

# Great Fireball

## In-Game Description

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*Ultimate fireball pyromancy.  
Hurl giant fireball.*

*Salaman the Master Pyromancer, also called the Great Fireball after this spell, believed pyromancy was rooted in an adoration of fire. Those who acquire this spell usually agree.*

## Availability

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- Sold by Quelaana of Izalith in Blighttown.

## General Information

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MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/3.0/0	4	-	12 frames	-	1 Attunement Slot	Quelana of Izalith	20,000 Souls

- In a family of spells with Fireball, Fire Orb and Great Chaos Fireball.
  - On impact creates a damaging explosion on opponents or environment. Spreads for 0.5 seconds from 0.2 to 1.4 ingame units in range, then disappears.
  - Having this Pyromancy in inventory can trigger Laurentius's question on where he can find Quelaana. Answering "yes" to his question will make him leave Firelink Shrine and appear Hollow in the bottom of Blighttown.
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## Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>

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