

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 my more than 1 with each cast.</p>
Duration:	<p>The duration casted 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>