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

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.