

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	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	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

Damage:	<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>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
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:	<p>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.</p>
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>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>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.</p> <p>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>

Revision #1

Created 17 December 2024 08:16:29 by jade

Updated 17 December 2024 08:16:29 by jade