

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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