

Pyromancies

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Acid Surge

In-Game Description

*Pyromancy foreign to the Great Swamp.
Emit acid which corrodes weapons and armor.*

Not all pyromancy originates in the Great Swamp. One hears rumors of unknown pyromancers inhabiting various lands, and this spell is the work of one such outlander.

Availability

- Treasure from a corpse in the Painted World of Ariamis:
 - Turn right after the huge door after the bonfire, into the wide open area covered in impaled corpses and crows, where there are several torch-wielding Hollows and where Xanthous King Jeremiah spawns.
 - Turn right again, the Acid Surge is tucked away behind an outcrop.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	2	6 seconds	0 frames	-	1 Attunement Slot	-	-

- Breathe forth an acidic cloud that damages the weapons and armors of an enemy (in PvP only)
- A player caught within the cloud for its entire duration will have their weapon and armor durability reduced by 8 points
- The cloud deals 1 durability damage per 0.8 seconds, for 6.4 seconds

- It has an effect even after the enemy player is in their death animation, before they disappear.

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Black Flame

In-Game Description

A pyromancy discovered from the Dark of the Abyss by a pyromancer who wandered Oolacile. Conjure a great black flame in one's palm.

Black flames are weighty, and inflict physical damage, enough to smack away the mightiest of the shields.

Availability

- Treasure on a corpse deep in the Chasm of the Abyss:
 - After Sif is freed (or if arrived via the elevator) move towards the Prism Stone and follow the path downwards.
 - Keep close to the right wall and move on. See the corpse behind three Humanity Phantoms.

General Information

MagAdj Modifier	Uses	Duration	Dex Duration Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
1.6/0/2.0/0	8	-	6 frames	-	1 Attunement Slot	-	-

- This pyromancy is the Dark equivalent of Great Combustion.
- Drains more stamina when blocked and more poise when hit.
- Like any other Additional Contents, this pyromancy doesn't count towards the Bond of a Pyromancer Trophy/Achievement.

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 casted 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>

Chaos Fire Whip

In-Game Description

*Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters.
Sweep foes with chaos fire whip*

This spell was wielded by the eldest of The Daughters of Chaos.

Availability

- Treasure chest in Lost Izalith:
 - Before entering the Bed of Chaos fog door, continue past the fog door until approaching a dead end with a Chaos Eater guarding the chest.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	PC Trainer	Training Cost
0/0/2.6/0	80	-	10 frames	-	2 Attunement Slot	-	-

- The same as Fire Whip, but the projectiles will leave a lava patch.
 - While spawning projectiles, the spell counter reduces itself by 15 per seconds, leading to a reduction of 21¹ per cast unless interrupted. Will finish the animation if the spell count runs out during the animation.
 - For 1.3 seconds spawns projectiles² and spawns lava below it. Getting hit by the projectile gives immunity to it for 1.2 seconds, similarly with lava for 2.0 seconds.
 - Lava patches on all Chaos pyromancies deal 2.0 * pyromancy flame's MagAdjust.
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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 casted 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>

Footnotes 1. May vary with unsupported framerate, such as those that can be achieved with DSfix

2. must not match up with spell count

Chaos Storm

In-Game Description

Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters. Erects localized chaos fire pillars.

The Witch of Izalith, in an ambitious attempt to copy the First Flame, created instead the Flame of Chaos, a twisted bed of life.

Availability

- Reach +2 rank at the Chaos Servant Covenant by offering 30 Humanities to Quelaag's Sister.

General Information

Spell Type	Uses	Duration	Slot Cost	NPC Trainer	Training Cost
Ranged, Fire	20	-	2 Attunement Slots	Quelaag's Sister	Chaos Servant Covenant + 2

- Acts similar to Firestorm, but each flame pillar leaves a patch of lava.
- Each pillar deals $3.6 * \text{pyromancy flame's MagAdjust}$.
- Lava patches on all Chaos pyromancies deal $2.0 * \text{pyromancy flame's MagAdjust}$.
- While spawning projectiles, the spell counter reduces itself by 7.5 per seconds, leading to a reduction of 18^1 per cast unless interrupted. Will finish the animation if the spell count runs out during the animation.
- For 2.17 seconds spawns 3 pillars with every cast.

