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Upgrade Materials

White Titanite Slab

In Game Description

*White titanite slab for weapon reinforcement.
Legendary Slabs were the domain of the Gods.
Reinforces divine weapons to +10,
and occult weapons to +5.*

*Legendary Slabs are the heirlooms of a
nameless blacksmith deity, who forged the
weapons of other Gods. Weapons forged with
this slab become rare legendary weapons.*

Availability

- Dropped by Pinwheel Servant (0.2% drop rate).
- Treasure from a corpse in a small tunnel accessed by dropping off just prior to the boss fog in Tomb of the Giants. (Video)
- Treasure from a corpse at the end of a tunnel near the boss fog, guarded by some Humanity Phantoms, in the Chasm of the Abyss.

Use

- Upgrades Divine +9 weapons to +10 (max).
- Upgrades Occult +4 weapons to +5 (max).
- Trade with Kingseeker Frampt for 2 White Titanite Chunks.

White Titanite Chunk

In Game Description

*Titanite chunk for weapon reinforcement.
White titanite has powerful magic energy.
Reinforces divine weapons to +9,
and occult weapons to +4.*

*With the discovery of chunks in Lordran,
the race to locate the Legendary Slabs
has begun. But could they be mere myth?*

Availability

- Dropped by Bone Towers in the Tomb of the Giants (5% drop rate)
- Dropped by Pinwheel Servants in the Tomb of the Giants (1x, 10% drop rate; 2x, 0.3% drop rate)
- Dropped by Chaos Eater in Lost Izalith (2x, 0.3% drop rate)
- Dropped by Crystal Lizards in The Great Hollow, Chasm of the Abyss, The Catacombs and Royal Wood
- 100% drop by the non-respawning Black Knight (greataxe) in The Catacombs
- 100% drop by the non-respawning Black Knight (halberd) in the Tomb of the Giants
- Below the non-respawning Black Knight (halberd) on the path to Nito, on a corpse in a small divot in the right wall.
- 100% drop by the fourth Black Knight (greataxe) in the Kiln of the First Flame
- Treasure from a corpse in the area with Pinwheel Servants and Skeleton Babies in the Tomb of the Giants
- Treasure from a corpse in the area where Patches pushes you in the Tomb of the Giants
- Treasure from a corpse in The Great Hollow
- Trade Sunlight Medal with Snuggly the Crow
- Trade White Titanite Slab with Kingseeker Frampt for 2 White Titanite Chunks
- Possible reward from a successful Forest Hunter covenant invasion

Use

- With Andre of Astora and Large Divine Ember, ascends Divine +5 weapons to Divine +6
- With Andre of Astora and Dark Ember, ascends Divine +5 weapons to Occult
- Upgrades Divine +6 weapons up to +9, consuming a total of 6 Chunks
- Upgrades Occult weapons up to +4, consuming a total of 7 Chunks
- Trade with Kingseeker Frampt for 3 Green Titanite Shards

Twinkling Titanite

In Game Description

This weapon-reinforcing titanite is imbued with a particularly powerful energy. Reinforces weapons that cannot be reinforced normally to +5.

After this titanite was peeled from its Slab, it is said that it received a special power, but its specific nature is not clear.

Availability

- Sold by the Giant Blacksmith for 8,000 souls each
- Guaranteed drop (2x) by Crystal Lizards.
- Dropped by Man-Eater Shell (30% drop rate in Ash Lake; 20% drop rate in Crystal Cave).
- Dropped by Stone Guardian (20% drop rate).
- Treasure from a chest in the room to the left when exiting the first Anor Londo bonfire
- Trade a Bloodred Moss Clump with Snuggly the Crow
- Trade a Purple Moss Clump with Snuggly the Crow
- Trade a Blooming Purple Moss Clump with Snuggly the Crow for 2 Twinkling Titanites

Use

Upgrade Unique Equipment

Titanite Slab

In Game Description

Titanite slab for weapon reinforcement.

Legendary Slabs were the domain of the Gods.

*Reinforces standard weapons to +15,
and crystal or lightning weapons to +5.*

*Legendary Slabs are the heirlooms of a
nameless blacksmith deity, who forged the
weapons of other Gods. Weapons forged with
this slab become rare legendary weapons.*

Availability

- Gift from Sieglinde of Catarina after completing her and Siegmeyer of Catarina's storyline
- Random chance of obtaining from Crystal Lizards in The Great Hollow
- Guaranteed drop by Stray Demon
- Dropped by Darkwraith enemy (0.21% drop rate)
- Treasure from a chest behind the waterfall in Black Dragon Kalameet's boss arena in Royal Wood.

Use

- Upgrades Normal +14 weapons to +15 (max)
- Upgrades Lightning +4 weapons to +5 (max)
- Upgrades Crystal +4 weapons to +5 (max)
- Upgrades +9 non-unique armors to +10 (max)
- Trade with Kingseeker Frampt for 2 Titanite Chunks

Notes

- When trying to farm for Titanite Slabs from the Darkwraiths, Item Discovery should ideally be at the maximum of 410, which can be reached by having 10 soft humanity and equipping either the Covetous Gold Serpent Ring **or** Symbol of Avarice (the boost of these two items does **not** stack).
- The Titanite Slab in Royal Wood can be obtained from the chest behind the waterfall either after Black Dragon Kalameet is defeated or even before, if you're fast enough. It's in a chest behind the larger waterfall on the right, that you see in front of you when you are standing at the top of the ladder, looking directly across the valley. You can run quickly across the valley and through the waterfall before Kalameet gets to you, open the chest and take the slab, then use a Homeward Bone/Homeward to leave. It is even possible to return to the ladder and escape without taking damage if you stick to the edge of the arena.

Titanite Shard

In-Game Description

Titanite shard for weapon reinforcement.

Most common titanite material.

Reinforces standard weapons to +5.

Titanite shards are fragments of the Legendary Slabs. Titanite is etched into weapons to reinforce.

Availability

- Sold by Vamos for 800 souls.
- Sold by Andre of Astora for 800 souls.
- Sold by Giant Blacksmith for 800 souls.
- Sold by Hawkeye Gough for 800 souls.
- Sold by Crestfallen Merchant for 1,000 souls.
- 100% drop from the non-respawning Heavy Knight in Undead Parish.
- Dropped by Hollow Soldier (rare).
- Dropped by Balder Knight (uncommon).
- Trade Green Titanite Shard with Kingseeker Frampt for 5 Titanite Shards.
- Trade Large Titanite Shard with Kingseeker Frampt for 5 Titanite Shards.
- Possible reward from a successful Forest Hunter covenant invasion.

Use

- Upgrades Normal weapons up to +5 (the basic requirement to take another upgrade path), consuming a total of 9 Shards.
- Upgrades non-unique armors up to +3, consuming a total of 6 Shards for metal armor or 4 Shards for cloth and leather armor.

Titanite Chunk

In Game Description

Titanite chunk for weapon reinforcement.

Not found outside of Lordran.

*Reinforces standard weapons to +14,
and crystal, lightning weapons to +4.*

*With the discovery of chunks in Lordran,
the race to locate the Legendary Slabs
has begun. But could they be mere myth?*

Availability

- Guaranteed drop by Black Knight (Greatsword) standing on top of the tower in the Undead Parish near the Armored Tusk
- Guaranteed drop by non-respawning Black Knight (Sword) standing guard before the Blue Tearstone Ring in Undead Burg
- Guaranteed drop by non-respawning Giant who opens the fortress' gate in Sen's Fortress
- Guaranteed drop by non-respawning Giant who throws firebombs at you in Sen's Fortress
- Guaranteed drop by first and third Black Knight (Sword) in Kiln of the First Flame
- Dropped by a respawning Giant who continually (until attacked) drops massive stone spheres down a chute in Sen's Fortress (1% drop rate).
- Dropped by Royal Sentinels in Anor Londo (8% drop rate).
- Dropped by Darkwraith enemy in New Londo Ruins (1x, 8.47% drop rate; 2x, 0.32% drop rate).
- Dropped by Crystal Lizards in Undead Burg, Darkroot Garden, Tomb of the Giants, and The Great Hollow
- Treasure from a corpse in Anor Londo. On the terrace next to the Giant Blacksmith, surrounded by Bat Wing Demons
- Treasure from a chest in New Londo Ruins. Behind an illusory wall to the right of the second building with a Mass of Souls. Guarded by a Darkwraith
- Treasure from a chest in New Londo Ruins. Inside the second building with a Mass of Souls
- Treasure from a corpse in The Great Hollow. Last treasure encountered coming in from Blighttown to Ash Lake. On top of a mushroom platform that can be accessed by carefully

falling off from a higher location

- Trade Rubbish with Snuggly the Crow
- Trade Titanite Slab with Kingseeker Frampt for 2 Titanite Chunks
- Possible reward from a successful Forest Hunter covenant invasion

