

Pyromancies

- Acid Surge
- Chaos Storm
- Combustion
- Dance of Fire
- Fire Orb
- Fire Snake
- Fire Tempest
- Fire Whip
- Fireball
- Firestorm
- Flame Swathe
- Flame Weapon
- Flash Sweat
- Forbidden Sun
- Great Chaos Fireball
- Great Combustion
- Great Fireball
- Immolation
- Iron Flesh
- Lingering Flame
- Outcry
- Poison Mist
- Toxic Mist
- Warmth

Acid Surge

In-Game Description

*A fringe pyromancy of unknown origin.
Sprays an equipment-eroding acid.*

*Does not directly damage foes, but eats away
their equipment instead. Yet another
pyromancy inspired by perniciousness.*

Use

Degrades the durability of enemy equipment while they are in the cloud. Has no effect in PvE, only useful for PvP.

Availability

Trade Straid of Olaphis the Royal Rat Authority Soul and 1,500 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots
Cloud/Acid	2	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4
94	5

Chaos Storm

In-Game Description

The chaos flame is said to have devoured the mother of pyromancy. Create multiple pillars of chaos flame.

Those who sought great power were consumed by their own desires. Where are these lost souls now?

Use

An area of effect pyromancy that causes pillars of flame to erupt in a circle around the caster, similar to Firestorm and Fire Tempest.

This is the second most powerful storm spell, and will leave traces of the pillars for a short time after they expire that deal some extra damage when walked on.

Availability

Located in the Iron Keep, in the room after the second bonfire with the platforms that can be raised/lowered. The pyromancy is in a metal chest at the end of a long path of lava rocks in the back left of the room.

To reach the chest, try to raise your fire defense as much as possible by

- equipping items with high fire resistance, such as the Alonne Captain Set, the Alonne Knight Set or the Black Witch Set, as well as the Flame Quartz Ring, the Dispelling Ring and the Dragon Tooth
- equipping either a Pharros Mask or rolling through the water-filled vases near the entrance of the area to be in wet state
- casting Flash Sweat on yourself (or alternatively consuming a Small Orange Burr, though it provides only half the fire defense of Flash Sweat)

Your fire defense should now be high enough to reduce the damage taken by a significant amount. If you still take too much damage from walking on lava, you can mitigate it by drinking Estus Flask. Find out how many steps you can take before you need another flask, and drink one or two before attempting to open the chest.

Notes

- Do not use a Small Orange Burr after casting Flash Sweat, as the buffs clash, leaving you with a smaller Fire resistance than expected.
- In case you have already activated the three lava streams, you can try to jump over the first one, run through the second one and jump over the third one. Drink an Estus Flask shortly before stepping onto the fire field.

Stats

Spell Type	Uses	Duration	Attunement Slots
AoE/Fire	2-4	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	2
43	3
94	4

Combustion

In-Game Description

*An elementary spell for new pyromancers.
Releases flame in front of the caster.*

*The simplest pyromancy of all,
but surprisingly effective.*

Use

Summon forth a burst of flame from one's finger tips, igniting enemies.
Base damage (before enemy resistance) is approximately : $60 + 1.25 * \text{catalyst's fire attack}$.

Availability

- Sold by Rosabeth of Melfia for 1,500 souls.
- Found on a corpse hanging from a broken bridge in the cave in Huntsman's Copse.

Stats

Spell Type	Uses	Duration	Attunement Slots
Melee/Fire	10-15	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	10
26	11
38	12
49	13
79	14

Dance of Fire

In-Game Description

Pyromancy created by the magus Eygil, loyal follower of the Old Iron King. Cast flame in a sweeping motion across a targeted area.

The fire seems to dance, and makes its victims dance with it.

Use

Cast flame in a sweeping motion across a targeted area.

Availability

Brume Tower treasure.

After the Throne Floor bonfire, you go down a long ladder to a room full of Ashen Warriors and an Ashen Idol. The pyromancy is in a sideroom here.

Stats

Spell Type	Uses	Duration	Attunement Slots
Ranged/Fire	~3	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	3

32	4
49	5
94	6

Fire Orb

In-Game Description

A stronger form of fireball.

Creates a fireball that is hurled at foes.

Also inflicts damage to does near the point of contact.

