

Great Heal

In-Game Description

*Great miracle cast by advanced clerics.
Restores high HP.*

Great Heal is a long tale, only learned by a select few. No caster will be disappointed by the bountiful life that it yields.

Availability

- Sold by Rhea of Thorolund in the Undead Parish after saving her in the Tomb of the Giants.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	-	0 frames	24 Faith	1 Attunement Slot	Rhea of Thorolund	10,000

- The strongest variant of the heal miracles. Amount healed is 8 times the Talisman's MagAdjust.
 - Effectively can heal (24 times the Talisman's MagAdjust) HP per Attunement slot.
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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 by more than 1 with each cast.</p>
Duration:	<p>The duration of 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>

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