Use

- With Andre of Astora and Very Large Ember, ascends Normal +10 weapons to Normal +11
- With Giant Blacksmith, ascends Normal +10 weapons to Lightning
- With Giant Blacksmith and Crystal Ember, ascends Normal +10 weapons to Crystal
- Upgrades Normal weapons from +10 up to +14, consuming a total of 7 Chunks
- Upgrades Lightning weapons up to +4, consuming a total of 7 Chunks
- Upgrades Crystal weapons up to +4, consuming a total of 7 Chunks
- Upgrades +6 non-unique armors up to +9, consuming 6 Chunks for metal armor or 4 Chunks for cloth and leather armor
- Trade with Kingseeker Frampt for 3 Large Titanite Shards

Red Titanite Slab

In Game Description

*Red titanite slab for weapon reinforcement.
Legendary Slabs were the domain of the Gods.
Reinforces fire weapons to +10,
and chaos weapons to +5.*

*Legendary Slabs are the heirlooms of a
nameless blacksmith deity, who forged the
weapons of other Gods. Weapons forged with
this slab become rare legendary weapons.*

Availability

- Dropped by Chaos Eater in Lost Izalith (0.2% drop rate)
- Treasure from a chest partially submerged in poisonous swamp in Lost Izalith (Video)
- Trade *unupgraded* Ascended Pyromancy Flame with Snuggly the Crow

Use

- Upgrades Fire +9 weapons to +10 (max)
- Upgrades Chaos +4 weapons to +5 (max)
- Trade with Kingseeker Frampt for 2 Red Titanite Chunks

Red Titanite Chunk

In Game Description

Titanite chunk for weapon reinforcement.

Red titanite has powerful fire energy.

*Reinforces fire weapons to +9,
and chaos weapons to +4.*

*With the discovery of chunks in Lordran,
the race to locate the Legendary Slabs
has begun. But could they be mere myth?*

Availability

- Guaranteed drop from the Black Knight (sword) in front of your starting cell in the Undead Asylum on return visit.
- Guaranteed drop from the Black Knight (sword) who replaces the Hollow archer in the Undead Asylum on return visit.
- Guaranteed drop from the second Black Knight (greatsword) in the Kiln of the First Flame.
- Dropped by Burrowing Rockworm in Demon Ruins (5% drop rate).
- Dropped by Chaos Eater in Lost Izalith (10% drop rate).
- Dropped by Chaos Bug in the shortcut tunnel between Demon Ruins and Lost Izalith (0.5% drop rate).
- Dropped by Crystal Lizard in The Great Hollow, Lost Izalith and Royal Wood
- Treasure from a corpse in The Great Hollow.
- Treasure from another corpse in The Great Hollow.
- Treasure from a corpse in Lost Izalith.
- Treasure from another corpse in Lost Izalith.
- Loot from a chest in Oolacile Township. In the building with the chest containing the Mimic, before you jump just run straight and there will be an illusory wall.
- Trade unupgraded Pyromancy Flame with Snuggly the Crow.
- Trade Red Titanite Slab with Kingseeker Frampt for 2 Red Titanite Chunks.

Use

- With Vamos and Large Flame Ember, ascends Fire +5 weapons to Fire +6.
- With Vamos and Chaos Flame Ember, ascends Fire +5 weapons to Chaos.
- Upgrades Fire +6 weapons up to +9, consuming a total of 6 Chunks.
- Upgrades Chaos weapons up to +4, consuming a total of 7 Chunks.
- Trade with Kingseeker Frampt for 3 Green Titanite Shards.

Large Titanite Shard

In-Game Description

Titanite shard for weapon reinforcement.

Large titanite material.

*Reinforces standard weapons to +10,
and raw weapons to +5*

*Titanite shards are fragments of
the Legendary Slabs. Titanite is
etched into weapons to reinforce.*

Availability

- Sold by Crestfallen Merchant for 4,000 souls
- Sold by Giant Blacksmith for 3,800 souls
- Sold by Hawkeye Gough for 3,800 souls
- Random chance of obtaining from Crystal Lizards
- 100% drop by the Heavy Knight in Painted World of Ariamis
- Dropped by Slimes (approx. 1.75% drop at base Item Discovery)
- Dropped by Heavy Knights (uncommon)
- Dropped by Balder Knights (Sen's Fortress only; uncommon)
- Dropped by Giant Leeches (uncommon)
- Dropped by Bloathheads (uncommon)
- Treasure from a corpse in the Depths
- Treasure from two different corpses in the Blighttown swamp
- Treasure from three different corpses in Sen's Fortress
- Trade Titanite Chunk with Kingseeker Frampt for 3 Large Titanite Shards
- Possible reward from a successful Forest Hunter covenant invasion

Use

- With Andre of Astora and Large Ember, ascends Normal +5 weapons to Normal +6
- With Andre of Astora and Large Ember, ascends Normal +5 weapons to Raw
- Upgrades Normal weapons from +6 up to +10, consuming a total of 8 Shards

- Upgrades Raw weapons up to +5 (max), consuming a total of 9 Shards
- Upgrades +3 non-unique armors up to +6, consuming 6 Large Titanite Shards for metal armor or 4 titanite shards for cloth and leather armor
- Trade with Kingseeker Frampt for 5 Titanite Shards

Green Titanite Shard

In Game Description

Titanite shard for weapon reinforcement.

Green titanite imbued with a special power.

Reinforces magic, divine, and fire weapons to +5.

Titanite shards are fragments of the Legendary Slabs.

Titanite is etched into weapons to reinforce.

Availability

- Dropped by Slimes (2% drop rate).
- Dropped by Giant Leeches (5x per drop, 2% drop rate).
- Dropped by Burrowing Rockworms (1x per drop, 23.8% drop rate; 2x per drop, 4.76%).
- Dropped by Bloathead Sorcerers (1x per drop, 5% drop rate; 2x per drop, 1% drop rate).
- Sold by Crestfallen Merchant for 5,000 souls.
- Sold by the Giant Blacksmith for 4,800 souls.
- Sold by Hawkeye Gough for 4,800 souls.
- Treasure (x2) from a corpse in Demon Ruins, to the left of the staircase after the final Capra Demon. Walk left under the staircase or drop from above.
- Treasure (x2) from a corpse in the Centipede Demon arena, from the boss entrance walk to the right and go over the lava.
- Treasure (x2) from a corpse in Lost Izalith, drop down in the poison pool with the Chaos Eater and get the shards in the corner.
- Treasure from a corpse in Blighttown's poison swamp, below the ramp leading to The Great Hollow, guarded by two Giant Leeches.
- Treasure from a corpse in upper New Londo Ruins, in a small torn down building between Ingward's building and the building leading to lower ruins/floodgate mechanism.
- Treasure from a corpse in The Catacombs just before meeting Vamos.
- Trade White Titanite Chunk with Kingseeker Frampt for 3 Green Titanite Shards.
- Trade Red Titanite Chunk with Kingseeker Frampt for 3 Green Titanite Shards.
- Trade Blue Titanite Chunk with Kingseeker Frampt for 3 Green Titanite Shards.
- Possible reward from a successful Forest Hunter covenant invasion.

Use

- With Andre of Astora and Divine Ember, ascends Normal +5 weapons to Divine.
- With Rickert of Vinheim, ascends Normal +5 weapons to Magic.
- With Vamos, ascends Normal +5 weapons to Fire.
- Upgrades Divine weapons up to +5, consuming a total of 9 Shards.
- Upgrades Magic weapons up to +5, consuming a total of 9 Shards.
- Upgrades Fire weapons up to +5, consuming a total of 9 Shards.
- Trade with Kingseeker Frampt for 5 Titanite Shards.

Farming

- Farming method for early in the game: Save at first bonfire in the Depths. Run into the hallway, kill all Slimes, loot, return to Bonfire. Repeat.
- Farming method in Blighttown: Save at the bonfire in the swamp (or the The Great Hollow entrance). Run to the far left side of the map until you run into the leeches and kill them. This is the better method since when they drop, it's 5 shards at once.

Dragon Scale

In Game Description

*Dragon scale for reinforcing dragon weapons.
Peeled from an ancient dragon.*

*A dragon is inseparable from its scales,
and the transcendent apostles, who seek
the perpetuity of the ancient dragons,
have crossed the very end of the earth
to seek this invaluable treasure.*

Availability

- Guaranteed drop from Hydra in Darkroot Basin
- Guaranteed drop (x2) from Hydra in Ash Lake
- Guaranteed drop from Undead Dragon in Valley of Drakes
- Guaranteed drop from Undead Dragon in Painted World of Ariamis
- Dropped by Drake in the Valley of Drakes (5% drop rate)
- Treasure from a chest in a pit behind the second bonfire in Blighttown
- Treasure from a corpse to the left of the Hydra in Ash Lake
- Treasure from a corpse in the hollow tree on the beach in Ash Lake
- Treasure from a corpse floating in the water, past the Man-Eater Shells, in Ash Lake
- Trade an Egg Vermifuge with Snuggly the Crow
- Reward after winning a duel between Path of the Dragon covenanters using Dragon Eye

Use

- Upgrades Dragon Weapons
- Give to the Stone Dragon in order to rank up in the Path of the Dragon Covenant

Notes

With maximum item discovery (410), Drakes have a drop rate of approximately 17.75%, one can expect to get 80 dragon scales to reach rank 3 of the Path of the Dragon Covenant after killing 451 drakes.