The power of pyromancies is influenced by one's pyromancy flame, which can be strengthened through reinforcement.

Use

A stronger form of Fireball. Creates a fireball that is hurled at foes. Also inflicts damage to foes near point of contact.

Base damage (before enemy resistance) from a direct hit is approximately : $1.75 * \text{catalyst's fire attack}$.

Availability

- Sold by Rosabeth of Melfia for 3,400 souls.
- Dropped by Flame Salamanders in Forest of Fallen Giants.

Stats

Spell Type	Uses	Duration	Attunement Slots
Ranged/Fire	4-8	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	4

32	5
43	6
58	7
94	8

Fire Snake

In-Game Description

Pyromancy created by the magus Eygil, loyal follower of the Old Iron King. Creates several pillars of flame in front of the caster.

Eygil sought to grant fire a will of its own. This pyromancy was conjured up to behave like a snake, writhing toward its prey, with a mind to strike.

Use

Creates several pillars of flame in front of the caster that track down the enemy.

Availability

Brume Tower treasure.

In front of the Scorching Iron Scepter contraption is a locked door opened by the Tower Key. An Ashen Idol that causes Curse is behind it. The pyromancy is in a metal chest here.

Stats

Spell Type	Uses	Duration	Attunement Slots
Melee/Fire	2 - 4	N/A	2

Cast Increases with Attunement

Attunement	Uses
10	2
43	3
94	4

Notes

The pillars have very high tracking capability and are very large making this a difficult pyromancy to dodge in PvP

Fire Tempest

In-Game Description

*An ancient, primal pyromancy.
Giant pillars of flame erupt near the caster.*

*The fire tempest incinerates all life.
What menace was so great as to make
such a fearsome spell necessary?*

Use

Damaging area of effect Pyromancy which spouts pillars of flame from the earth that knock enemies on the ground.

Useful to note that when your opponent or an enemy is stuck in a poise-immune animation that this spell and Firestorm will do massive amounts of damage to the target as it will not knock them to the ground where they can avoid some of the damage.

Availability

- Treasure in Shrine of Amana in the same general area as the Crumbled Ruins bonfire. There is a chest submerged in water. Once you reach the house near the Ogre; light a torch, exit the building, and head away from the free-standing pillars with arches into the waist-high water hiding several enemies. Stay on the left side of a ring of Curse Jars, and eventually you will discover the metal chest.
- Rare drop from Roaming Souls in Dark Chasm of Old. (confirmation required, DS2 or SOTFS?)
- Rare drop from Guardian Dragons in the Dragon Aerie - Dark Souls 2
- Guaranteed drop from the second Guardian Dragon in the Dragon Aerie - Scholar of the First Sin

Stats

Spell Type	Uses	Duration	Attunement Slots
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AoE/Fire	2-5	N/A	1
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Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4
94	5

Fire Whip

In-Game Description

*An ancient, primal pyromancy.
Sweep foes with a whip-like flame.*

*One of the original pyromancies.
Effective use of it demands agile footwork,
making it a difficult spell for most.*

Use

Invokes a flame-like whip in front of the caster that burns foes. Similar to Combustion albeit with increased range and more damage, but a longer casting time.

Availability

- Sold by Titchy Gren for 3,400 souls.
- Dropped by Bell Keepers in Belfry Sol.

Stats

Spell Type	Uses	Duration	Attunement Slots
Melee/Fire	4-8	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	4
32	5
43	6
58	7

Fireball

In-Game Description

*A standard spell for pyromancers.
Creates a fireball that is hurled at foes.*

*To use pyromancies, equip
a pyromancy flame to serve
as the catalyst, and assign
a pyromancy to an
attunement slot.*

*The power of a pyromancy is
directly affected by the
quality of the catalyst.*

Use

Throws a ball of flame which creates a small explosion upon impact, able to damage tightly packed enemies.

Base damage (before enemy resistance) from a direct hit is approximately : $1.25 * \text{catalyst's fire attack}$.

