

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 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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