonant Soul

In-Game Description

*A hex that distorts the power of life.
Emits a dark mass at the cost of souls.*

*Can be used even without souls,
but at greatly reduced strength.*

Use

Fires a bolt of Dark magic in a straight line. Consumes 100 souls per cast.

If cast with 0 souls, damage is vastly reduced, to around 5% of full damage.

Availability

- Sold by Felkin the Outcast for 1,100 souls.
- Reward for reaching Rank 1 in the Pilgrims of Dark covenant.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Dark	20-30	N/A	2	10	18	Chime

Cast Increases with Attunement

Attunement	Uses
10	20
15	21
26	22

32	23
38	24
43	25
49	26
58	27
79	28
94	30

Resonant Weapon

In-Game Description

A hex developed independently by Outcast Felkin.
Transforms a certain number of souls
into attack power over a period of time.

Something gained, something lost.

Availability

- Sold by Felkin the Outcast for 4,000 souls.

General Information

Consumes 2,000 souls to increase the weapon's dark damage by $(\text{TotalAR} * 0.35)^1$.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Self/Buf	2-5	18-110	2	15	24	Chime

Duration

Since 1.06 it scales with FTH only. At 50 FTH it's about 110s, at 24 FTH it's about 45s, at 10 FTH it's about 18s.

Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4

Footnotes 1.

https://www.reddit.com/r/DarkSouls2/comments/2xpwud/the_mystery_of_buffs_a_post_of_calculations_and

Scraps of Life

In-Game Description

An esoteric spell created by Navlaan, the infamous exiled sorcerer. Awakens the souls of the long-buried dead.

The heretic Navlaan was executed along with his entire village, and the mere utterance of his name became a crime. Some say it was because he sought to restore the banned art of resurrection.

Use

Causes a dark pulse to radiate out from the user and various swirling pillars of purple appear. Any enemies who pass through the pillars will take damage, while passing the white ring that encompasses the spell causes serious damage and major knockback.

Countering in PvP

To counter this spell in PvP (as it's often used to knock players over until they die) once your character stands up, don't move. Attempting to roll away from the spell will most likely end in getting knocked down once again. It's recommended to stand still once you stand up and swing at the caster, as there is a small area around the caster that is safe from damage and the knockdown effect.

Availability

- Sold by Cromwell the Pardoner for 2,200 souls.
- Found in Black Gulch, near the first set of tar pools.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
AoE/Dark	4-8	8sec	1	8	12	Chime

Cast Increases with Attunement

Attunement	Uses
10	4
32	5
43	6
58	7
94	8

Twisted Barricade

In-Game Description

*A hex that distorts local space.
For a brief moment, spells are deflected.*

*Hexer Gilleah never took a apprentice, making
it unclear how his spells were passed down.
It is even possible that hexes came from
another source entirely.*

Use

Surrounds the user in a bubble of dark fog that deflects spells. Effect persists until bubble has dissipated.

Availability

Found in Doors of Pharros after climbing the ladder near the first two Dog Rats.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Support	20-30	2sec	2	38	25	Staff

Cast Increases with Attunement

Attunement	Uses
10	20
15	21

26	22
32	23
38	24
43	25
49	26
58	27
79	28
94	30

Notes

It is the Hex version of the Oolacile spell "Twisted Wall of Light", which appears in Dark Souls III.

Whisper of Despair

In-Game Description

*A hex that releases verbose darkness.
The darkness echoes words of despair,
reducing the defense of opponents.*

*The Dark blankets the world in black.
A thing of tranquility, a thing serene.*

Use

On hit, will reduce the physical defenses of the target by 200 for 60 seconds.

Availability

In Grave of Saints after lowering a bridge with a Pharros' Lockstone.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Ranged/Debuff	2-5	60 sec	1	24	18	Staff

Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4
94	5