

Upgrade Types

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- Crystal upgrade
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Demon Weapons

Weapons that require Demon Titanite to upgrade

This upgrades path ends at +5, consuming 10 Demon Titanites

Weapons	Shields
<div>Abyss Greatsword</div> <div>Chaos Blade</div> <div>Darkmoon Bow</div> <div>Demon's Spear</div> <div>Dragonslayer Spear</div> <div>Golem Axe</div> <div>Gravelord Sword</div> <div>Great Lord Greatsword</div> <div>Greatsword of Artorias</div> <div>Greatsword of Artorias (Cursed)</div> <div>Lifehunt Scythe</div> <div>Moonlight Butterfly Horn</div> <div>Quelaag's Fursword</div> <div>Smough's Hammer</div>	<div>Crystal Ring Shield</div> <div>Greatshield of Artorias</div>

Raw upgrade

Fold Unfold Table of Contents General Information Upgrade Path Required Materials Notes
Large Ember

General Information

Normal +5 weapons can be ascended to Raw weapons by Andre of Astora with Titanite and the Large Ember

- Increases base damage from the Normal path
 - Adds base damage per upgrade level at a higher rate than the Normal path
 - Lowered Strength and/or Dexterity scaling from the Normal path
 - Adds damage scaling from Strength and/or Dexterity stat per upgrade level, but at a lower rate than Normal
-
- Crossbows and Shields cannot be upgraded to Raw

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Raw +0	1. Give the Large Ember to Andre of Astora in order to ascend Normal +5 Weapons to Raw +0 2. Ascend a Normal +5 Weapon to Raw +0 by giving one Large Titanite Shard to Andre of Astora
↓	
Raw +0 to Raw +5	Upgrade from Raw +0 to Raw +5 using nine Large Titanite Shards at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Large Ember is required to ascend Normal weapons above +5
- Most Raw Weapons cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade level	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Raw +0	-	1	-	-
Raw +1	-	1	-	-
Raw +2	-	1	-	-
Raw +3	-	2	-	-
Raw +4	-	2	-	-
Raw +5	-	3	-	-
Total	9	10	-	-
	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab

Notes

- A Raw weapon's base attack value becomes higher at the cost of its Strength / Dexterity scaling property becoming lower. As such, Raw weapons are more powerful in the early game or for characters with relatively low Strength / Dexterity stats.
- Raw weapons can be enchanted with Magic Weapon, Great Magic Weapon, Crystal Magic Weapon, Hidden Weapon, Sunlight Blade and Darkmoon Blade.
- Raw weapons can be buffed with Charcoal Pine Resin, Gold Pine Resin and Rotten Pine Resin.

Fire upgrade

Fold	Unfold	Table of Contents	General Information	Upgrade Path	Required Materials	Notes
Large Flame Ember						

General Information

Normal +5 weapons and shields can be ascended to Fire weapons and shields by Vamos with Green Titanite and Red Titanite. The Large Flame Ember is required to fully upgrade.

- Base and Fire damage of standard weapons is increased with each upgrade level
- Additonal Fire damage is equal to base damage, although base damage is slightly lowered from the Normal upgrade path
- Fire defense of standard Shields is increased with each upgrade level
- Removes scaling from Dexterity and/or Strength stats

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Fire +0	Ascend a Normal +5 Weapon or Shield to Fire +0 by giving one Green Titanite Shard to Vamos
↓	
Fire +0 to Fire +5	Upgrade from Fire +0 to Fire +5 using nine Green Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	

Fire +5 to Fire +6	<div>1. Give the Large Flame Ember to Vamos in order to ascend Fire +5 Weapons or Shields to Fire +6</div> <div>2. Ascend a Fire +5 Weapon or Shield to Fire +6 by giving one Red Titanite Chunk to Vamos</div>
↓	
Fire +6 to Fire +9	Upgrade from Fire +6 to Fire +9 using six Red Titanite Chunks at any Blacksmith or with a Weapon Smithbox
↓	
Fire +9 to Fire +10	Upgrade from Fire +9 to Fire +10 using one Red Titanite Slab at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Large Flame Ember is required to ascend above Fire +5
- Most Fire Weapons and Shields cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade	Titanite Shard	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Fire +0	-	1	-	-
Fire +1	-	1	-	-
Fire +2	-	1	-	-
Fire +3	-	2	-	-
Fire +4	-	2	-	-
Fire +5	-	3	-	-
Fire +6	-	-	1	-
Fire +7	-	-	1	-
Fire +8	-	-	2	-
Fire +9	-	-	3	-
Fire +10	-	-	-	1
Total	9	10	7	1
	Titanite Shard	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab

