

# Hush

## In-Game Description

*A sorcery that facilitates surreptitious activity.  
Reduces the sound made by its caster.*

*The eastern land of Mirrah is not only the home of proud knights. There is also a traditional order of shadow knights, who quietly carry out unspeakable tasks.*

## Use

Reduces the sound you make.

## Availability

- *Dark Souls II* and *Scholar of the First Sin*: Found in the Lost Bastille in a chest behind a secret door in the area where you fight the Ruin Sentinels.  
Upon entering through the fog wall, fall off the platform to the ground floor, facing ahead of you the whole time. Hug the left wall, and as you reach the corner the illusory wall is on your left.
- Reward from gaining Rank 2 in the Way of Blue covenant.

## Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	10	90 seconds	1	15

### Cast Increases with Attunement

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

# Notes

- Unlike in Dark Souls 1, Hush as well as the Slumbering Dragoncrest Ring do not mask ALL sounds of movement that the wearer makes. The armor you wear will still clank.

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