Heal

In Game Description

Elementary miracle cast by clerics.
Restores HP.

To cast a miracle, the caster learns a tale
of the Gods, and says a prayer to be blessed
by its revelations. Heal is the shortest
of such miraculous tales.

Availability

- Cleric starting miracle.
- Sold by Petrus of Thorolund in Firelink Shrine.
- Sold by Patches in Firelink Shrine.
- Sold by Rhea of Thorolund in 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	5	-	0 frames	12 Faith	1 Attunement Slot	Petrus of Thorolund Rhea of Thorolund Patches	4,000 Petrus 1,000 Rhea 5,000 Patches

- The weakest variant of heal miracles. Amount healed is 3 times the Talisman's MagAdjust.

- Effectively can heal (15 times the Talisman's MagAdjust) HP per Attunement slot. This makes it better than Great Heal Excerpt in this respect, due to it only having one cast.

Key

MagAdj Modifier:	The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Certain enemies are weak or strong against different damage types.
Uses:	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 my more than 1 with each cast.
Duration:	The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.
Slot Cost:	The number of attunement slots necessary to attune one instance of a spell.
Stats Needed:	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.
Dex Reduction:	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
NPC Trainer, Training Cost:	The NPC who can teach the player the spell for the Training Cost.

Revision #1
Created 16 December 2024 14:46:21 by jade
Updated 16 December 2024 14:46:21 by jade