Notes

- No ember is required to upgrade to Fire +5
- A Fire weapon cannot be buffed or enchanted with Sorceries, Miracles, or resins, but Fire Shields can still be enchanted with Magic Shield or Strong Magic Shield
- Base damage is significant. Fire is useful for low level PvP or an initial New Game playthrough. Elemental damage such as Fire, Lightning, or Chaos benefit lower-level characters. Stat-scaling weapons outclass elemental weapons at higher soul levels.
- Charcoal Pine Resin provides a limited duration Fire buff on some weapons

Occult upgrade

FoldUnfold Table of Contents General Information Upgrade Path Required Materials Notes
Divine Ember
Dark Ember

General Information

Divine +5 weapons can be ascended to Occult +5 by Andre of Astora using White Titanite. The Divine Ember and Dark Ember are required to fully upgrade.

- Adds base Magic damage to weapons and adds bonus Magic damage that scales with Faith
- Adds base damage to weapons per upgrade level, but at a lower rate than Normal path
- Reduces base damage for weapons from Normal path
- Adds physical damage scaling to weapons from Strength and/or Dexterity stat per upgrade level, lower rate than Normal path.
- Lowers Strength and/or Dexterity scaling to weapons from Normal path
- Adds 110 Occult auxiliary effect
- Weapon cannot be enchanted/buffed

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Divine +0	1. Give the Divine Ember to Andre of Astora in order to ascend Normal +5 Weapons to Divine +0 2. Ascend a Normal +5 Weapon to Divine +0 by giving one Green Titanite Shard to Andre of Astora
↓	
Divine +0 to Divine +5	Upgrade from Divine +0 to Divine +5 using nine Green Titanite Shards at any Blacksmith or with a Weapon Smithbox

↓	
Divine +5 to Occult +0	1. Give the Dark Ember to Andre of Astora in order to modify Divine +5 Weapons to Occult +0 2. Modify a Divine +5 Weapon to Occult +0 by giving one White Titanite Chunk to Andre of Astora
↓	
Occult +0 to Occult +4	Upgrade from Occult +0 to Occult +4 by using seven White Titanite Chunks at any Blacksmith or with a Weapon Smithbox
↓	
Occult +4 to Occult +5	Upgrade from Occult +4 to Occult +5 by using one White Titanite Slab at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Divine Ember is required to ascend Normal +5 weapons to Divine +0
- The Dark Ember is required to ascend Divine +5 weapons to Occult +5
- Most Occult weapons cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade level	Titanite Shard	Green Titanite Shard	White Titanite Chunk	White Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Divine +0	-	1	-	-
Divine +1	-	1	-	-
Divine +2	-	1	-	-
Divine +3	-	2	-	-
Divine +4	-	2	-	-
Divine +5	-	3	-	-
Occult +0	-	-	1	-
Occult +1	-	-	1	-
Occult +2	-	-	1	-
Occult +3	-	-	2	-
Occult +4	-	-	3	-
Occult +5	-	-	-	1
Total	9	10	8	1
	Titanite Shard	Green Titanite Shard	White Titanite Chunk	White Titanite Slab

Notes

- An Occult weapon cannot be buffed or enchanted with Sorceries, Miracles, or resins
- The Occult aux. effect makes Occult weapons do extra damage against Silver Knights, Black Knights, Sentinels, Paladin Leeroy, Dark Sun Gwyndolin, Dragon Slayer Ornstein (but *not* Smough), and Gwyn, Lord of Cinder. Remember that removal of the Divine aux. effect means Occult weapons cannot prevent Skeletons from reviving.
- Other than weapons in Occult upgrade path, there are also three Unique weapons that also have Occult property, and therefore have the above properties as well. These weapons are:
 - Dark Hand (130 Occult aux.)
 - Priscilla's Dagger (110 Occult aux.)
 - Velka's Rapier (110 Occult aux.)

