

Pyromancy Flames

- Dark Pyromancy Flame
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Dark Pyromancy Flame

In-Game Description

*A flame catalyst used by pyromancers.
Pyromancers use this flame to produce various fire arts.*

*The flame rewards those with a thirst for power.
The more Hollowed one is, the stronger its effect.*

Effect: Spell power scales with Hollowing

Availability

Treasure in the Gutter.

Go to the Upper Gutter bonfire and continue through the level until you are at the area where you fall into a room and you need to cross a small gap into another room with a dog and some enemies, before you enter the room with the dog look right on the path, there are some vases, break them for the Dark Pyromancy Flame.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/0/15 0/0/0 (Spell/Strike)	0/0	100	5	100	-/-/- -/-/S/- /-	25/5/3 0/20/2 0	5/5/5/5	0	60	0.0

Notes

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- Does not scale off of any primary stat, but is affected by Fire ATK Bonus, which is increased by Intelligence and Faith.
 - The fully upgraded Dark Pyromancy Flame +10 has a scaling factor of 110, which gives it a Fire Attack Rating of $300 + 1.1 * \text{FireBNS}$ at maximum hollowing.
 - With INT and FTH at 99 the Fire ATK Bonus is 200, which gives a Fire Attack Rating of $300+220$ at maximum hollowing.
 - The penalty for humanity starts at 90% of the total Fire Attack Rating, decreasing by 9% for each level of hollowing. For example, with the maximum AR of 520 (from a +10 Flame and 200 Fire BNS), the AR when fully human will be 52 (10% of 520), the AR with a single level of hollowing will be 98 (19% of 520), followed by 145 (28% of 520) at 2 levels of hollowing, and so on.
 - At maximum Fire BNS (99 INT, 99 FAI), the Dark Pyromancy Flame +10 only has 10 more AR than a regular Pyromancy Flame +10 when fully hollow, i.e. at 50% health. While the regular Pyromancy Flame has better scaling, the Dark Pyromancy Flame has a higher base Fire AR. So the Dark Pyromancy Flame may be worth using when your INT and FAI are low, especially since the Ring of Binding doesn't interfere with the hollow scaling effect. For example, with no upgrades and 100 fire bonus while fully hollowed, the Fire AR is 250 vs 205.

Upgrades

Upgrade with Fire Seeds at Rosabeth of Melfia or at Carhillion of the Fold.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Dark Pyromancy Flame +0	0/0/150/0/0	-/-/S/-/-	N/A	N/A
Dark Pyromancy Flame +1	0/0/165/0/0	-/-/S/-/-	1x Fire Seed	1,350
Dark Pyromancy Flame +2	0/0/180/0/0	-/-/S/-/-	1x Fire Seed	1,690
Dark Pyromancy Flame +3	0/0/195/0/0	-/-/S/-/-	1x Fire Seed	2,030
Dark Pyromancy Flame +4	0/0/210/0/0	-/-/S/-/-	1x Fire Seed	2,700
Dark Pyromancy Flame +5	0/0/225/0/0	-/-/S/-/-	1x Fire Seed	3,040
Dark Pyromancy Flame +6	0/0/240/0/0	-/-/S/-/-	1x Fire Seed	3,380
Dark Pyromancy Flame +7	0/0/255/0/0	-/-/S/-/-	1x Fire Seed	4,050
Dark Pyromancy Flame +8	0/0/270/0/0	-/-/S/-/-	1x Fire Seed	4,390
Dark Pyromancy Flame +9	0/0/285/0/0	-/-/S/-/-	1x Fire Seed	4,730
Dark Pyromancy Flame +10	0/0/300/0/0	-/-/S/-/-	1x Fire Seed	5,400

Key

<p>Damage:</p>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
<p>Casting Speed:</p>	<p>The speed at which this catalyst will cast a spell.</p>
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>

Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect

Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Pyromancy Flame

In-Game Description

*A flame catalyst used by pyromancers.
Pyromancers rouse this flame to produce various fire arts.*

*Equip pyromancy flame to produce pyromancy.
Attune pyromancies at a bonfire.*

The strength of a pyromancy depends on the strength of one's pyromancy flame, which can be improved through reinforcement.

Availability

No-man's Wharf treasure. Inside a chest after the Flexile Sentry boss fight, before touching the contraption.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/0/12 5/0/0 (Spell/Strike)	0/0	100	5	100	-/-/- -/-/A/ /-	25/5/3 0/20/2 0	5/5/5/5	0	50	0.0

Notes

- Does not scale off of any primary stat, but is affected by Fire ATK Bonus, which is increased by Intelligence and Faith.
- The fully upgraded Pyromancy Flame +10 has a scaling factor of 130, which gives it a Fire Attack Rating of $250 + 1.3 * \text{FireBNS}$.
- With INT and FTH at 99 the Fire ATK Bonus is 200, which gives a Fire Attack Rating of $250+260$.

Upgrades

Upgrade with Fire Seeds at Rosabeth of Melfia or at Carhillion of the Fold.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Pyromancy Flame +0	0/0/125/0/0	-/-/A/-/-	N/A	N/A
Pyromancy Flame +1	0/0/137/0/0	-/-/A/-/-	1x Fire Seed	1,000
Pyromancy Flame +2	0/0/150/0/0	-/-/A/-/-	1x Fire Seed	1,250
Pyromancy Flame +3	0/0/162/0/0	-/-/A/-/-	1x Fire Seed	1,500
Pyromancy Flame +4	0/0/175/0/0	-/-/S/-/-	1x Fire Seed	2,000
Pyromancy Flame +5	0/0/187/0/0	-/-/S/-/-	1x Fire Seed	2,250
Pyromancy Flame +6	0/0/200/0/0	-/-/S/-/-	1x Fire Seed	2,500
Pyromancy Flame +7	0/0/212/0/0	-/-/S/-/-	1x Fire Seed	3,000
Pyromancy Flame +8	0/0/225/0/0	-/-/S/-/-	1x Fire Seed	3,250
Pyromancy Flame +9	0/0/237/0/0	-/-/S/-/-	1x Fire Seed	3,500
Pyromancy Flame +10	0/0/250/0/0	-/-/S/-/-	1x Fire Seed	4,000

Key

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Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
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