Availability

- Sold by Rosabeth of Melfia for 1,200 souls.
- No-Man's Wharf: inside a chest after the Flexile Sentry boss fight, before touching the contraption.
- Dropped by Flame Salamanders in Forest of Fallen Giants

Stats

Spell Type	Uses	Duration	Attunement Slots
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Range/Fire	8-15	N/A	1
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Cast Increases with Attunement

Attunement	Uses
10	8
26	9
32	10
38	11
49	12
58	13
79	14
94	15

Firestorm

In-Game Description

*An ancient, primal pyromancy.
Pillars of flame erupt near the caster.*

*The Firestorm is said to be the wrath
and ire of the spell's creator.*

Use

Pillars of flame erupt in a circle around the the caster.

Availability

- Sold by Titchy Gren for 4,500 souls.
- Drangleic Castle treasure, in a metal chest, in the room with many Alonne Knight Captains (Old Knights and the Horse of the Chariot in Sotfs).
- Rare drop from Poison Horn Beetle in the Gutter.

Stats

Spell Type	Uses	Duration	Attunement Slots
AoE/Fire	4-8	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	4
32	5
43	6
58	7

Flame Swathe

In-Game Description

One of the pyromancies devised by Straid, the great mage of ancient Olaphis. Great flames envelop and immolate faraway foes.

Straid, always immersed in magic, never accepted an apprentice. As a result, much of his extensive knowledge is permanently lost.

Use

Creates a small flame within targetable distance that explodes for massive damage after a short moment. If an enemy moves in between caster and target before the cast is finished, the target will change.

This pyromancy is best used in PvE against non-fire resistant foes because of its explosion delay and crazy damage. Players will easily evade it.

Base damage (before enemy resistance) is approximately : $2.75 * \text{catalyst's fire attack}$.

Availability

- Sold by Straid of Olaphis for 9,500 souls.
- Dropped by Bell Keepers in Belfry Sol.

Stats

Spell Type	Uses	Duration	Attunement Slots
Ranged/Fire	2-5	N/A	1

Cast Increases with Attunement

Attunement	Uses
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10	2
32	3
49	4
94	5

Flame Weapon

In-Game Description

Pyromancy that imbues weapon in other hand with fire. Adds fire damage to the types of damage the weapon already inflicts.

Pyromancy and sorcery are said to be like oil and water, but in fact their origins can be traced to a common source.

Use

Increases target weapon's fire damage for 90 seconds. The exact formula is still unknown, but it's reasonable to assume that it performs similarly to magic weapon. Testing was reported here and here.

Availability

Obtained by trading an Old Witch Soul and 10,000 souls to Straid of Olaphis.

Stats

Spell Type	Uses	Duration	Attunement Slots
Self/Buf	4-8	90sec	1

Cast Increases with Attunement

Attunement	Uses
10	4
32	5

43	6
58	7
94	8

Notes

- Good low-investment spell buff
- Performs significantly worse on innate fire or fire infused weapons

Flash Sweat

In-Game Description

*A pyromancy that internalizes the power of flame.
Sweat profusely, reducing fire damage.*

*Most useful when facing other flame-manipulating
pyromancers.
Just don't take the looks you get personally.*

Use

Increases Fire resistance by 300 points.

Note

Disables the resistance from the Miracles Magic Barrier, Great Magic Barrier and from the Item Small Orange Burr.

Availability

Sold by Rosabeth of Melfia for 2,300 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots
Self/Buf	4-8	90sec	1

Cast Increases with Attunement

Attunement	Uses
10	4

32	5
43	6
58	7
94	8

Forbidden Sun

In-Game Description

Pyromancy developed in Aldian rites.

Fires a giant fireball with a widely encompassing explosion.

What could possibly justify such excessive destructive power? In all likelihood, the madmen of Aldia never even questioned the need.

Use

Casts an enormous fireball with long range and massive destructive power. Causes damage on impact, and then explodes.

Availability

Acquired from Royal Sorcerer Navlaan after presenting him the Sunset Staff as proof of killing Felkin the Outcast.

Stats

Spell Type	Uses	Duration	Attunement Slots
Ranged/Fire	1-3	N/A	3

Cast Increases with Attunement

Attunement	Uses
10	1
43	2
94	3

Great Chaos Fireball

In-Game Description

*The Chaos Flame is said to have devoured the mother of pyromancy.
Create a chaos flame, and hurl it at foes.*

This special flame creates a short-lived surge of molten lava wherever it lands.

Use

Hurls an enormous, chaotic fireball. The heat and power of this spell leave molten lava in its wake.

