

Smelter Sword

In-Game Description

An ultra greatsword forged from the soul of the Smelter Demon. Its blade bears the strength of terrible flames, a latent power unleashed by a strong attack.

The earth spouted fire, and a beast arose from the flames. The short-sighted king was incinerated by the creature in one swing, and his castle devoured in a sea of flames.

Availability

Trade Smelter Demon Soul and 1,500 souls with Straid of Olaphis.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	132/0/100/0/0 (Slash)	0/0	130	50	40/10/0/0 D/D/- /C/-/-	70/10/50/50/35	25/25/25/25	45	70	22

Move Set

- Has the same move set as the Zweihander, but with fiery heavy attacks.

Notes

- Heavy attacks explode with fire where the blade hits the ground. This attack will drain 10 points from the weapon's durability.
 - The fiery effect remains briefly if the heavy attacks are cancelled with a roll or back step.
 - Chained heavy attacks all create a fiery blast.
 - When power stanced, strong attacks will retain the fiery blast regardless of the new moveset.
- Cannot be enchanted.
- Cannot be infused.

Upgrades

Basic

Boss upgrade path.

Requires:

- Petrified Dragon Bone.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Smelter Sword +0	132/0/100/0/0	0/0	D/D/-/C/-/-	-	-
Smelter Sword +1	171/0/110/0/0	0/0	D/D/-/C/-/-	1x Petrified Dragon Bone	1,630
Smelter Sword +2	211/0/120/0/0	0/0	D/D/-/C/-/-	2x Petrified Dragon Bone	2,040
Smelter Sword +3	250/0/130/0/0	0/0	D/D/-/C/-/-	3x Petrified Dragon Bone	2,440
Smelter Sword +4	290/0/140/0/0	0/0	D/D/-/C/-/-	4x Petrified Dragon Bone	3,250
Smelter Sword +5	350/0/170/0/0	0/0	C/D/-/C/-/-	5x Petrified Dragon Bone	3,660

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 damage types. See Weakness for physical reduction, Resistance for elemental reduction.</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
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon 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. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (14 x 2 = 28)</p>

<p>Stat Bonuses:</p>	<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> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).
<p>Damage Reduction:</p>	<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
<p>Aux Effect Reduction:</p>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the 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 Petrification Effect • D is Curse Effect
<p>Stability:</p>	<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>
<p>Durability:</p>	<p>The durability of the weapon.</p>
<p>Weight:</p>	<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>

Enchantable? Items/Spells:

Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.

Revision #1

Created 17 December 2024 08:21:08 by jade

Updated 17 December 2024 08:21:08 by jade