

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
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