

Heal

In-Game Description

*A healing miracle widely used by clerics.
Slightly restores HP.*

*To use miracles, equip a sacred chime
and attune a miracle at a bonfire.*

Use

Heals the caster and nearby allies for roughly 450 HP at required FTH.
The healing amount scales with the caster's FTH.

Availability

- Starting Miracle for the Cleric class.
- Sold by Merchant Hag Melentia for 1,500 souls.
- Sold by Licia of Lindeldt for 1,500 souls.

Stats

Spell Type	Uses	Faith	Duration	Attunement Slots
Support	3-6	12	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5

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