

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

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