

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
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Hex	2-5	~15 seconds	2	30	40	Chime
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Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4
94	5

Notes

- Similar to Tranquil Walk of Peace from Dark Souls.
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