- Occult upgrade path *reduces* the weapon's *base* Magic damage. Regardless of Faith level, this lowered base Magic damage is bad enough that the Occult path's Magic damage will never overcome its Divine counterpart, even with 99 Faith. Although, conversely, Divine path's physical damage will never overcome its Occult counterpart. This means *without* factoring the auxilliary effect, at the same Occult/Divine level, the damage difference is almost negligible; some enemies may take slightly higher damage with Occult, and other enemies may take slightly higher damage with Divine.
- An Occult Club is dropped by a Mimic in Anor Londo
For Occult Weapon Trophy/Achievement, use this weapon rather than starting from scratch as only 7 White Titanite Chunks and 1 White Titanite Slab are needed to fully upgrade it.

Normal upgrade

Fold	Unfold	Table of Contents	General Information	Upgrade Path	Required Materials	Notes
Large Ember						
Very Large Ember						

General Information

Standard weapons and shields can be ascended to +15 by Andre of Astora using Titanite. The Large Ember and Very Large Ember are required to fully upgrade.

- Base damage of Normal weapons and the stability of standard Shields is increased with each upgrade level
- Damage scaling from Dexterity and/or Strength stats is also increased with each upgrade level

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Normal +6	1. Give the Large Ember to Andre of Astora in order to ascend Normal +5 Weapons or Shields to Normal +6 2. Ascend a Normal +5 Weapon or Shield to Normal +6 by giving one Large Titanite Shard to Andre of Astora
↓	
Normal +6 to Normal +10	Upgrade from Normal +6 to Normal +10 using eight Large Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	

Normal +10 to Normal +11	1. Give the Very Large Ember to Andre of Astora in order to ascend Normal +10 Weapons or Shields to Normal +11 2. Ascend a Normal +10 Weapon or Shield to Normal +11 by giving one Titanite Chunk to Andre of Astora
↓	
Normal +11 to Normal +14	Upgrade from Normal +11 to Normal +14 by using six Titanite Chunks at any Blacksmith or with a Weapon Smithbox
↓	
Normal +14 to Normal +15	Upgrade from Normal +14 to Normal +15 by using one Titanite Slab at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Large Ember is required to ascend Normal weapons above +5
- The Very Large Ember is required to ascend Normal weapons above +10
- Most Normal Weapons and Shields cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade level	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Normal +6	-	1	-	-
Normal +7	-	1	-	-
Normal +8	-	2	-	-
Normal +9	-	2	-	-
Normal +10	-	3	-	-
Normal +11	-	-	1	-
Normal +12	-	-	1	-
Normal +13	-	-	2	-
Normal +14	-	-	3	-
Normal +15	-	-	-	1
Total	9	9	7	1
	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab

Notes

- Upgrade any standard weapon to +5 without the need for an Ember
- Standard non-shield weapons can be enchanted with Magic Weapon, Great Magic Weapon, Crystal Magic Weapon, Hidden Weapon, Sunlight Blade and Darkmoon Blade.
- Standard non-shield weapons can be buffed with Charcoal Pine Resin, Gold Pine Resin and Rotten Pine Resin.

Magic upgrade

Fold Unfold Table of Contents General Information Upgrade Path Required Materials Notes
Large Magic Ember

General Information

Normal +5 weapons and shields can be upgraded to Magic +10 by Rickert of Vinheim using Blue Titanite. The Large Magic Ember is required to fully upgrade.

- Adds bonus Magic damage that scales with Intelligence
 - Adds Magic damage scaling from Intelligence stat per upgrade level
 - Adds base Magic damage
 - Reduces base damage from Normal path
 - Lowers Strength and/or Dexterity scaling from Normal path
 - Weapon cannot be enchanted/buffed
-
- Adds base damage per upgrade level, lower rate than Normal path
 - Adds physical damage scaling from Strength and/or Dexterity stat per upgrade level, lower rate than Normal path
 - Adds Magic defense for Shields per upgrade level

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Magic +0	Ascend a Normal +5 Weapon or Shield to Magic +0 by giving one Green Titanite Shard to Rickert of Vinheim
↓	
Magic +0 to Magic +5	Upgrade from Magic +0 to Magic +5 using nine Green Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	