Demon Titanite

In Game Description

Special titanite stolen from a faceless stone beast known as a Titanite Demon.

When the nameless blacksmith deity passed, from several Slabs, great beasts arose. The power of titanite remains within them, and they still roam Lordran today.

Availability

- 100% drop from Prowling Demons all over Lordran. The non-respawning one in Anor Londo and the respawning one in Lost Izalith shortcut both drop 2 Demon Titanites
- Treasure from a chest around the back of the elevator tower, directly before the first Gargoyle encounter in Anor Londo
- Treasure from a chest in the room to the right when exiting the first Anor Londo bonfire
- Treasure from a chest in the bedroom with three Silver Knights in Anor Londo (x2)
- Trade Dung Pie with Snuggly the Crow
- Trade Prism Stone with Snuggly the Crow

Use

Upgrade Demon Weapons

Blue Titanite Slab

In Game Description

*Blue titanite slab for weapon reinforcement.
Legendary Slabs were the domain of the Gods.
Reinforces magic weapons to +10,
and enchanted weapons to +5.*

*Legendary Slabs are the heirlooms of a
nameless blacksmith deity, who forged the
weapons of other Gods. Weapons forged with
this slab become rare legendary weapons.*

Availability

- Dropped by Crystal Butterfly in Crystal Cave (0.2% drop rate). The slab is automatically added to your inventory.
- Treasure from a corpse in Crystal Cave. The corpse is found after traversing the invisible walkway after the Crystal Lizards.
- Treasure from a chest in Royal Wood. The chest is partly hidden by some grass, at the edge of a small pool of water in the first area of the wood.

Blue Titanite Slab Crystal Cave location

Blue Titanite Slab Royal Wood location

Use

- Upgrades Magic +9 weapons to +10 (max).
- Upgrades Enchanted +4 weapons to +5 (max).

- Trade with Kingseeker Frampt for 2 Blue Titanite Chunks.

Notes

- The invisible walkway in the Crystal Cave is not a straight path. It turns slightly to the right halfway, then turns left again. Some tips:
 - Snowflakes will splash wherever there's a path.
 - Use Prism Stones or shoot arrows to help uncover where the invisible path goes.
 - Use Chaos Fire Whip to test where the path is. Sorcerers can use White Dragon Breath.
 - Homeward/Homeward Bone back to bonfire to minimize risk on the return trek.

Blue Titanite Chunk

In Game Description

*Titanite chunk for weapon reinforcement.
Blue titanite has powerful magic energy.
Reinforces magic weapons to +9,
and enchanted weapons to +4.*

*With the discovery of chunks in Lordran,
the race to locate the Legendary Slabs
has begun. But could they be mere myth?*

Availability

- Dropped by Crystal Golem in the Crystal Cave and the Darkroot Basin. Also farmable just outside The Duke's Archives, in the courtyard on the way to Crystal Cave.
- Dropped by Crystal Butterfly in the Crystal Cave
- 100% drop by Crystal Lizard in the Crystal Cave
- 100% drop by the non-respawning Black Knight (halberd) guarding the Grass Crest Shield in the Darkroot Basin
- 100% drop by the last Black Knight (Halberd) before the boss fog in the Kiln of the First Flame
- Treasure from a corpse in The Duke's Archives, in the garden before the Crystal Cave
- Treasure from a chest in The Duke's Archives, in the library room where you find Big Hat Logan upon freeing him.
- Treasure from a corpse in The Great Hollow
- Treasure from another corpse in The Great Hollow
- Trade Blue Titanite Slab with Kingseeker Frampt for 2 Blue Titanite Chunks
- Possible reward from a successful Forest Hunter covenant invasion

Use

- With Rickert of Vinheim and Large Magic Ember, ascends Magic +5 weapons to Magic +6
- With Rickert of Vinheim and Enchanted Ember, ascends Magic +5 weapons to Enchanted
- Upgrades Magic +6 weapons up to +9, consuming a total of 6 Chunks

- Upgrades Enchanted weapons up to +4, consuming a total of 7 Chunks
- Trade with Kingseeker Frampt for 3 Green Titanite Shards

Farming

Upgrade Material Farming

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This page contains information on where to get all upgrade materials, as well as the types of upgrade paths, stat bonuses and special properties from them.

As with farming for weapons and armor, farming for upgrade materials relies on your Item Discovery. The maximum Item Discovery you can have is 410. Have 10 "loose" Humanity and equip either the Covetous Gold Serpent Ring or Symbol of Avarice.

Titanite

Normal

Increases physical attack power of weapons. Scales with Strength and Dexterity stats.
Required for +5 for all upgrades

Raw

Increased physical attack power. Reduced stat scaling. Weaker than standard upgrade

Crystal

Increases physical attack power. Stronger than standard upgrades, cannot be repaired

Lightning

Increases physical and lightning attack power, removes stat scaling

Titanite Shard

- Sold by Andre of Astora in Undead Parish for 800 souls a piece
- Sold by Vamos for 800 souls
- Sold by Giant Blacksmith for 800 souls
- Sold by Hawkeye Gough for 800 souls
- Sold by Crestfallen Merchant for 1,000 souls
- Drops from Undead in Undead Burg and Undead Parish (rare)
- Drops from the non-respawning Heavy Knight in Undead Parish (100% chance)
- Drops from Balder Knight (see page for details)
- Another easy way of obtaining Titanite Shards is farming the Giant Leeches in the poison swamp of Blighttown. There are about 18 Leeches in the area that drop 1 Large Titanite Shard and 5 Green Titanite Shards. It is suggested to equip the Rusted Iron Ring to traverse the swamp easier. After killing the Leeches, run back to the bonfire and repeat as needed. Once satisfied with the amount of titanite, return to Kingseeker Frampt to convert them into shards.¹

Large Titanite Shard

- Sold by Crestfallen Merchant for 4,000 souls
- Sold by Giant Blacksmith for 3,800 souls
- Sold by Hawkeye Gough for 3,800 souls
- Randomly obtained from Crystal Lizards
- Drops from the Heavy Knight in Painted World of Ariamis (100% chance)
- Drops from Balder Knights, only in Sen's Fortress
- Drops from Slime in the sewers in Depths near the Bonfire (rare)
- Drops from Giant Leeches in the poison swamp in Blighttown
- Drops from the Heavy Knight in Sen's Fortress near Bonfire
- Drops from Bloatheads in Oolacile Township. From the Oolacile Township bonfire, farm the first five Bloatheads, rest at bonfire, repeat

Titanite Chunk

- Drops from Black Knights in Undead Burg, Darkroot Basin and Kiln of the First Flame (the Black Knights in the latter area respawn)
- Drops from Darkwraiths in the lower New Londo Ruins
- Drops from Royal Sentinel in Anor Londo
- Drops from Giant in Sen's Fortress
- Randomly obtained from Crystal Lizards in Undead Burg, Darkroot Garden, Tomb of the Giants, and The Great Hollow

Titanite Slab

- Randomly obtained from Crystal Lizards in The Great Hollow
- Drops from Darkwraiths in the lower New Londo Ruins (very rare).

Green Titanite

Upgrades and reinforces Magic, Divine or Fire weapons, up to +5

Magic

Deals additional magic damage. Reduced Strength and Dexterity scaling. Adds scaling with Intelligence

Divine

Deals additional magic damage. Reduced Strength and Dexterity scaling. Adds scaling with Faith. Deals Holy Damage

Fire

Deals additional fire damage. Removes stat scaling

Green Titanite Shard (Needed for +1 to +5 Magic, Fire, Divine)

- Sold by Crestfallen Merchant for 5,000 souls
- Sold by the Giant Blacksmith for 4,800 souls
- Sold by Hawkeye Gough for 4,800 souls

- Drops from Giant Leeches at ground level of Blighttown (5 per drop): rest at the bonfire in the swamp (or the The Great Hollow entrance), then run to the far left side of the map to reach the leeches and kill them, repeat
- Drops from Slimes in the Depths: rest at the bonfire in the Depths, run into the hallway, kill all Slimes, loot, return to Bonfire, repeat

Blue Titanite

Reinforces Magic weapons, up to +10. Upgrades +5 Magic weapons to Enchanted, and reinforces up to +5.

Chunk of Blue Titanite (Needed for +6 to +9 Magic, +1 to +4 Enchanted)

- Drops from Crystal Golem in Darkroot Basin and Crystal Cave
- Drops from Halberd Black Knights in Kiln of the First Flame (100% chance)
- Drops from Crystal butterfly in Crystal Cave

Blue Titanite Slab (Needed for +10 Magic, +5 Enchanted)

- Drops from Crystal Butterfly in Crystal Cave (very rare) (don't to worry about killing the butterfly over a chasm; the slab is automatically added to Inventory)

Red Titanite

Reinforces Fire weapons, up to +10. Upgrades +5 Fire weapons to Chaos, and reinforces up to +5.

