

# 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/Buf	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.

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