Magic +5 to Magic +6	<div>1. Give the Large Magic Ember to Rickert of Vinheim in order to ascend a Magic +5 Weapon or Shield to Magic +6</div> <div>2. Ascend a Magic +5 Weapon or Shield to Magic +6 by giving one Blue Titanite Chunk to Rickert of Vinheim</div>
↓	
Magic +6 to Magic +9	Upgrade from Magic +6 to Magic +9 by using six Blue Titanite Chunks at any Blacksmith or with a Weapon Smithbox
↓	
Magic +9 to Magic +10	Upgrade from Magic +9 to Magic +10 by using one Blue Titanite Slab at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Large Magic Ember is required to ascend Magic weapons above +5
- Most Magic Weapons and Shields cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade level	Titanite Shard	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Magic +0	-	1	-	-
Magic +1	-	1	-	-
Magic +2	-	1	-	-
Magic +3	-	2	-	-
Magic +4	-	2	-	-
Magic +5	-	3	-	-
Magic +6	-	-	1	-
Magic +7	-	-	1	-
Magic +8	-	-	2	-
Magic +9	-	-	3	-
Magic +10	-	-	-	1
Total	9	10	7	1
	Titanite Shard	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab

Notes

- No ember is required to upgrade to Magic +5
- A Magic weapon cannot be buffed or enchanted with Sorceries, Miracles or resins, but Magic shields can still be enchanted with Magic Shield or Strong Magic Shield
- This is a good upgrade for Mid-game intellect builds, since it's balanced between depending on base damage and scaling. Very good upgrade for endgame PvP or NG+.

Lightning upgrade

FoldUnfold Table of Contents General Information Upgrade Path Required Materials Notes
Large Ember

General Information

Normal +10 weapons and shields can be ascended to Lightning +5 by the Giant Blacksmith using Titanite. The Large Ember is required.

- Lightning +0 sets both Physical and Lightning Base Damage to the Base Damage of Normal +8
- Base Damage increases with every upgrade level linearly, reaching Base Damage of Normal +15 with Lightning +5
- Removes scaling from Dexterity and/or Strength stats
- Multiplies Lightning damage reduction for shields and weapons but reduces stability

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Normal +6	1. Give the Large Ember to Andre of Astora in order to ascend Normal +5 Weapons or Shields to Normal +6 2. Ascend a Normal +5 Weapon or Shield to Normal +6 by giving one Large Titanite Shard to Andre of Astora
↓	
Normal +6 to Normal +10	Upgrade from Normal +6 to Normal +10 using eight Large Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +10 to Lightning +0	Ascend a Normal +10 Weapon or Shield to Lightning +0 by giving one Titanite Chunk to the Giant Blacksmith
↓	

Lightning +0 to Lightning +4	Upgrade from Lightning +0 to Lightning +4 by using seven Titanite Chunks at any Blacksmith or with a Weapon Smithbox
↓	
Lightning +4 to Lightning +5	Upgrade from Lightning +4 to Lightning +5 by using one Titanite Slab at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Large Ember is required to modify Normal weapons above +5
- Most Lightning Weapons and Shields cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade level	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Normal +6	-	1	-	-
Normal +7	-	1	-	-
Normal +8	-	2	-	-
Normal +9	-	2	-	-
Normal +10	-	3	-	-
Lightning +0	-	-	1	-
Lightning +1	-	-	1	-
Lightning +2	-	-	1	-
Lightning +3	-	-	2	-
Lightning +4	-	-	3	-
Lightning +5	-	-	-	1
Total	9	9	8	1
	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab

Notes

- An offensive Lightning weapon cannot be buffed or enchanted with Sorceries, Miracles, or resins, but Lightning shields can still be enchanted with Magic Shield or Strong Magic Shield.
- The base damage is significant. Lightning is useful for low level PvP or an initial New Game playthrough. Elemental damage, such as Lightning, Fire, or Chaos, benefits lower-level characters. Stat-scaling upgrades outclass elemental weapons at higher soul levels.
- Gold pine resin provides a limited duration lightning buff of 150 lightning damage on some weapons
- A Lightning Spear is dropped by a Mimic in Sen's Fortress. For the Lightning Weapon Trophy/Achievement, use this weapon rather than starting from scratch as only 7 Titanite Chunks and 1 Titanite Slab are needed to fully upgrade it.

Enchanted upgrade

Fold Unfold Table of Contents General Information Upgrade Path Required Materials Notes
Enchanted Ember

General Information

Magic +5 weapons can be ascended to Enchanted +5 by Rickert of Vinheim using Blue Titanite and the Enchanted Ember.