Availability

- Sold by Chancellor Wellager from NG++ onwards, one scroll every subsequent NG cycle.
Note: Bonfire Ascetics doesn't work.
- Reward for reaching Rank 3 in the Brotherhood of Blood covenant.

Stats

Spell Type	Uses	Duration	Attunement Slots
Ranged/Fire	2-5	N/A	2

Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4
94	5

Great Combustion

In-Game Description

*Superior spell to combustion.
Releases intense flame in front of the caster.*

*A very powerful spell, but so simple that
it can be awkward to use.*

Use

Summon forth a burst of flame from one's finger tips, igniting enemies. Upgraded version of Combustion.

Base damage (before enemy resistance) is approximately : $86 + 1.93 * \text{catalyst's fire attack}$.

Availability

- Sold by Titchy Gren for 4,800 souls.
- Found in a chest outside Drangleic Castle, to the right of the main entrance.

Stats

Spell Type	Uses	Duration	Attunement Slots
Melee/Fire	6-8	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	6
43	7
94	8

Great Fireball

In-Game Description

*The strongest form of Fireball.
Creates a giant fireball that is hurled at foes.*

*The exalted flame, long pined after.
Even if it would scorch our very flesh.*

Use

Throws a ball of flame which creates a small explosion upon impact, able to damage tightly packed enemies. Upgraded version of Fireball.

Base damage (before enemy resistance) from a direct hit is approximately : $2.25 * \text{Total Attack Rating (pyromancy glove damage + scaling bonus)}$

Availability

- Found in Brightstone Cove Tseldora. After you beat Freja and acquire the key from Duke Tseldora, go back to the cathedral with spiders on the ceiling. The pyromancy is behind the locked door.
- Dropped by Flame Salamanders in Forest of Fallen Giants. (Rare)

Stats

Spell Type	Uses	Duration	Attunement Slot
Ranged/Fire	3-6	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	3
32	4

49	5
94	6

Immolation

In-Game Description

A pyromancy that creates a coating of flame, allowing the caster to incinerate nearby foes. Needless to say, this is a perilous spell that burns the caster while active.

If a person is truly desirous of something, perhaps being set on fire does not seem so bad.

Use

Covers the caster's body with fire, damaging both enemies and the caster.

Availability

Found in the first chest after completing Belfry Sol.

Stats

Spell Type	Uses	Duration	Attunement Slots
Self/Fire	8	30sec	1

Cast Increases with Attunement

Attunement	Uses
10	8
26	9
32	10

38	11
49	12
58	13
79	14
94	15

Notes

- Lifegems can balance out the damage to self.
- Cannot be cast alongside Flash Sweat to negate damage.
- Any kind of healing spell will end the effect of Immolation.
- Duration is lengthened by the Lingering Dragoncrest Ring, the damage over time remains the same.
- Seems to do 1250-1350 self-damage over the 30 second duration no matter what. This comes down to about 43 damage per second. (Source). The damage is the same after the patch.
- The fire damage from this spell WILL set off any explosives you get too close to and is an easy way to accidentally kill yourself.

Iron Flesh

[Fold](#)[Unfold](#) [Table of Contents](#) [Use](#) [Buffs](#) [De-buffs](#) [Availability](#) [Stats](#) [Notes](#)

In-Game Description

*A pyromancy that internalizes the power of flame.
Turns the body into iron,
increasing defense and resistance.*

*As one might guess, the rock-solid flesh enabled
by this spell dramatically slows movement.
Guaranteed to cause trouble if used
at an inopportune moment.*

Use

A spell that significantly increases resistances while reducing mobility.

Buffs

- Increases all physical resistances (Strike, Slash, Thrust) and Poise by 100 points.
- Increases all elemental and status effect resistances (Magic, Fire, Lightning, Dark, Poison, Bleed, Petrify, Curse) by 200 points.
- Includes hidden modifiers that apply to the physical and elemental damage resistances (but not status effect resistances), making it more effective than the above numbers indicate.¹

De-buffs

- Adds 65 points to equipment load burden.