Chunk of Red Titanite (Needed for +6 to +9 Fire, +1 to +4 Chaos)

- Drops from Chaos Eaters in Lost Izalith
- Drops from Greatsword Black Knights in Kiln of the First Flame (100% chance)
- Drops from Chaos Bugs in the shortcut tunnel between Demon Ruins and Lost Izalith (very rare)

Red Titanite Slab (Needed for +10 Fire, +5 Chaos)

- Drop from Chaos Eaters in Lost Izalith (very rare)

White Titanite

Reinforces Divine weapons, up to +10. Upgrades +5 Divine weapons to Occult, and reinforces up to +5.

Chunk of White Titanite (Needed for +6 to +9 Divine, +1 to +4 Occult)

- Drops from Bone tower in Tomb of the Giants
- Drops from Pinwheel Servants in Tomb of the Giants area before Gravelord Nito's fog
- Drops from Greataxe Black Knights in Kiln of the First Flame (100% chance)
- Drops from Chaos Eater in Lost Izalith (very rare)

White Titanite Slab (Needed for +10 Divine, +5 Occult)

- Drops from Pinwheel Servants before Nito's fog (very rare)

Twinkling Titanite

Upgrades weapons that cannot be regularly upgraded

- Sold by Giant Blacksmith for 8,000 souls each
- Drops from Crystal Lizards (100% chance) Drops 2 Twinkling Titanites
- Drops from Stone Guardian (common)
- Drops from Man-Eater Shell in Ash Lake and Crystal Cave. The Crystal Cave is a good place for farming, since there are 6 of them near a bonfire after defeating Seath.

Demon Titanite

Upgrades weapons forged from boss souls. Normal +10 and Boss Souls required

- 100% drop from non-respawning Prowling Demons - the one in Anor Londo drops 2 Demon Titanites
- Drops 2 from respawnable Prowling Demon along Lost Izalith shortcut along with 5000 souls per kill

Dragon Scale

Upgrades dragon weapons

- Drops from Drakes in the Valley of Drakes (rare) - video
- Reward after winning a duel between Path of the Dragon covenanters using Dragon Eye

Also check Snuggly the Crow for rare Titanite trades

*Depending on your build, sometimes it's better to farm souls and buy shards from blacksmiths. See the soul farming page

Footnotes 1. Note that feeding items to Frampt through the "Feed Item" option only rewards Souls. Make sure to select the "Feed (Titanite name)" option.

1 Large Titanite shard = 5 Titanite Shards = 4000 souls and 5 Green Titanite Shards = 25 Titanite Shards = **20000 souls**

Soul Farming

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This page contains different methods of efficiently obtaining standard souls to purchase items, upgrade equipment and level your character.

Rating system to be created by someone else. Information posted might have guidelines. Please modify posts to contain accurate in-game information.

General Notes

- The Covetous Silver Serpent Ring is highly recommended for ALL farming methods as it increases the number of souls obtained. The Symbol of Avarice is more circumstantial due to the constant health drain but can be used on short runs
- Overkill is the means of dealing at least 150% of the target's total health in damage and will grant additional souls, perform this where you can.
- Many enemies will drop items, they can be fed to Kingseeker Frampt afterwards for additional souls.
- The Homeward miracle is great for cutting times off runs, but if you don't have it or can't use it you can use Homeward Bones at a cost of 500 souls each from Undead Merchant Female, weigh the time saved and the cost of the bone against the number of souls you are generating each run to determine if it is worth using them or running back.

Jolly Co-operation

Using the White Sign Soapstone and assisting other players in killing bosses is a fun and productive way to get souls. You will receive half the souls from the boss and anything killed along the way.

- Note you must be reasonably close in level, so place your sign in an area you have previously (or not yet) cleared.
- Place your sign at bonfires as you progress through the game. If you are summoned you will usually get a fast track to the boss (if not then easy souls on the way) and when completed you will be dropped where you were before to continue to your own boss fight.

Area Rerun

Rather than a monotonous grind, you can rerun any area (the higher level area, the better the return) and kill everything you come across. You may find items and secrets you missed the first time and, depending on the area, can return a comparable number of souls. Anor Londo is a good location to start.

Undead Burg Bridge Dragon Fire

555 souls per 0:30; Souls per second: 18.3

This method is useful for new players to get early levels or a few extra items from the Undead Merchant, but you should not spend any great deal of time doing this as in the long run the difference will be negligible.

At the first bonfire in Undead Burg, after the ladder has been lowered, climb the ladder and head up the stairs to the top of the bridge. Take one step into the center of the bridge and run back down the stairs to safety. The Hellkite Dragon should incinerate the 5 enemies on the bridge, earning you 555 souls. Jump back down to the bonfire, rest and repeat. You can watch a video [here](#).

Demon Ruins Larva

630 souls per 0:20; Souls per second: 31.5

SL: 50+

From the first bonfire in the Demon Ruins, use Great Chaos Fireball on the egg-bearers. The bearers don't give out any souls but the larva that hatch after they die give out 18 souls each. The initial blast will kill the bearers and the lava will kill off the larva. With the Dusk Crown Ring you get 6 casts. Symbol of Avarice is useful here as you will be resting frequently.

Note: When the larva hatch some of them might bug out and jump in the air thus not getting killed by the fireball flame.

Demon Ruins Capra Demons

Souls: 4000 per 1:30; Souls per second: 44.44

SL: 45+

Place: Demon Ruins

Requirements: Any high stacked weapon, Black Knight weapons work best.

Leave the second bonfire (the one guarded by the Burrowing Rockworm) and head back up the stairs to the hallway containing five Capra Demons. After you have killed them with your favourite equipment you can drop down back to the bonfire and repeat. The Slumbering Dragoncrest Ring helps ensure that you won't draw too much attention while you approach the Capra Demons, making this task less risky.

Darkroot Garden Forest Protectors

7000 souls per 1:30. (21000 in NG+) Souls per second: 77.77 (233.33)

Recommended SL: 30+

Careful farming of the NPCs past the Crest-locked gate in Darkroot Garden returns a reasonable number of souls. In the Black Forest there is a Mage, a Thief who is *almost* invisible, a Cleric and a Warrior. From the bonfire head down the stairs to the area they are in. Run right out into the forest on the left to come upon the Mage with a round shield. You can use the trees as cover from the Mage's spells. The next enemy might be the Thief. Although hard to see, you can hear him/her running at you. Enemy 3 is a Cleric. The last enemy is an armored axe and shield Warrior. Kill each then run to the bonfire up the stairs and repeat. Coaxing visible enemies with arrows is a lot safer but with care you can pull each without them.

Darkroot Garden Forest Protectors (Shield Only)

7000 Souls per 2:30; Souls per second: 46.66

Get below 25% equipment weight with a shield (weapon not required). When approaching the NPCs in the forest, run straight past the Sorcerer NPC. He will cast Soul Arrow, but his aim is slow and it should go over your shoulder or hit a tree. As you approach the cliff face, the Priest on the right will notice you and begin to approach. Ignore him and continue straight until the Warrior with the Axe sitting on the top of the Cliff stands to pursue you. Immediately turn right and head back into the woods. Keep the glowing flower on your left, and run straight towards the stairs again (this will aggro the Thief). As you approach the stairs, run to the right of them and push your character into the corner between the base of the stairs and the ledge of the cliff. The AI will walk up the stairs and straight off the edge. Keep your shield up, and face the cliff. If they do land, they will bounce an attack off your shield and fall off. Use the camera to watch for the approaching NPCs. If they get stuck on trees and turn away, leave the corner and run out and circle them again to get their attention before returning. They will always exit the forest area well away from the cliff, thus forcing them to take the stairs as they approach and fall when they reach you.

If you have Homeward you can get their aggro but keep running along the cliff (with it on your left), you should eventually be able to tell where there's solid ground under the ledge since you'll start seeing trees again. Drop down to the right of the leftmost tree and walk left around it and you'll end up on a small ledge. Just like with the stairs spot, the chasing NPCs will go flying right off into the void. This doesn't require Homeward but does not save any time if you don't use it.

Anor Londo Silver Knights

15000 souls per 4:00; Souls per second: 62.5

Recommended SL 50+

In Anor Londo there are 12 silver knights situated in the palace area. if you take the time to master parrying, you can kill the knights with one riposte using a Lightning Spear +3 (mimic drop, Sen's Fortress). Alternatively Combustion and Great Combustion can be used, the higher your Pyromancy Flame the better.

When you first get in the palace there is a bonfire on your left through the door. Start here.

- Exit room, and go to room across, 1st silver knight (spear), kill 2nd silver knight (sword) at bottom of stairs, past him go through the door to your right for the 3rd and 4th silver knight (spears), then go back out.
- Run up the stairs and go through left door for 5th silver knight (spear), go back past the stairs and kill 6th (archer), through the door on the right 7th, 8th and 9th (sword wielders).
- Up the strairs to the top (outside) for 10th and 11th (sword and archer), down the stairs to the right of the stairs where you came up for the 12th (sword).
- Exit that room at the far end and down the stairs to return to the bonfire.