- Adds Magic damage scaling from the Intelligence stat per upgrade level at a higher rate than the Magic path
- Adds base Physical and Magic damage per upgrade level, but at a lower rate than the Magic path
- Adds physical damage scaling from Strength and/or Dexterity stat per upgrade level, but at a lower rate than the Magic path
- Crossbows and Shields cannot be ascended via the Enchanted upgrade path
- Weapons ascended via the Enchanted path cannot be enchanted/buffed

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Magic +0	Ascend a Normal +5 Weapon to Magic +0 by giving one Green Titanite Shard to Rickert of Vinheim
↓	
Magic +0 to Magic +5	Upgrade from Magic +0 to Magic +5 using nine Green Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	

Magic +5 to Enchanted +0	1. Give the Enchanted Ember to Rickert of Vinheim in order to ascend a Magic +5 weapons to Enchanted +0 2. Ascend a Magic +5 Weapon to Enchanted +0 by giving one Blue Titanite Chunk to Rickert of Vinheim
↓	
Enchanted +0 to Enchanted +4	Upgrade from Enchanted +0 to Enchanted +4 by using seven Blue Titanite Chunks at any Blacksmith or with a Weapon Smithbox
↓	
Enchanted +4 to Enchanted +5	Upgrade from Enchanted +4 to Enchanted +5 by using one Blue Titanite Slab at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Enchanted Ember is required to ascend Magic weapons +5 to Enchanted weapons.
- Most Enchanted weapons cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade level	Titanite Shard	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Magic +0	-	1	-	-
Magic +1	-	1	-	-
Magic +2	-	1	-	-
Magic +3	-	2	-	-
Magic +4	-	2	-	-
Magic +5	-	3	-	-
Enchanted +0	-	-	1	-
Enchanted +1	-	-	1	-
Enchanted +2	-	-	1	-
Enchanted +3	-	-	2	-
Enchanted +4	-	-	3	-
Enchanted +5	-	-	-	1
Total	9	10	8	1
	Titanite Shard	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab

Notes

- This is the best upgrade for high leveled Intelligence based builds, especially with Intelligence is near 50, while the investment in Dexterity and/or Strength is only for done minimum requirements.
- An Enchanted Falchion can be found in The Duke's Archives
For the Enchanted Weapon Trophy/Achievement, use this weapon rather than starting from scratch as only 7 Blue Titanite Chunks and 1 Blue Titanite Slab are needed to fully upgrade it.

Dragon Weapons

Weapons that require Dragon Scales to upgrade

Upgrade path ends at +5, consuming 10 Dragon Scales

Dragon Bone Fist

Dragon Greatsword

Dragon King Greataxe

Dragon Tooth

Drake Sword

Moonlight Greatsword

Obsidian Greatsword

Priscilla's Dagger

Divine upgrade

FoldUnfold Table of Contents General Information Upgrade Path Required Materials Notes
Divine Ember
Large Divine Ember

General Information

Normal +5 weapons and shields can be upgraded to Divine +10 by Andre of Astora using White Titanite. The Divine Ember and Large Divine Ember are required to fully upgrade.

- Adds base Magic damage to weapons and adds bonus Magic damage that scales with Faith
- Adds base damage to weapons per upgrade level, but at a lower rate than Normal path
- Adds physical damage scaling to weapons from Strength and/or Dexterity stat per upgrade level, lower rate than Normal path
- Lowers Strength and/or Dexterity scaling to weapons from Normal path
- Adds 110 Divine auxiliary effect
- Adds Magic defense to Shields per upgrade level
- Weapon cannot be enchanted/buffed

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Divine +0	1. Give the Divine Ember to Andre of Astora in order to ascend Normal +5 Weapons or Shields to Divine +0 2. Ascend a Normal +5 Weapon or Shield to Divine +0 by giving one Green Titanite Shard to Andre of Astora
↓	
Divine +0 to Divine +5	Upgrade from Divine +0 to Divine +5 using nine Green Titanite Shards at any Blacksmith or with a Weapon Smithbox

