

Resonant Flesh

In-Game Description

A hex developed independently by Outcast Felkin.

Transforms a certain number of souls into HP over a period of time.

Something gained, something lost.

Use

Temporarily increase your max HP at the cost of souls, from 0 to 2,000. It won't stack multiple times and the duration scales with souls consumed.

- With 1,000 souls consumed, increase your HP by 5%.
- With 2,000 souls consumed, increase your HP by 20% for 60~180 seconds. (I timed at 11 int, 10 fth 54~ seconds. Where are you getting 180?)(I timed at 42int, 40 fth 180 seconds)

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Availability

Sold by Felkin the Outcast for 3,400 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Support	2-4	60~180sec	1	11	19	Chime

Cast Increases with Attunement

Attunement	Uses
10	2
43	3
94	4

Notes

- As of 1.07, casting this on one's self will now diffuse all support effects. However having it cast by someone else will not diffuse other support effects.
 - Casting spells on yourself to create other support effects after having these used will diffuse the effect of this spell.
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