Also, you can kill the 2 giants and silver knight archer in the hall before Smough and Ornstein, as well as the two guarding the doorway to the courtyard where all the gargoyles are. This is especially easy to do with the Hawk Ring and a decent bow. A full run will give 27480 souls with the Covetous Silver Serpent Ring.

Experiment with your own paths to find what suits you best.

Painted World of Ariamis Phalanx

10,000 souls per ~0:40; Souls per second: 250

Phalanx are slow, numerous, have low hp, drop a reasonable number of souls, and are 15s away from a bonfire. This makes them ideal for farming a large number of souls very quickly. Note in NG if you can do at least 503 damage in a single tick of damage you will achieve Overkill for a bonus soul return. This scales up to 986 damage on NG+6. Note that although you can warp to the bonfire, you cannot warp from it so will have to run to the end of the area and then down to Darkmoon Tomb.

- Recommended Equipment
 - Covetous Silver Serpent Ring - Standard soul farming equipment.

- Symbol of Avarice - Because each run is so fast you don't have to worry about the hp drain.
 - Ring of Fog will stop them throwing spears at you. If not available, Slumbering Dragoncrest Ring will stop them hearing you, which greatly slows their reaction time.
 - Moderate physical defence and high poise, depending on your method.
 - A melee weapon to deal with three hollows just past the bonfire and/or to clean up survivors.
 - The Homeward miracle can shave a few seconds off your run.
 - Power Within will help you overkill if you are struggling to meet the threshold.
- Methods
 - Equip an AoE Pyromancy such as Great Fireball (or Miracle such as Wrath of the Gods) and blast away.
 - Fire Tempest with a +9 Pyromancy Flame or higher will overkill in NG for extra souls and clears most of the camp out after a short cast time. Chaos Storm can be used with +11 flame, or Firestorm with +13 flame. High poise recommended so you don't get staggered while casting. For this method you should run past the right of the Phalanx and get behind them to allow your cast to complete. You can watch a video [here](#).
 - A fully upgraded Pyromancy Flame (Ascended), Power Within and Fire Tempest/Chaos Storm will deal over 1,000 damage and thus can Overkill even on NG+6.
 - Equip a Greatsword or Halberd, two-hand it (can use a shield if you want) and do a sweep attack (Run + light attack for greatsword, heavy attack for halberd). You are best off running to either side and attacking their flank as their shields will deflect your attacks, but they turn slowly. Grass Crest Shield is recommended for stamina recovery, and keep your weight under 50%.
 - White Dragon Breath can clear the cluster in 5-6 casts with a few left to mop up. The key is to cast it and then step behind one of the blocks before the cast starts, or you will be hit with enough spears to kill a standard mage.
 - Dex or dex/int builds will find that an enchanted Great Scythe's two handed strong attack (running sweep) will make short work of them all
 - Strength or strength/int can enchant the Dragon's Greataxe with CMW and then use the two handed strong special attack to obliterate everything. AoE hit of 1200 on NG++, What manages to not be killed can be quickly dispatched of then rinse and repeat. Aggro the monsters and get so that as many of them are prone as possible or they can and will block the attack. The attack goes through the central pillar. Start out using heavy armor so your attacks are not interrupted, then get lighter as you get better at it. Can either use repair powders or at the bonfire afterwards.

Anor Londo Sentinels

Souls: 10,000 souls per 7:00; Souls per second: 23.8
 SL: 50+ or so.

At the first Bonfire in Anor Londo go either left or right. Either direction has three Sentinels that drop a good number of souls, are very slow, and can be engaged one-on-one. Equip your favourite weapon/pyromancy/spell and have at them. Homeward will make the return trip a bit quicker.

NOTE: If you have killed or angered Lady of the Darkling this strategy is no longer feasible due to the inaccessible Bonfire. You can still warp to it but can no longer use it to recharge your health and Estus, or use Homeward to return to it.

Anor Londo Royal Sentinels

10,000 souls per 1:30; Souls per second: 111.11

Recommend at least 700 health to survive the fall from the bonfire, and Homeward.

Recommend an INT build and will assume this for the guide, use Soul Spear, Crystal Soul Spear and Homing Crystal Soulmass with the Bellowing Dragoncrest Ring. If you don't have the Symbol of Avarice, wear the Crown of the Dark Sun to enhance your sorceries.

From Gwynevere's bonfire, jump down to Ornstein and Smough's arena. Heal yourself and run to the first sentry. You should kill it from afar with soul spears without it turning back to you. Cast Homing Crystal Soulmass and cautiously go up the stairs to the right to kill the archer. The second sentry should follow you up the stairs. Kill it while its back is turned as it goes up. Then go to the front door and kill the two regular sentries from afar. If everything goes well, you can kill the first without aggroing the second. Cast Homeward and repeat.

Tomb of the Giants Skeleton Beasts

10,000 souls per 1:00; Souls per second: 166.66

Requires INT build. Equip Symbol of Avarice and Covetous Silver Serpent Ring, recommend Bellowing Dragoncrest Ring and Tin Crystallization Catalyst, and then your strongest spell (Soul Spear works well). Ideally you want to be able to kill a Skeleton Beast with one shot, if you can Overkill them then even better.

Go to the second Bonfire in the Tomb of the Giants. Use Cast Light and proceed to shoot the five skeleton enemies that are in the direction of the boss. You should be able to kill two or three of the last skeleton beasts with one soul spear meaning you can do a run with just the 4 soul spear shots. The enemies shouldn't attack you within range of your spells, so you can do this without risk of being attacked.

Tomb of the Giants Second Bonfire

10,000+ souls per 1:00; Souls per second: 166.66+
Recommended SL: 40+

Go from Tomb of the Giants second bonfire up the spiral ledge. There is a Giant Skeleton and a Crawling Giant Skeleton that give 3,600 souls combined when wearing Symbol of Avarice and Covetous Silver Serpent Ring. If you run along the wall then cut in right between them you should be able to hit both skeletons with Firestorm, or use any method of your preference. You can watch a video [here](#).

Tomb of the Giants Skeleton Babies

4000 souls per 1:00; Souls per second: 66.66
Recommended SL: 50+
Additional Drops: Humanity

In the watery area below most of the pinwheel servants, directly before the fog gate that leads to Gravelord Nito, there are skeleton babies that spawn in packs of 5-10. Each baby gives you 121 souls (145 each with the Covetous Silver Serpent Ring) and they respawn about 1-2 seconds after you have killed them.

Ideally you should farm them around a ramp, so you have a quick escape as in numbers they can deal a lot of damage. Due to their very low health, a weapon with a long reach (such as a spear) or with swinging attacks are most effective. Equipping the Ring of the Evil Eye will regenerate your health, eliminating the need to return to a bonfire.

They are also the best source of Humanity without the Additional Content.

The Duke's Archives Pisacas

Souls: 8,000 per 1:30; Souls per second: 88.88
SL: 60+
Additional Drops: Humanity

Highly recommend Homeward and the ability to kill the Pisaca in one hit (or very quickly).

1. Warp to The Duke's Archives then go up the stairs to the upper left to get back to the prison area.
2. Rest at the Bonfire in The Duke's Archives - Prison Area.
3. Run down the spiral staircase (optional: kill the two Serpents) to the room with all the Pisaca.
4. (Optional) Drink an Estus Flask to top you off.
5. Run straight in the room, and kill the Pisaca as quickly as you can. Grab any dropped Humanity.

6. Use Homeward to get back to the bonfire.

Alternatively, keep the gramophone on.

- This keeps the Pisacas moving up the staircase and splits them apart. You'll end up with batches of them in 2-3 at a time (with a cluster of 4 at the bottom). This makes the runs safer, breaks up the monotony of the journey down, and reduces the risk of Serpents coming up on you from behind while you are on the ground floor.
- If you shut the doors of the cells containing undead, they will not bother you. You can still kill them through the bars for some extra souls however.
- Kill the two Serpents going towards the ladder. You have to be quick about it, else they will just run past you. Don't bother if you miss them. Sometimes they end up falling off, anyway.
- DO NOT use a Homeward Miracle/Bone, as this resets the gramophone. Running back does not take too much longer.

Notes:

- The Pisaca have a VERY short aggro range. For example, the ones at the back of the room will not aggro while you are killing the ones in front.
- Their attacks are short range and slow, so simply back away a bit from any attacks from others you have aggroed.
- Watch for their "grab" move which can take a big chunk of your hp.
- If you can overkill the Pisaca with the CSSR and SoA they drop 1382 souls, for a total of 10,300.
- Have 10 soft Humanity to increase Humanity drop rate.
- In NG, with about 34 [Intelligence and the Sorcerer's Catalyst, a Great Heavy Soul Arrow can one-shot a Pisaca.

