

# Flames

Flames are used for casting Pyromancies. Unlike Sorceries and Miracles, Pyromancies generally do not require stat scaling, though upgrading the Pyromancy Flame itself increases spell damage. The Pyromancy Flame weighs nothing and can be fully upgraded for powerful fire attacks. Two-handing it only changes its weak melee attack's animation, not its spellcasting power. Accessible early on, the Pyromancy Flame allows players to integrate elemental spells into any build, providing flexible combat options without heavy stat investments.