↓	
Divine +5 to Divine +6	1. Give the Large Divine Ember to Andre of Astora in order to ascend Divine +5 Weapons or Shields to Divine +6 2. Ascend a Divine +5 Weapon or Shield to Divine +6 by giving one White Titanite Chunk to Andre of Astora
↓	
Divine +6 to Divine +9	Upgrade from Divine +6 to Divine +9 by using seven White Titanite Chunks at any Blacksmith or with a Weapon Smithbox
↓	
Divine +9 to Divine +10	Upgrade from Divine +9 to Divine +10 by using one White Titanite Slab at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Divine Ember is required to modify Normal +5 weapons to Divine +0
- The Large Divine Ember is required to modify Divine +5 weapons to Divine +6
- Most Divine Weapons and Shields cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade level	Titanite Shard	Green Titanite Shard	White Titanite Chunk	White Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Divine +0	-	1	-	-
Divine +1	-	1	-	-
Divine +2	-	1	-	-
Divine +3	-	2	-	-
Divine +4	-	2	-	-
Divine +5	-	3	-	-
Divine +6	-	-	1	-
Divine +7	-	-	1	-
Divine +8	-	-	2	-
Divine +9	-	-	3	-
Divine +10	-	-	-	1
Total	9	10	8	1
	Titanite Shard	Green Titanite Shard	White Titanite Chunk	White Titanite Slab

Notes

- Does not remove other auxiliary effects that are already on the weapon, such as poison and bleed
- The Divine aux. effect makes Divine weapons have several properties:
 - Extra damage against certain enemies, namely the various skeletons in The Catacombs and Tomb of the Giants, but also the Mass of Souls enemies in New Londo Ruins and Crow Demons in the Painted World of Ariamis. It acts as a straight Damage multiplier applied after defense calculations
 - Can prevent the revival of the Skeletons in The Catacombs even without killing the Necromancer of the area, and also the skeletons while fighting Gravelord Nito
- Other than weapons in Divine upgrade paths, there are also five unique weapons that have Divine property also, and therefore have the above properties as well. These weapons are:
 - Astora's Straight Sword (120 Divine aux.)
 - Crescent Axe (120 Divine aux.)

- Grant (130 Divine aux.)
- Greatsword of Artorias (140 Divine aux.)
- Silver Knight Spear (110 Divine aux.)
- A Divine weapon cannot be buffed or enchanted with Sorceries, Miracles, or resins, Divine shields can be enchanted with Magic Shield or Strong Magic Shield
- Even though Divine weapons have a lower scaling letter for Faith than Occult weapons, a Divine weapon's higher base magic damage gives them more magic damage overall than its Occult counterpart, even up to 99 Faith. The only exceptions to this are Occult bows when used with Moonlight Arrows, because the Moonlight Arrows' magic damage is added to the bow's base magic damage, which boosts its effective scaling. (scaling is dependent on base damage)

Crystal upgrade

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Large Ember
Crystal Ember

General Information

Normal +10 weapons and shields can be ascended to Crystal +5 by the Giant Blacksmith using Titanite and the Crystal Ember

- Increases base damage from the Normal path and adds base damage per upgrade level at a higher rate than Normal path
 - Increases Strength and/or Dexterity scaling from Normal path and adds damage scaling from Strength and/or Dexterity stat per upgrade level, higher rate than Normal path
 - Decreases maximum Durability of weapons to one tenth of their normal value
 - Adds Stability per upgrade level for Shields, that is higher than the Normal path
-
- Crystal weapons and shields cannot be repaired

Upgrade Path

Crystal weapons and shields can only be ascended by the Giant Blacksmith

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Normal +6	1. Give the Large Ember to Andre of Astora in order to ascend Normal +5 Weapons or Shields to Normal +6 2. Ascend a Normal +5 Weapon or Shield to Normal +6 by giving one Large Titanite Shard to Andre of Astora
↓	
Normal +6 to Normal +10	Upgrade from Normal +6 to Normal +10 using eight Large Titanite Shards at any Blacksmith or with a Weapon Smithbox

↓	
Normal +10 to Crystal +0	1. Give the Crystal Ember to Giant Blacksmith in order to ascend Normal +10 Weapons or Shields to Crystal +0 2. Ascend a Normal +10 Weapon or Shield to Crystal +0 by giving one Titanite Chunk to the Giant Blacksmith
↓	
Crystal +0 to Crystal +4	Upgrade from Crystal +0 to Crystal +4 by using seven Titanite Chunks
↓	
Crystal +4 to Crystal +5	Upgrade from Crystal +4 to Crystal +5 by using one Titanite Slab