The Duke's Archives' Crystal Golems

10,000 souls per 5:00

Additional Drops: Blue Titanite Chunk

SL: 50+

In the forest area before the Crystal Cave there are 10 Blue Crystal Golems. From the bonfire in the library, just go down and kill them all with your favourite equipment (for example Crystal Ring Shield +5 and Lightning Spear +5).

Darkwraith and Ghost

15,600 souls per 3:00+; Souls per second: ~86.66

Additional Drops: Titanite Chunk

Note you have to have drained New Londo Ruins, and that there is no Bonfire so you will have a long trek from Firelink Shrine. Homeward or Homeward Bones are a requirement to make this efficient.

Equip the Slumbering Dragoncrest Ring, Covetous Silver Serpent Ring, any kind of long sword or high damage spell. Grass Crest Shield (if necessary arise), and light armor of your choice. Obtaining 10 soft Humanity will improve drops. You will also need Transient Curses or a Cursed Weapon, and the Homeward miracle.

Go down the elevator that lead to New Londo Ruins (step on the button at the bottom before stepping off to send it back up), if you are using Transient Curse use it on the second wooden bridge. Kill the first two ghost after the bridge, the two other up the first stair, then enter the first building, kill the ghost in front of the elevator and head down (the other ghosts can be killed for additional souls and Transient Curses).

1. Kill two Darkwraiths right after the elevator, one at the other side of the room, and two towards the Valley of Drakes.
2. Go back through the basement with the first Darkwraith, and face the sixth one in the low level water pool. Right after the pool, there's an illusionary wall in front of you, and another Darkwraith on the other side. You need to lure him toward you since there's only a little ledge in-between you and him.
3. After that, go up the stairs to the second building and stop on the first slab of the porch. The eighth Darkwraith will come to you, then you can take the ninth in the room. There are also two ghosts you will likely have to deal with here, be on your guard.
4. Once you've make your way through the building, turn right and the tenth Darkwraith is in the corner behind the building. After killing this one, go to the left side of the door, drop down the edge to the left of the bridge that lead to the Abyss for the last Darkwraith
5. Homeward back to Firelink Shrine.

Darkwraith Enemy

12,000 souls per 4:40+; Souls per second: ~43

Additional Drops: Titanite Chunk, Titanite Slab

SL: 25+

Actually this is route for farming Titanite chunks and slabs, but one can farm souls here effectively. On this route you will not fight any ghosts, so you will not need transient curses.

Equip: High backstab damage weapon, Rapier for example.

Shield with high stability to be safe. I recommend Eagle Shield or Balder Shield.

Slumbering Dragoncrest Ring and Covetous Silver Serpent Ring or Covetous Gold Serpent Ring depending on what you prioritize: souls or titanite.

Also you need <25% equip burden so you can run and roll fast.

1. Start from Darkroot Basin bonfire in the cave. Go down by elevator to Valley of Drakes (don't forget to send it back).

2. Run past the Drakes to the New Londo gate. (This is actually very easy and have very low fail-rate)
3. Go to the right side stairs. There will be first Darkwraith.
4. Go through wooden building. In the end of it there will be second Darkwraith.
5. Go to hall where you fought one of Mass of Souls. There is 3 Darkwraiths, one of them will aggro on you as soon as you enter the hall.
6. Go through the hall you're in to the small walkable pool and turn left. There will be another Darkwraith.
7. Illusory Wall with path way leading to another Darkwraiths and treasure chest with Titanite Chunk. Equip a Throwing Knife and throw one to aggro him.
8. Go slightly left, up the stairs to the building you fought another Mass of Souls. There will be last 2 Darkwraiths and bunch of Ghosts.
9. Aggro range of one of them starts right when you enter the building, so you can lure them out easily. Ghosts will also deaggro when you leave the building and go downstairs.
10. Left of the stairs, and to the right of the well down small set of stair will be the last Darkwraiths
11. Homeward Bone, repeat.

You can farm this route on very low soul level, because Darkwraiths are backstabbed very easily. However I recommend to get at least +9 Rapier to kill them in them in two backstabs with base stats.

(DLC) Oolacile Bloatheads

3,000 souls per 0:30; Souls per second: 100

SL: 50+

Additional Drops: Large Titanite Shard

A great method for farming souls if you still have a lot of equipment to upgrade as Large Titanite Shards are expensive to purchase, plus it's straight from a warpable Bonfire, but requires Additional Content.

Equip Covetous Silver Serpent Ring and Symbol of Avarice, plus your equipment of choice. Highly recommend under 25% load (Havel's Ring is almost required) and a weapon with a strong sweep attack such as the Black Knight Sword. Ten soft Humanity will also improve titanite drop rates if you need a lot but a fair amount will drop regardless.

1. Run down the stairs and immediately right to kill a single Bloathead around the corner. Use a running attack for speed and wait to see if he drops anything.
2. Run down the next flight of stairs to find four more Bloatheads. If using a melee weapon, running attack the two on the right then dispatch the other two however is easiest.
3. Run back to the bonfire. Using Homeward is not necessary and may even take longer.

Notes:

- Bloatheads have a habit of falling through the floor if they are not on the screen when they ragdoll (on the 360, other platforms unknown). If you are after the titanite, keep them on the screen until you have picked up the item or confirmed they did not drop one.
- Soul gain calculated with above recommended equipment, achieving Overkill will yield more souls.

Online Farming

This requires a friend that can be summoned repeatedly and the Red Sign Soapstone. The players will be arbitrarily labeled Player One and Player Two. Player One should first gather a somewhat large number of souls to start with.

1. Player One lays down a red soul sign is summoned by Player Two.
 2. Player Two kills Player One, gaining souls. Player One should then retrieve his own souls once back in his own world.
 3. Now Player Two lays down his red soul sign. The process alternates and if the souls are used to level up you will receive more souls per kill.
 4. Alternatively, just invade a lot.
- If the summoned player kills the summoning player, the summoning player will lose a Humanity.
 - Remember that the area boss in each player's world must be alive to see each other's sign.
 - This method is best performed next to a bonfire. Many bonfires are located in areas where no summoning or invading may occur. Some good locations are the bonfires at Oolacile Township and Darkmoon Tomb, the latter of which might be less prone to interruptions.

The Duke's Archives' Serpent Soldier
up to 5,000 Souls per minute.

This works best with mage builds, with intelligence around 50 and the spell Crystal Soul Spear and whatever armor you can wear while maintaining a light load (any items to max spell damage/soul boosting are useful). In the prison cell bonfire in the Duke's archives, leave the cell kill the two Serpent Soldier (preferably with Crystal Soul Spear but any other method if preferred) then immediately return to the bonfire and repeat.

Farming

Moss Farming

This page contains guaranteed methods of acquiring different types of mosses.

Purple Moss Clump

A purple clump of moss that negates poison.

Demonic foliage in Darkroot Garden

Blooming Purple Moss Clump

A purple clump of moss with blooming flowers that negates poison and toxin. Cures toxic effect.

Demonic foliage in Darkroot Garden

Bloodred Moss Clump

A clump of red moss which stops the player from bleeding.

Demonic foliage in Darkroot Garden

Humanity Farming

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Whenever farming for any kind of drop, raising your item discovery stat as high as you can will give you the best results. Equipping either the Covetous Gold Serpent Ring or Symbol of Avarice, and having at least 10 Soft Humanity will raise it to maximum.

If you're able to stock up on homeward bones or cast the homeward miracle, this can also save time by skipping the return trips to bonfires.

There are several available methods for farming humanity, with varying pros and cons. Some methods may be fastest or easiest, while others may offer more souls or other benefits. There are also other methods for gaining Soft Humanity directly, instead of farming for drops that are in item form. They are included further down on this page, however they are typically less efficient and are not considered as primary farming methods (aside from the Duke's Archives glitch).

Farming Rats

Undead Rats are capable of dropping humanity. With Item Discovery of 100, rats have a 5% drop rate, except for small rats in the depths, which only have a 3% drop rate. With 410 ID, this results in drop rates of 17.7% and 11.3% respectively.

Undead Burg/ Parish

The bridge between the Undead Parish and the Undead Burg is a fairly early place to farm, although it is not the best location if you've already reached later-game areas.

First kill the Taurus demon and open up the ladder shortcut to the Undead Burg bonfire. Then climb back up the ladder to go underneath the bridge. After passing the two shielded hollows, you will encounter a group of three rats. If you're able to pass the Hellkite Dragon on the bridge, you can also farm the same group of rats using the Sunlight Altar bonfire as your base instead.

The Depths

The Depths contains a large number of rats, and has one of the easiest and safest farming routes. After resting at the bonfire behind the locked door, exit and head through the doorway to your right and go further down the corridor. There is a group of five rats here that can be killed. Turn around and continue down the corridor. There will be a rat hiding in a box and then a group of four shortly

after, the last of which are huddled in a dead-end. If you turn around, You will see a doorway, Keep going through it to find 4 rats. Go back the way you came, and rest at the bonfire. Rinse and repeat as necessary. Using this method, you'll farm 14 rats per run, meaning that you'll average a little over 1 humanity per run (at 410 item discovery).

