

Fire Snake

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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

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