Required Materials

- The Large Ember is required to ascend Normal weapons above +5
- The Crystal Ember is required to ascend Crystal weapons
- Most Crystal Weapons and Shields cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade level	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Normal +6	-	1	-	-
Normal +7	-	1	-	-
Normal +8	-	2	-	-
Normal +9	-	2	-	-
Normal +10	-	3	-	-
Crystal +0	-	-	1	-
Crystal +1	-	-	1	-
Crystal +2	-	-	1	-
Crystal +3	-	-	2	-
Crystal +4	-	-	3	-
Crystal +5	-	-	-	1
Total	9	9	8	1
	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab

Notes

- Crystal weapons cannot be repaired. Repair Powder will be disabled and Repair doesn't restore Crystal equipment's durability. They can, however, be upgraded. When a Crystal weapon is upgraded, it's durability is reset to maximum.
- A Crystal weapon cannot be downgraded. It will always remain a Crystal Weapon
- Crystal weapons are enchantable (can be buffed with Miracles, Sorceries, and Resins)
- Not to be confused with the Crystal equipment Domhnall of Zena sells.
The Crystal weapons Domhnall sells are unique weapons that are not actually upgraded through the Crystal path, even though they have "crystal" in their names. They cannot be repaired, but have much higher durability than "true" crystal weapons. Also, they have a crystallized look, while weapons upgraded through the crystal path still have the same appearance as any other upgrade path.

- A Crystal Halberd is dropped by the first Mimic in Anor Londo
For Crystal Weapon Trophy/Achievement, use this weapon rather than starting from scratch as only 7 Titanite Chunks and 1 Titanite Slab are needed to fully upgrade it.
- A Crystal Weapon +4 actually has a better attack rating than a Normal +15 Weapon

Chaos upgrade

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Chaos Flame Ember

General Information

Fire +5 weapons can be ascended to Chaos weapons by Vamos with Red Titanite and the Chaos Flame Ember

- Adds bonus Physical and Fire damage that scales with Humanity (stat)
- Adds damage scaling from Humanity (stat) per upgrade level
- Adds base and Fire damage per upgrade level. Fire damage is slightly higher than base physical.
- Lowers base damage even more than Fire path
- Removes scaling from Dexterity and/or Strength stats

Upgrade Path

Normal +0 to Normal +5	Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Normal +5 to Fire +0	Ascend a Normal +5 Weapon or Shield to Fire +0 by giving one Green Titanite Shard to Vamos
↓	
Fire +0 to Fire +5	Upgrade from Fire +0 to Fire +5 using nine Green Titanite Shards at any Blacksmith or with a Weapon Smithbox
↓	
Fire +5 to Chaos +0	1. Give the Chaos Flame Ember to Vamos in order to ascend Fire +5 Weapons to Chaos +0 2. Ascend a Fire +5 Weapon or Shield to Chaos +0 by giving one Red Titanite Chunk to Vamos
↓	

Chaos +0 to Chaos +4	Upgrade from Chaos +0 to Chaos +4 using seven Red Titanite Chunks at any Blacksmith or with a Weapon Smithbox
↓	
Chaos +4 to Chaos +5	Upgrade from Chaos +4 to Chaos +5 using one Red Titanite Slab at any Blacksmith or with a Weapon Smithbox

Required Materials

- The Chaos Flame Ember is required to ascend Fire weapons +5 to Chaos weapons.
- Most Chaos Weapons cost 200 souls per level to upgrade. The cost can vary however between 100 and 800 souls, depending on weapon size.

Upgrade	Titanite Shard	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Normal +1	1	-	-	-
Normal +2	1	-	-	-
Normal +3	2	-	-	-
Normal +4	2	-	-	-
Normal +5	3	-	-	-
Fire +0	-	1	-	-
Fire +1	-	1	-	-
Fire +2	-	1	-	-
Fire +3	-	2	-	-
Fire +4	-	2	-	-
Fire +5	-	3	-	-
Chaos +0	-	-	1	-
Chaos +1	-	-	1	-
Chaos +2	-	-	1	-
Chaos +3	-	-	2	-
Chaos +4	-	-	3	-
Chaos +5	-	-	-	1
Total	9	10	8	1
	Titanite Shard	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab

Notes

- Weapon cannot be enchanted/buffed
- Chaos weapons scale with Humanity stat, up to 10 Humanity
- At 5 Humanity, a Chaos +5 weapon starts to overtake its Fire +10 counterpart (Chaos has higher Fire damage while Fire has higher physical damage)

At 10 Humanity, a Chaos +5 weapon effectively has the same physical damage and about 16% more Fire damage than its Fire +10 counterpart