As of Patch 1.06, the Depths bonfire is also a warpable location, making it a very easy location to get to if you've obtained the Lordvessel.

Farming Pisaca

The Pisaca in The Duke's Archives drop humanity. There are ten of them at the bottom of the prison area. With Item Discovery of 100, Pisaca have a drop rate of 4%. With 410 ID, this results in a drop rate of 14.6%.

Using the prison bonfire as a base, you will need to pass two Serpent Soldier enemies on the way down. You may also catch the attention of Crystal Hollows, but the cells containing them can be closed and they will not be able to follow you. Triggering the siren to shut it off is recommended, as it makes the Pisaca more docile and reduces their aggro range.

This farming method also yields a decent amount of souls, which may make it preferable over farming rats in The Depths.

Farming Skeleton Babies

The Skeleton Babies in the Tomb of the Giants drop humanity. With Item Discovery of 100, Baby Skeletons have a drop rate of 2%. With 410 ID, this results in a drop rate of 7.72%.

After you've obtained and placed the Lordvessel, you can enter the final cave that leads to the Skeleton Babies. They are located just outside Nito's fog gate in the watery areas.

The benefit to farming the Skeleton Babies is that they will spawn infinitely as the player walks through the water. This allows you to farm uninterrupted for long periods of time, only returning to the bonfire for Estus or repairing gear. However, you'll need a weapon or attack that can target enemies that are low to the ground. Their drops, unlike other drops in the game, will disappear almost instantly as well. When fighting in the water you'll need to rapidly press the appropriate 'action' button quickly, sometimes spamming it, as soon as you kill each skeleton. You can prolong the length of the drops by luring the skeletons out of the water onto land first.

Farming Humanity Phantoms

DLC / Prepare to Die Edition / Remaster

Humanity Phantoms in the Chasm of the Abyss are capable of dropping humanity and twin humanities.

Rest at the Oolacile Township Dungeon bonfire. From here, follow the path towards the humanity phantoms. You will have to kill one Bloathead along the way, but it is waiting in a location where you can easily perform a plunge-attack on it. As you approach the group of Humanity Phantoms, you will also have to kill a Bloathead Sorcerer.

Faster Method-

Farm only the first, large group of Humanity Phantoms for fastest results. There are more located throughout the level, but killing this one group and then warping back to the bonfire with homeward or homeward bone will allow for the most efficient route. You will want to kill the Bloathead Sorcerer who is perched up on a ledge above you. If you prefer to use melee, you can make the sorcerer drop down by running towards it and standing next to it. You will have to be quick and wary of your surroundings, because a portion of the Humanity Phantoms will have already aggro'd. Using a means of stealth, like the Ring of Fog or Hidden Body, will make this route less dangerous.

Safer Method-

Instead of engaging the first, large group of Humanity Phantoms and the Bloathead Sorcerer right away, you can drop down to the hidden path to your left. There are more Humanity Phantoms on this path, and it'll also allow you to approach the Bloathead Sorcerer from behind before finally engaging the large group of phantoms.

With 410 Item Discovery, on average, 1 Small Humanity Sprite will drop 0.233 Humanity, 1 Medium Humanity Sprite will drop 0.376 Humanity and 1 Large Humanity Sprite will drop 0.524 Humanity.

Using Dark Hand on NPCs

It is possible to one-time farm various NPCs for Humanity using the Dark Hand. Most take a few hits to become hostile, so you can just walk up to them and grab them with the Dark Hand's R2 attack, drain their Humanity, then walk back to a bonfire and rest. This will reset the minor damage you've done so far, preventing hostility if you need to perform another R2 attack to obtain the rest of their humanity.

There are over 10 NPCs that offer between 3 to 12 humanity using this method. Consult the Dark Hand page for more information.

Co-op and PvP

In co-op, players who are summoned to help a host will receive a single point of Soft Humanity when a boss is defeated.

In PvP, hosts and Black Phantoms will receive a single point of humanity if they kill their opponent. The phantom will obtain the humanity automatically as they return to their own world, but they host will have to retrieve the humanity from a glowing red bloodstain.

Neither method is considered efficient for farming humanity, however it is a great method to incidentally increase your humanity while engaging in multiplayer activity. Players who focus on co-op or PvP will inevitably collect a large amount of soft humanity.

Killing Enemies with an Undefeated Boss

In some areas, killing certain enemies before the boss is defeated will eventually reward the player with Soft Humanity. There is an invisible "humanity point" meter that keeps track of enemies killed. Once a certain value is reached, one soft humanity will be obtained immediately and can be seen as a black aura that flies into the player.

- A total of 10 humanity can be received in each area where this method is available.
- Each subsequent humanity requires more points to obtain than the previous one.
- The "humanity meter" is not reset upon dying, quitting, or resting at a bonfire.
- Different areas will sometimes require a different amount of points to achieve a soft humanity.

Humanity Count	Humanity Points (Needed for Area Type A)	Humanity Points (Needed for Area Type B)	Humanity Points (Needed for Area Type C)
1st	100	200	300
2nd	105	210	315
3rd	110	220	330
4th	120	240	360
5th	140	280	420
6th	160	320	480
7th	190	380	570
8th	220	440	660
9th	255	510	765
10th	300	600	900

- Most humanoid enemies offer points for the "humanity meter", most others do not.
- Different enemies are worth a different amount of points for the "humanity meter".

- Each time a humanity is obtained, the meter's progress for the next humanity is reset to zero.

If only 1 more point is required and 10 are obtained, the extra 9 points do not contribute towards the next humanity.

Area	Humanity Points	Area Type
Upper Undead Burg	Hollow - 2 Armored Hollow - 3 BP Armored Hollow - 6 Undead Soldier - 6 BP Undead Soldier - 10 Undead Merchant - 50	A
Lower Undead Burg	Hollow - 2 Undead Assassin - 3 BP Undead Assassin - 6	A
Undead Parish ¹	Hollow - 2 BP Hollow - 3 Undead Soldier - 6 Balder Knight - 10 BP Balder Knight - 20 Heavy Knight - 20 BP Heavy Knight - 30	B
The Depths	Hollow - 6 BP Hollow - 10 Butcher - 40 BP Butcher - 50	A
Blighttown	Cragspider - 6 Infested Ghoul - 3 BP Infested Ghoul - 6 Blowdart Sniper - 10 Infested Barbarian - 10 BP Infested Barbarian - 20	C
Catacombs	Skeleton - 2 BP Skeleton - 3 Skeleton Wheel - 6 BP Skeleton Wheel - 10 Necromancer - 30	A
Sen's Fortress	Balder Knight - 10 Heavy Knight - 20	A
Anor Londo ²	Painting Guardian - 6	A
Painted World	Hollow - 2 Crow Demon - 20 Heavy Knight - 20	B
The Duke's Archives	Undead Crystal Soldier - 6	C

Oolacile Township	Bloathead - 3 BP Bloathead - 6 Bloathead Sorcerer - 6 BP Bloathead Sorcerer - 10	A
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The Duke's Archive Glitch

With Seath undefeated, warp into the Duke's archives from the Undead Parish bonfire by Andre. Kill the nearest Undead Crystal Soldier to quickly obtain 1 Soft-Humanity every time. Warp back out to the Parish and in again to repeat.

The first Undead Crystal Soldier killed after escaping the prison tower is programmed to always reward a soft-humanity automatically.³ This works regardless of the point system above, and is not limited to 10 possible soft-humanities. As of patch 1.06, this can be exploited by warping in and out of the Duke's Archives from the Parish. Warping into the area will trick the game into thinking you've escaped the prison again, causing the first hollow you kill to always award a soft-humanity immediately.

Footnotes 1. The hellkite bridge is considered Undead Parish and the Undead Soldiers killed by hellkite will earn you soft humanity. 2. The bosses of Anor Londo do not have to be alive to gather humanity from the Painting Guardians. 3. Note that it does not have to be the first Crystal Hollow nearest the exit the of the Prison. The soft-humanity is awarded from the first hollow the player kills after exiting the prison, which can be any hollow in the rest of Duke's Archives.

Embers

Very Large Ember

In Game Description

Ember required for weapon ascension.

Huge ember of highest quality.

Handled by the blacksmiths of Astora.

Ascension for +10 standard weapon.

*Allows reinforcement to +15,
on par with the greatest weapons of legend.*

Availability

Found in New Londo Ruins

After lowering the water level, proceed through the newly drained area. After reaching the building with the first Mass of Souls. Take the staircase near a Darkwraith and follow the path and climb the stairs to a chest containing the ember.

