

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 |

| | |
|----|---|
| 94 | 6 |
|----|---|

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