

# Smelter Sword

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## 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 | Damag<br>e                   | Aux<br>Effects | Counte<br>r<br>Streng<br>th | Poise<br>Damag<br>e | Stats<br>Neede<br>d<br>Stat<br>Bonuse<br>s | Damag<br>e<br>Reduct<br>ion | Aux<br>Effects<br>Reduct<br>ion | Stabilit<br>y | Durabil<br>ity | Weight |
|-------|------------------------------|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
|       | 132/0/100/0/0<br><br>(Slash) | 0/0            | 130                         | 50                  | 40/10/0/0<br><br>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

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- 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

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### Basic

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Boss upgrade path.

Requires:

- Petrified Dragon Bone.

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

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# Key

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| <b>Damage:</b>           | <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"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types.<br/>See Weakness for physical reduction, Resistance for elemental reduction.</p>   |
| <b>Aux Effect:</b>       | <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"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>   |
| <b>Counter Strength:</b> | <p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>  |
| <b>Poise Damage:</b>     | <p>The ability of the weapon to break the poise of an enemy.</p>  |
| <b>Stats Needed:</b>     | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.<br/>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"><li>• A is the Strength required</li><li>• B is the Dexterity required</li><li>• C is the Intelligence required</li><li>• D 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,<br/>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.<br/>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing<br/>the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength)<br/>properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p> |

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| <b>Stat Bonuses:</b>         | <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"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• 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).</li> </ul> |
| <b>Damage Reduction:</b>     | <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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>  |
| <b>Aux Effect Reduction:</b> | <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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>  |
| <b>Stability:</b>            | <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>   |
| <b>Durability:</b>           | The durability of the weapon.   |
| <b>Weight:</b>               | <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>   |

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| <b>Enchantable? Items/Spells:</b> | 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. |
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