

Tranquil Walk of Peace

In Game Description

*Outland miracle, foreign to the Way of White
Slows all walking within effect area.*

*This miracle is normally used to flee,
as it slows walking but does not affect attacks,
but nevertheless defines peace perfectly.*

Availability

- Found in The Catacombs:
 - Start off at the first Bonfire in The Catacombs
 - Drop off the first bridge onto the second.
 - Enter the room on the right. It should be circular and contain two shield/scimitar-wielding skeletons.
 - The brick wall can be knocked down to reveal a secret passage.
 - Drop down into the passage, and proceed towards the Giant Skeleton. The Darkmoon Seance Ring is just behind the Giant Skeleton.
 - The right hand wall has a weak spot half-way down the hallway. Break this and head up the mound of dirt to another room, which leads to a Necromancer.
 - On the wall (right side of the small room) is a ladder. Climb the ladder. Beware of trapped statues!
 - In the final room is a dirt grave with the Miracle sitting atop it.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	5	10 seconds	0 frames	18 Faith	1 Attunement Slot	-	-

- Creates an aura that slows the movement speed of nearby enemies, forcing slow-walk on Player-Characters or equivalent patterns.
- Spell version of the Stone Greatsword magic attack.
- Using Great Magic Barrier blocks this effect.

Key

MagAdj Modifier:	<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>
Uses:	<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 by more than 1 with each cast.</p>
Duration:	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<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>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>

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