

# Warmth

## In-Game Description

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*One of the lost pyromancies preserved only in the Undead Crypt. Creates a gentle, warm flame that heals those who touch it.*

*Fire can be a show of strength, but it is also a symbol of wisdom and comfort. Fire is what the caster wishes it be.*

## Use

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- Casts a stationary glowing orb of fire. Everyone close to the orb gains health. *This includes enemies and bosses.*
- Heals everyone nearby for about 150 HP every three second.
- Lasts for 90 seconds. This means the spell heals 30 times for a total of 4,500 HP.
- Extremely useful for invaders, as they don't have many ways to heal.

## Availability

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- Sold by Grave Warden Agdayne for 5,200 souls.
- Dropped by Corpse Rats in Grave of Saints.

## Stats

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Spell Type	Uses	Duration	Attunement Slots
Support	4-8	90 sec	1

### Cast Increases with Attunement

Attunement	Uses
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10	4
32	5
43	6
58	7
94	8

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