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

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

General Information

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	Frampt 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.

Quelaag's Furysword move set video

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

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.
Stats Needed:	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: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required 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 a 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 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)

Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

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