

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

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