

# Quelaag's Furysword

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Quelaag's%20Furysword.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Quelaag's%20Furysword>

“ A curved sword born from the soul of Quelaag, daughter of the Witch of Izalith, who was transformed into a chaos demon.

Like Quelaag's body, the sword features shells, spikes, and a coating of chaos fire.

Power affected by wielder's humanity.

## Availability

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Created by the Giant Blacksmith in Anor Londo from the Soul of Quelaag and any +10 Curved Sword for 5,000 Souls

## General Information

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While this weapon has only average stats for a curved sword, it is notable for its high fraction of Fire damage. At low Dexterity and Humanity, Fire damage outnumbers Physical damage nearly three-to-one. Thus, the Furysword is an excellent choice against Fire-weak enemies and shields.

While attacking with this weapon, it will ignite and show a fiery trail. This effect will stop when the attack animation ends. Landing on an enemy also triggers a fire effect.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Quelaag's Furysword	60/0/170/0 (Slash)	600	3.5	11/13/0/0 E/B/-/-	45/10/30/30	30	5,000

# Move Set

1 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Double overhead slash into horizontal slash.	
Roll — R1	Fast left-to-right horizontal slash.	
Backstep or Run — R1	Upward vertical slash.	
Forward + R1	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 (left hand)	Left-to-right horizontal slash.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Fast alternating horizontal slashes.	Very fast and often spammed.
R2 — R2	Double over head slash into rising vertical slash.	
Roll — R1	Fast left-to-right horizontal slash.	
Backstep or Run — R1	Upward vertical slash.	
Forward + R1	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

Strong attacks are replaced by alternating heavier horizontal slashes.

# Upgrades

Requires Demon Titanite

8% STR, 94% DEX scaling

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Quelaag's Furysword +0	60/0/170/0	45/10/30/30	E/B/-/-	-	-
Quelaag's Furysword +1	66/0/187/0	45/10/30/30	E/B/-/-	1 x Demon Titanite	5000
Quelaag's Furysword +2	72/0/204/0	45/10/30/30	E/B/-/-	1 x Demon Titanite	5000
Quelaag's Furysword +3	78/0/221/0	45/10/30/30	E/B/-/-	2 x Demon Titanite	5000
Quelaag's Furysword +4	84/0/237/0	45/10/30/30	E/B/-/-	2 x Demon Titanite	5000
Quelaag's Furysword +5	90/0/255/0	45/10/30/30	E/B/-/-	4 x Demon Titanite	5000

# Humanity Effect

Humanity	Physical Damage	Fire Damage
1	+2	+13
2	+5	+20
3	+7	+27
4	+10	+31
5	+12	+35
6	+15	+39
7	+17	+43
8	+20	+48
9	+22	+52
10 (Cap)	+25	+56

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon 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>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul> <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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>

<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

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