- The pillars are randomly distributed, which also impacts when and if a hit occurs. After getting hit by one, one is immune from the pillars for 1.5 seconds. Similarly, one is immune for 2 seconds from lava after getting hit by it.
- Like any other items given by a covenant, only one copy can be obtained on a character.
- Despite the In-Game Description, the spell **does not** actually scale with humanity. It will deal the same amount of damage at 0 humanity as it would at 99.

Footnotes 1. May vary with unsupported framerates, such as those that can be achieved with DSfix

Combustion

In-Game Description

Elementary pyromancy.

Create powerful flame in hand.

One of the most basic pyromancies.

For this very reason, the flame thus created is fierce.

Availability

- Sold by Laurentius of the Great Swamp in Firelink Shrine.
- Sold by Quelana of Izalith in Blighttown.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	PC Trainer	Training Cost
0/0/1.8/0	8	-	6 frames	-	1 Attunement Slot	Laurentius of the Great Swamp Quelana of Izalith	500 Souls

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Fire Orb

In-Game Description

*Pyromancy which improves upon Fireball.
Hurl fire orb.*

The flaming fire orb explodes upon impact, causing fire splash damage in a spectacle which seems to symbolize the strength of the fire-manipulating pyromancers.

Availability

- Sold by Laurentius of the Great Swamp in Firelink Shrine.
- Sold by Quelana of Izalith in Blighttown.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/2.45/0	6	-	12 frames	-	1 Attunement Slot	Laurentius of the Great Swamp Quelana of Izalith	8,000 Souls

- In a family of spells with Fireball, Great Fireball and Great Chaos Fireball.
- On impact creates a damaging explosion on opponents or environment. Spreads for 0.5 seconds from 0.2 to 1.2 ingame units in range, then disappears.

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Fire Surge

In-Game Description

*Pyromancy foreign of the Great Swamp.
Creates a surge of flame from palm to hand.*

Not all pyromancy originates in the Great Swamp. One hear rumors of unknown pyromancers inhabiting various lands, and this spell is the work of one such outlander.

Availability

- Dropped by a special Engorged Zombie in the Painted World of Ariamis:
 - Go down the well in the courtyard to find a small labyrinth of narrow, dark tunnels occupied by Skeleton Wheels.
 - Go to the left, then again to the left at the first junction, another left, followed by an immediate right. A Skeleton Wheel will be guarding the stairwell up.
 - At the floor at the top of the stairs is the Engorged Zombie

General Information

Spell Type	Uses	Duration	Slot Cost	NPC Trainer	Training Cost
Ranged, Fire	80	-	1 Attunement Slot	-	-

- Shoots a plume of flame per charge, if the attack button is held it will shoot streams of fire much like a flamethrower, while consuming charges
- Can be used while moving
- Fire damage is $0.38 * \text{pyromancy flame's MagAdjust}$ per pulse
- Very useful as a finisher in PvP

- The first cast of surge does not spawn a visible flame in multiplayer. This also transfers to Spell-Swapped magic (video), making it possible to very quickly cast invisible versions of any spell
- Only spell that gets sped up by dexterity when used with Pyromancy Flame in the left hand, but not in the right hand

Fire Tempest

In-Game Description

*Primal pyromancy of Quelana of Izalith.
Erect giant fire pillars in vicinity.*

The tempestuous raging flames resemble those summoned by the Daughters of Chaos when they challenged the ancient dragons and scorched the very earth.

Availability

- Gift from Quelaana of Izalith after the Bed of Chaos is defeated.
- Dropped by Quelaana of Izalith.

General Information

Spell Type	Uses	Duration	Slot Cost	NPC Trainer	Training Cost
Ranged, Fire	20	n/a	1 Attunement Slot	Quelana of Izalith	-

- Each pillar deals $3.9 * \text{pyromancy flame's MagAdjust}$.
 - While spawning projectiles, the spell counter reduces itself by 7.5 per seconds, leading to a reduction of 18^1 per cast unless interrupted. Will finish the animation if the spell count runs out during the animation.
 - For 2.17 seconds spawns 3 pillars with every cast.
 - The pillars are randomly distributed, which also impacts when and if a hit occurs. Getting hit by a pillar gives immunity to it for 1.5 seconds.
- Footnotes 1. May vary with unsupported framerates, such as those that can be achieved with DSfix