Availability

Sold by Rosabeth of Melfia for 3,500 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots
Self/Buf	2-4	25 sec	1

Cast Increases with Attunement

Attunement	Uses
10	2
43	3
94	4

Notes

- The effectiveness of Iron Flesh was buffed in Calibrations 1.08. Most notably, the burden on equipment load was reduced from 100 to 65, making the required Vitality to avoid slow-rolling much lower than before.
- Having **0%** equipment load, don't have any armor or weapons equipped except for either Pyromancy Flame, and the following vitality stat to be able to roll:
 - **12** vitality for a **Fat** roll.
 - **40** vitality for a **Mid** roll.
- Its duration can be increased by about 10 seconds using the Lingering Dragoncrest Ring +2.

Footnotes 1. Source discussion.

Lingering Flame

In-Game Description

One of the pyromancies devised by Straid, the great mage of ancient Olaphis. Release a static fireball that explodes when foes draw near.

Straid was an oddly gifted mage, well-versed in both sorceries and pyromancies, but his curious temperament never allowed him to settle down in one place for very long.

Use

Sets an orb of fire that detonates if an enemy comes too close. The orb lingers for ~20 seconds. Base damage (before enemy resistance) from a direct hit is approximately : $4.18 * \text{catalyst's fire attack}$.

Availability

- Sold by Straid of Olaphis for 6,700 souls.
- Dropped by Undead Jailers in the Lost Bastille.

Stats

Spell Type	Uses	Duration	Attunement Slots
Ranged/Fire	4-8	N/A	2

Cast Increases with Attunement

Attunement	Uses
10	4

32	5
43	6
58	7
94	8

Outcry

In-Game Description

A Pyromancy of Nadalia, Bride of Ash.

Spouts multiple Dark Flames.

This Child of Dark, bearing inconceivable strength, found herself in a kingless land devoid of souls. And in journeying there, has all but condemned herself to a fate most wretched.

Use

Summon huge towers of very powerful black flames that inflict both high Fire and Dark damage upon an enemy; strongest and fastest version of Firestorm.

Availability

Trade the True Soul of Nadalia, Bride of Ash to Straid of Olaphis with 45,000 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots
Fire/AoE	1-2	N/A	2

Cast Increases with Attunement

Attunement	Uses
12-93	1

Notes

- This Pyromancy is required to achieve the Master of Pyromancy Trophy/Achievement (as of Scholar of the First Sin).

Poison Mist

In-Game Description

*A fringe pyromancy of unknown origin.
Creates a cloud of poison mist.*

This spell contradicts the very principles of pyromancy, suggesting that its creator had a heretical streak.

Use

Poisons enemies that stand in the cloud.

Availability

Sold by Rosabeth of Melfia for 3,400 souls.

Stats

Spell Type	Uses	Duration	Attunement Slotst
Cloud/Poison	2-5	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	2
32	3
49	4
94	5

Toxic Mist

In-Game Description

*A fringe pyromancy of unknown origin.
Creates a powerful cloud of poison mist*

*The poison gradually erodes the target's body,
inflicting damage all the while.
Whoever created this spell did not believe
his enemies deserved a swift death*

Use

Causes enemies who linger in the cloud to become toxic.

Availability

Trade Royal Rat Vanguard Soul and 1,500 souls with Straid of Olaphis.

Stats

Spell Type	Uses	Duration	Attunement Slots
Cloud/Poison	3-6	N/A	1

Cast Increases with Attunement

Attunement	Uses
10	3
32	4
49	5
94	6

Warmth

In-Game Description

One of the lost pyromancies preserved only in the Undead Crypt. Creates a gentle, warm flame that heals those who touch it.

Fire can be a show of strength, but it is also a symbol of wisdom and comfort. Fire is what the caster wishes it be.

Use

- Casts a stationary glowing orb of fire. Everyone close to the orb gains health. *This includes enemies and bosses.*
- Heals everyone nearby for about 150 HP every three second.
- Lasts for 90 seconds. This means the spell heals 30 times for a total of 4,500 HP.
- Extremely useful for invaders, as they don't have many ways to heal.

Availability

- Sold by Grave Warden Agdayne for 5,200 souls.
- Dropped by Corpse Rats in Grave of Saints.

Stats

Spell Type	Uses	Duration	Attunement Slots
Support	4-8	90 sec	1

Cast Increases with Attunement

Attunement	Uses
10	4

32	5
43	6
58	7
94	8