

Hush

In-Game Description

Sorcery developed by a certain surreptitious sorcerer at Vinheim Dragon School. Masks all noises of caster.

Effectively, Vinheim is controlled by the Dragon School, and it is no wonder that the town has its share of dark secrets.

Availability

- Treasure from a corpse in Sen's Fortress, along with the Black Sorcerer Set:
 - Reach the boulder launching mechanism and optionally aim it so the boulders won't be in the way.
 - Head back halfway down the boulder ramp you just came from and walk off the side before the broken pillar on the right.
 - Kill the Serpent Mage waiting below on the scaffolding and follow the passageway right next to the corpse containing a Large Soul of a Proud Knight to the room where the sorcery and armor set can be found.
- Dropped by Griggs of Vinheim.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	6	30 seconds	0 frames	15 Int	1 Attunement Slot	-	-

- Silences all caster's movements.
- This sorcery is the spell version of the Slumbering Dragoncrest Ring.

- Counts as personal buff. Cannot stack with these items/spells:
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

Key

<p>MagAdj Modifier:</p>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
<p>Uses:</p>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
<p>Duration:</p>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

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