Fire Whip

In-Game Description

*Primal pyromancy taught by Quelana of Izalith.
Sweep foes with fire whip.*

*The root pyromancy of Combustion,
but much more difficult to wield.*

Availability

- Sold by Quelana of Izalith in Blighttown.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	PC Trainer	Training Cost
0/0/2.6/0	80	-	10 frames	-	1 Attunement Slot	Quelana of Izalith	10,000 Souls

- While spawning projectiles, the spell counter reduces itself by 15 per seconds, leading to a reduction of 21¹ per cast unless interrupted. Will finish the animation if the spell count runs out during the animation.
 - For 1.3 seconds spawns projectiles². Getting hit by the projectile gives immunity to it for 1.2 seconds.
-

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>

Footnotes 1. May vary with unsupported framerate, such as those that can be achieved with DSfix
2. must not match up with spell count

Fireball

In-Game Description

*Standard pyromancy of the Great Swamp.
Hurl fireball.*

The fire damage caused by fireballs makes them effective against corporeal beasts and Undead, who by nature fear flame.

Availability

- Pyromancer Class starting Pyromancy.
- Sold by Laurentius of the Great Swamp in Firelink Shrine.
- Sold by Quelana of Izalith in Blighttown.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/2/0	8	-	12 frames	-	1 Attunement Slot	Laurentius of the Great Swamp Quelana of Izalith	800 Souls

- In a family of spells with Fire Orb, Great Fireball and Great Chaos Fireball.
 - On impact creates a damaging explosion on opponents or environment. Spreads for 0.5 seconds from 0.2 to 1.0 ingame units in range, then disappears.
-

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Firestorm

In-Game Description

*Primal pyromancy taught by Quelana of Izalith.
Erect fire pillars in vicinity.*

*The storm of flame is indiscriminate,
and incinerates all nearby life.*

Availability

- Sold by Quelana of Izalith in Blighttown.

General Information

Spell Type	Uses	Duration	Slot Cost	NPC Trainer	Training Cost
Ranged, Fire	20	n/a	1 Attunement Slot	Quelana of Izalith	30,000 Souls

- Each pillar deals $3.2 * \text{pyromancy flame's MagAdjust}$.
 - While spawning projectiles, the spell counter reduces itself by 7.5 per seconds, leading to a reduction of 18^1 per cast unless interrupted. Will finish the animation if the spell count runs out during the animation.
 - For 2.17 seconds spawns 3 pillars with every cast.
 - The pillars are randomly distributed, which also impacts when and if a hit occurs. Getting hit by a pillar gives immunity to it for 1.5 seconds.
- Footnotes 1. May vary with unsupported framerates, such as those that can be achieved with DSfix

Flash Sweat

In-Game Description

Pyromancy of Carmina, who harnessed the power of flame to actualize the inner-self.

Intense sweating reduces flame damage.

Carmina, the most accomplished pupil of Salaman the Master Pyromancer, pioneered new directions for the art of pyromancy.

Availability

- Sold by Laurentius of the Great Swamp in Firelink Shrine.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	60 seconds	0 frames	-	1 Attunement Slot	Laurentius of the Great Swamp	2,000 souls

- Coats body with water. Reduces fire damage by 45%
 - Useful for surviving the Hellkite Dragon's breath attacks and acquiring the Chaos Flame Ember without the Orange Charred Ring
 - Counts as personal buff. Cannot stack with these items/spells: Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,
-

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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 my more than 1 with each cast.</p>
<p>Duration:</p>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Great Chaos Fireball

In-Game Description

Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters. Hurl giant chaos fireball.

The Flames of Chaos can melt stone, producing a short-lived lava glob.

