

# Quelana of Izalith


## Description

Quelana of Izalith is one of the daughters of the Witch of Izalith. When the Witch attempted to recreate the First Flame, she failed and instead created the Bed of Chaos. The effects of this failure mutated all of the citizens of Izalith into demons. Quelana was able to escape without any mutations, unlike her sisters and brother. This survivor guilt weighs heavily on her conscience, and she later asks the player to put her mother out of her misery.

For the pyromancers, Quelana is known as the Mother of Pyromancy. She is the teacher of the human world's greatest pyromancer, Salaman, who is also her first pupil. Your tutelage under her reminds her of her past with Salaman.

If you have fully upgraded the ascended Pyromancy Flame, learned all the pyromancies she offers, and defeated the Bed of Chaos she will disappear after thanking you.

## Location

### Blighttown

From the crude elevator in the swamp area, head towards Quelaag's Domain (to your right). Near the Cragspider, you'll see a pillar island with a corpse containing an item. If you have the necessary condition to trigger her appearance, she'll be sitting on the ground, leaning against the pillar.

## Making Quelana Appear

- She will appear if you have a +10 Pyromancy Flame or higher.
- She will appear if another player (invader or co-op summon) enters your world and they have a +10 Pyromancy Flame or higher, if you're hosting in one of the following areas:
  - Blighttown
  - The Depths
  - The entrance to New Londo Ruins (the area before the wooden bridges)
  - The Demon Firesage boss room

- She will **not** appear if you kill The Bed of Chaos before interacting with her at least once.

## Use

---

- Sells advanced Pyromancies
- Can ascend your +15 Pyromancy Flame to its stronger form, and the only one who can upgrade the Ascended Pyromancy Flame.
- Gifts you Fire Tempest Pyromancy after you killed the Bed of Chaos

## Sells

---

Spell Name	Cost	Uses	slots	Description
Great Combustion	5,000	8	1	Shoots a close range large burst of fire from the hand
Firestorm	30,000	20	1	Fire erupts all around the caster
Fire Orb	8,000	6	1	Throw a big ball of fire that explodes on impact
Great Fireball	20,000	4	1	Throw a huge ball of fire that explodes on impact
Fire Whip	10,000	80	1	Sweep foes with fire whip
Combustion	500	16	1	Shoots a close range burst of fire from the hand
Fireball	800	8	1	Throw a ball of fire that explodes on impact
Undead Rapport	10,000	7	1	Charms Undead to create temporary allies

## Stats

---

Playthrough	HP	Souls
New Game	698	1,000
NG+	1,074	2,000
NG+6	1,343	2,500

## Equipment

---

- Pyromancy Flame x2
- Gold-Hemmed Black Set

## Drops

---

Fire Tempest - only if Quelana is killed before killing the Bed of Chaos and talking to her again

## Notes

---

- She will not mention killing The Bed of Chaos until the player defeats Chaos Witch Quelaag.
- Be wary of hitting her while enemies are nearby.

## Dialogue

---

**All dialogue text is © From Software Inc.**

---

+ Show Dialogue - Hide Dialogue

**Video:** Quelana of Izalith's Dialogues

- **First time speaking to her**

Hmm... A mere Undead, yet you can see me? Fascinating...

I am Quelana of Izalith.

I am not often revealed to walkers of flesh. You have a gift.

Are you, too, one who seeks my pyromancy?

Like Salaman.

- **Answer "Yes"**

Yes, of course. It should be expected.

Very well. You shall be my pupil.

But to pursue my pyromancy, you must give something up.

Are you prepared to do this?

- **Answer "No"**

Hmm, very well. Then we are done.

You have spoken. Now away with you.

- **Greeting**

- Ah, there you are.

I was expecting you. Let us begin.

- Ah, you again.

I applaud your diligence.

- Ah. It has been some time.

Truth be told, i thought you have perished.

- **Greeting after saying "No" at the first encounter**

What? Considering my pyromancy?

- **Using "Talk" option**

1. Long ago, I accepted another pupil, like yourself.

Over two-hundred years ago, there was a man, almost as bungling as you...

in your world he was called Salaman the Master Pyromancer.

The little rascal really made something of himself.

2. Pyromancy is the art of invoking and manipulating fire.

But remember one thing.

Always fear the flame, lest you be devoured by it, and lose yourself.

I would hate to see that happen again...

3. The Witch of Izalith?

... Please, do not speak of her.

... I abandoned my mother and sisters and fled to this land.

... Now I roam these parts, feigning ablution,  
and pretending to seek answers.

- **Using "Talk" option after killing Quelaag**

... Hmmm...

I have a favour to ask...

My mother, the Witch of Izalith, was one of the primeval Lords...

Her power came from the soul that she found near the First Flame.

..She focused this power to light a flame of her own, but she failed to control it.

The Flame of Chaos engulfed Mother and my sisters, and molded them into deformed creatures.

Only I escaped, and now I am here.

But my mother and sisters have been in anguish since.

I beseech you. Free Mother and my sisters from the Flame of Chaos.

I cannot do it myself; I lack the strength, and the bravery...

...But you...

I realize what I am asking. But please, free their poor souls...

Mother's ambitions were misguided, no doubt, but surely a thousand years of atonement is enough!

- **Speaking to her after killing Bed of Chaos**

Outstanding... You have done very well.

Thank you. I am blessed to have met you.

I suppose I can call you fool no longer...

I can hardly thank you enough.

Please take this... It is all of me.

- **Speaking to her after killing the Bed of Chaos, bought all of her pyromancies, and upgraded the Ascended Pyromancy Flame to +5**

1. Ah, very well.

There is nothing left for me to teach you.

Our time together is done. It was short, but sweet.

2. Fool. Hurry along.

I can do nothing more for you.

- **Leaving**

Now, go.

Whatever you do, do not crack and go Hollow.

Lest my time spent on you be wasted.

- **Leaving without doing business**

No luck, hmm...

Well, young pupil, you must have patience.

Do not let it bother you.

But do not keep me waiting much longer.

- **Leaving after killing the Bed of Chaos**

Now, go.

Don't you dare let yourself go hollow.

Lest my time spent on you be wasted.

- **Leaving after killing the Bed of Chaos, without doing business**

No luck, hmm...

Do not let it bother you.

- **When attacked without made hostile**

- What is it! Fool!

- Stop that!

- **When attacked and made hostile**

Hmm... The voice of reason fails?

Then here is a lesson for you...  
That you can only learn once!

- **When killed**

Farewell, my mother, my sisters...  
What have you done...

**Voiced by:** Jenny Funnel

---

Revision #1

Created 16 December 2024 15:37:21 by jade

Updated 16 December 2024 15:37:21 by jade