Availability

- Gift for joining the Chaos Servant covenant.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/3.0/0	4	-	12 frames	-	2 Attunement Slot	Quelaag's Sister	-

- Same damage and property as Great Fireball, but leaves lava patches on the surface the explosion touches.
 - In a family of spells with Fireball, Fire Orb and Great Fireball.
 - On impact creates a damaging explosion on opponents or environment. Spreads for 0.5 seconds from 0.2 to 1.4 ingame units in range, then disappears.
 - Lava patches on all Chaos pyromancies have a MagAdjust modifier of 2.0.
 - Like any other items given by a Covenant, only one copy can be obtained on a character.
-

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 casted 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>

Great Combustion

In-Game Description

*Pyromancy which improves upon Combustion.
Create powerful, giant flame in hand.*

*Great Combustion creates a powerful flame,
but many sorcerers mock the simplicity of
this spell.*

Availability

- Sold by Quelana of Izalith in Blighttown.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	PC Trainer	Training Cost
0/0/2.4/0	8	-	6 frames	-	1 Attunement Slot	Quelana of Izalith	5,000 Souls

- Similar to Combustion, but higher damage, less casts and greater hit radius (0.2 units further).
-

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Great Fireball

In-Game Description

*Ultimate fireball pyromancy.
Hurl giant fireball.*

Salaman the Master Pyromancer, also called the Great Fireball after this spell, believed pyromancy was rooted in an adoration of fire. Those who acquire this spell usually agree.

Availability

- Sold by Quelaana of Izalith in Blighttown.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/3.0/0	4	-	12 frames	-	1 Attunement Slot	Quelana of Izalith	20,000 Souls

- In a family of spells with Fireball, Fire Orb and Great Chaos Fireball.
- On impact creates a damaging explosion on opponents or environment. Spreads for 0.5 seconds from 0.2 to 1.4 ingame units in range, then disappears.
- Having this Pyromancy in inventory can trigger Laurentius's question on where he can find Quelaana. Answering "yes" to his question will make him leave Firelink Shrine and appear Hollow in the bottom of Blighttown.

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Iron Flesh

In-Game Description

Pyromancy of Carmina, who harnessed the power of flame to actualize the inner-self.

Iron flesh boosts defense and resilience.

Use of this pyromancy requires caution, as the caster becomes exceedingly heavy and unable to move freely.

Availability

- Sold by Laurentius in Firelink Shrine.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	30 seconds	0 frames	-	1 Attunement Slot	Laurentius of the Great Swamp	2,000 Souls

- Turns caster's body to that of solid metal:
 - Cuts physical damage by 40% and raises Lightning damage by 45%, no effect on fire defense
 - Gains Deflection effect, with a value of 65
 - Disables/reduces running and dodging as if over encumbered
- It is recommended to wear heavy armor while using this, as you will already be over encumbered, so heavy armor will only help
- Counts as personal buff. Cannot stack with these items/spells:
Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

Poison Mist

In-Game Description

Unique pyromancy crafted by Eingyi, considered a heretic even at the Great Swamp. Create poison mist.

Eingyi became an egg-bearing Undead who serves a deformed young girl who speaks an unintelligible tongue.

Availability

- Treasure in Blighttown, on a corpse in that carries the Pyromancer Set, located in the area of the poison lake.
- Sold by Eingyi in Blighttown after gaining his trust by becoming infected with the Parasite Egg.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	3	6 seconds	0 frames	-	1 Attunement Slot	Eingyi	10,000 Souls

- Creates a mist that applies poison buildup to the target once every 0.8 seconds. It spreads from 1 to 3 ingame units within 1.5 second and lasts 6 seconds.
 - The poison's HP loss rate is 3 HP/second, lasting for 3 minutes.
 - With the exception of buildup rate and poison damage rate, its effect is identical to Dark Fog.
-

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 casted 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>

Power Within

In-Game Description

Pyromancy of Carmina, who harnessed the power of flame to actualize the inner-self. strength/endurance boost, but lose HP.

Excessive power eats away the life-force of its caster, and like all dangerous spells, Power Within was kept secret for eons.

Availability

- Treasure from a hanging corpse next to the Parasitic Wall Hugger in Blighttown.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	1	100 seconds	0 frames	-	1 Attunement Slot	-	-

- Catalysts that halve your spellcasts (Tin Crystallization/Manus) will cause you to have 0 casts of Power Within if you only have one copy of the spell equipped.
- Increases all damage by 40% and stamina regeneration by 30 points, but constantly drains HP at the rate of 1% of max HP per second, rounded down. For example, a player with 573 health will take 5 damage per second while Power Within is active.
- Damage taken per second does not increase when upgrading the Pyromancy Flame
- Damage increase doesn't seem to affect damage from Dragon Head Stone's flame
- When used with the Ring of Favor and Protection, Tiny Being's Ring, Mask of the Mother and/or being Cursed, the damage received per second will be based upon the modified

max HP (i.e., base max HP plus/minus the bonus(es)/penalty from the ring(s)/mask/status). For example, at 50 VIT with 1500 HP, equipping the Ring of Favor and Protection will increase max HP to 1800. This means the loss of 18 HP (1%) per second until the duration ends or the character dies.

- Power Within can be used to increase damage output to trigger the Overkill mechanic for a 20% increase in souls obtained from enemies
- Counts as personal buff. Cannot stack with these items/spells: Fall Control Bountiful Sunlight, Chameleon, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Replenishment, Transient Curse,

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Toxic Mist

In-Game Description

*Unique pyromancy crafted by Eingyi, considered a heretic even at the Great Swamp
Create intense poison mist.*

*Why was Eingyi driven from the Great Swamp?
One only need cast this pyromancy, a perverse diversion from the art of fire, to find out.*

Availability

- Sold by Eingyi in Blighttown after gaining his trust by becoming infected with the Parasite Egg.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	1	6 seconds	0 frames	-	1 Attunement Slot	Eingyi	25,000 Souls

- Creates a mist that applies a toxic buildup of 10 to the target once every seconds. It spreads from 1 to 3 ingame units within 1.5 second and lasts 6 seconds.
- The toxin's HP loss rate is 6 HP/seconds, it lasts for 10 minutes. All toxic status effects impede stamina regeneration by 15 points per second.

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

Undead Rapport

In-Game Description

*Advanced pyromancy of Quelana of Izalith.
Charm Undead and gain temporary allies.*

The living are lured by flame, and this relationship is part and parcel to the art of pyromancy. Can be used by either gender.

Availability

- Sold by Quelana of Izalith in Blighttown for 10,000 Souls.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	7	30 seconds	0 frames	-	1 Attunement Slot	Quelana of Izalith	10,000 Souls

- Turns certain Undead enemies into allies for 30 seconds. The charmed Undead's eyes will glow when under the effect of Undead Rapport.
- Most charmed enemies do not move and stand still until other enemies approach their aggro range
- Charmed enemy will aggro on anything that attacks them, including the caster, summoned phantoms, or other charmed enemies.
- Multiple enemies can be affected by Undead Rapport at once
- The spell has a somewhat long cast time and very short (i.e. touch) range. Using Alluring Skull or Aural Decoy to bait the enemy first can help with this.

- Lingering Dragoncrest Ring WILL NOT increase duration
- Phantoms summoned for cooperative play are able to use Undead Rapport, while phantoms that are hostile to the host (invaders, PvP summons) cannot.
- Because the charmed enemies are counted as allies, they can be buffed with Channeler's Trident and Bountiful Sunlight, and can be healed with Soothing Sunlight.

Charmable Enemies

- Black Phantom versions of these enemies can be charmed as well:

Enemy	Location
Hollow	Undead Asylum Undead Burg Undead Parish Depths Painted World of Ariamis
Armored Hollow	Undead Burg
Undead Soldier	Undead Asylum Undead Burg Undead Parish
Undead Assassin	Lower Undead Burg
Balder Knight	Undead Parish Sen's Fortress
Heavy Knight	Undead Parish Sen's Fortress Painted World of Ariamis
Butcher	Depths
Blowdart Sniper	Blighttown
Infested Barbarian	Blighttown
Necromancer	The Catacombs
Undead Crystal Soldier	The Duke's Archives
Engorged Zombie	Painted World of Ariamis
Phalanx	Painted World of Ariamis
Undead Merchant Male	Undead Burg

Key

<p>MagAdj Modifier:</p>	<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>
<p>Uses:</p>	<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>
<p>Duration:</p>	<p>The duration of buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<p>Slot Cost:</p>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<p>Stats Needed:</p>	<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>
<p>Dex Reduction:</p>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<p>NPC Trainer, Training Cost:</p>	<p>The NPC who can teach the player the spell for the Training Cost.</p>