General Information

Given to Andre of Astora in Undead Parish to further ascend a standard weapon to +15

Embers

Large Magic Ember

In Game Description

*Ember required for weapon ascension.
large magic ember, a form of sorcery.
handled only by the Vinheim blacksmiths.*

*Ascends +5 magic weapons.
Allows reinforcement to +10,
the most powerful level for magic weapons.*

Availability

Found in The Duke's Archives, after defeating Seath the Scaleless

It is inside a chest in the room where Seath the Scaleless is encountered the first time

Large Magic Ember location

Use

Given to Rickert of Vinheim in New Londo Ruins to enable further ascension of Magic weapons

Large Flame Ember

In Game Description

*Ember required for weapon ascension.
Large flame ember used in ancient rites.
Handled only by blacksmiths knowledgeable in
ancient methods.*

*Ascends +5 fire weapon.
Allows reinforcement to +10,
the most powerful level for fire weapons.*

Availability

Found in the area between the Ceaseless Discharge boss and the Demon Firesage, to the left of the fog gate

Guarded by two Taurus Demon and four ambushing Burrowing Rockworms. The last assault by the worms will completely surround the player and seemingly block any exits, but totally in between them is safe since their range is so small. From there they can be killed with ranged attacks or by launching powerful attacks then retreating to the middle again. Alternatively, a quick spring for the chest can do the trick, squeezing between each pair and running to safety.

If the worms are too difficult Ring of Fog helps to prevent immediate assault or simply roll into the pair guarding the chest and use the Homeward miracle or a Homeward Bone to safely leave the area upon obtaining the ember. If using the Ring of Fog and rolling past the Burrowing Rockworms; once the ember has been acquired, it's simple enough to just snipe or range magic attack all four of them. - video

Use

Given to Blacksmith Vamos in The Catacombs to enable ascension of fire weapons

Large Ember

In-Game Description

Ember required for weapon ascension.

A large, high-quality ember.

Handled by the blacksmith of Astora.

Ascension for +5 standard weapon.

Allows reinforcement to +10.

Also, can ascend +5 std wpn to raw wpn.

(raw weapon can be reinforced to +5)

Availability

Found in the Depths, in a treasure chest near the table with the raw meat on it. Guarded by the Butcher.

General Information

Given to Andre of Astora in Undead Parish to ascend standard weapons to +10 or +5 raw

Large Divine Ember

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In Game Description

*Ember required for weapon ascension.
Large divine ember, of secret church rites.
Intended for select divine blacksmiths.*

*Ascends +5 divine weapon.
Allows reinforcement to +10,
on par with the very weapons of the Gods.*

Availability

Found in the Tomb of the Giants.
From the first bonfire, proceed up the ladder and back to the right. A square hole in the ground can be found near a Giant Skeleton. Go down the hole and the ember is just past about 6 Giant Skeleton enemies in the clutch of a dead blacksmith. [video](#)

General Information

Given to Andre of Astora in Undead Parish to enable further ascension of Divine weapons.

Suicide Run

From the Bonfire near Patches, proceed up and right until a giant stone structure with a hole. Climb or drop down. This is an enclosed space with several (5-6) Giant Skeletons. The body holds a soul, while the item in the back of the room is the Large Divine Ember. Jump over the stairs and go counter clockwise around the rim of the tomb. Look down for the glowing item, run in and button-mash the pickup button.

Non Suicide Run for Heavy Weapon Users

This method requires a bow and a strong weapon. Standing above the corner of the lower area (just before the ladder down to the Giant Skeletons) and shooting arrows (wooden arrows are fine) around the dark room will attract many of the Giant Skeletons in to the corner of the room beneath the ledge. It is possible to pull at least five of the six. When the group of enemies is underneath, switch to a powerful weapon, heavy weapon. Walk off the ledge and do a two-hand plunging attack (R1) directly on to the group (with a Zweihander +10, all of the enemies can be instantly killed)

Other weapons might require additional strikes, but the Giant Skeletons should be knocked down if the weapon used is sufficiently strong, and in this case the second strike should be risk-free.

Using Miracles

It is possible to kill all Six Giant Skeletons guarding the Large Divine Ember with the Wrath of the Gods Miracle. After entering, two of them already aggro on the player immediately. Jumping past the gap to the left and circle the room, all of them can be aggroed under the ledge. With high enough Faith, i.e. 30, they can all be killed without jumping down.

Using Sorceries

Equip the best catalyst available, whether it be from high Intelligence scaling, or high initial stats (or the Tin Crystallization Catalyst acquired from Big Hat Logan after the end of his questline).

Attune magic for Homing Soulmass type spells, or just normal arrow type spells (that takes longer)

Climb down the ladder into the crypt, and notice a broken gap, stopping the player from walking around the outside. Jump over the gap, and go to the other end of the room to the L turn. Cast Homing Soulmass and walk onto the other side of the bend, causing the Giant Skeletons to attempt approaching the player character in the most direct route - away from under the ledges, where they cannot be hit with arrows or most magic, but soulmass will hit nonetheless.

Repeat walking back and forth along the L bend casting the spell to kill the skeletons.

Using Hidden Body

When casting the Hidden Body spell, the Giant Skeleton won't chase the player, allowing them to get the ember with little effort.

Using Pyromancies

With 8 simple Fireballs and 4 Great Chaos Fireball, once aaggroed the skeletons, jump the small gap and walk along the ledge then lock on one of the Giant Skeleton further away. The AOE is enough to hit 4 or 5 enemies in 1 hit, though it may take a little practice.

Using Ring of Fog

With the Ring of Fog equipped, only the closest Giant Skeleton becomes hostile from the ladder (With both the Ring of Fog and the Slumbering Dragoncrest Ring equipped, even the closest Giant Skeleton will not become hostile until the player has jumped across the gap).

Take him out by either ranged or a plunging attack. Once he is gone, slowly creep along until within lock-on range of each giant. Be careful, they aggro shortly after lock-on range is met. Use any ranged attack to kill them one at a time. The Crystal Ring Shield or Fire Orbs (with ascended Pyromancy Flame) can kill them in one hit since they are weak to fire. Melee seems to aggro them from greater distance, but with a good fire based weapon they go down quickly.

This strategy also works well with a weapon that is heavy enough to knock the Giant Skeletons down (not just staggering them but knocking them down completely), like the Greataxe or the Great Club. If more than one Giant Skeletons become hostile, it's important to remain in control, and with careful maneuver (and a bit of luck), two or even three of them can be fought safely at the same time just within one side of the room (the half with the ladder), not to alert the ones on the other side.

If more than two hits are needed to kill one of them, it might be better to hit each of them once, then get back to the first Skeleton and repeat. It is important not to get cornered; get close to them to bait their attack, back off, then move back in for a hit. If they are strong enough to kill the player character in one hit or two, an encumbrance of no more than 25% is recommended, since agility would become critical.

Alternatively, a bow and lots of arrow get the job done by sniping them from upper ground. Don't worry if they get under the ledge. They will jump around and expose themselves soon enough

Tank Strategy

Bring a Pyromancy Flame and Iron Flesh. Acquire Ring of Steel Protection and Ring of Favor and Protection. Replace Ring of Steel Protection with Havel's Ring to prevent becoming over-encumbered. Acquire heavy armor: upgraded Giant armor, upgraded Black Iron armor, Havel's armor set, or anything around the same stats as these. Enter the room, cast Iron Flesh, there should be a couple of Giant Skeletons near the ladder to climb down. Do a plunge attack on them (or just fall down) and proceed to get rid of the rest.

Embers

Enchanted Ember

In Game Description

*Ember required for weapon ascension.
This enchanted ember, a form of sorcery,
is a vestige of the lost land of Oolacile.*

*Ascends +5 magic weapon to enchanted weapon.
(enchanted weapon can be magic reinforced to +5)*

*The sorcerer's enchanted weapon that inflicts
magic damage and is boosted by intelligence.*

Availability

Found in Darkroot Garden

It is in a chest in the water guarded by two Mushroom Parents - video

General Information

Given to Rickert of Vinheim in New Londo Ruins to allow ascension of +5 Magic weapons into Enchanted.

Divine Ember

In Game Description

*Ember required for weapon ascension.
Divine embers are property of the church,
and intended for divine blacksmiths.*

*Ascends +5 standard wpn to divine weapon.
(divine weapon can be reinforced to +5)*

*Divine weapons are for Undead hunting. Use
against Undead and the pawns of necromancers.*

Availability

Found in the Darkroot Garden, in the area where the Moonlight Butterfly is fought. Cross the bridge and climb the tower to find the ember at the top

General Information

Given to Andre of Astora in Undead Parish to ascend +5 standard weapons into Divine

Embers

Dark Ember

In-Game Description

*Ember required for weapon ascension.
The church long hid the forbidden black ember,
and no living blacksmith knows of it.*

*Ascends +5 divine weapon to occult weapon.
(occult weapons can be reinforced to +5)*

*Occult weapons were used to hunt the gods,
and are effective against their following and kin.*

Availability

Found in the Painted World of Ariamis

It is inside the Annex, so it will require the Annex key to enter. It is located in the courtyard, but after it is picked up several Crow Demons will ambush the player - video

General Information

Given to Andre of Astora in Undead Parish to allow ascension of +5 Divine weapons into Occult

Embers

Crystal Ember

In Game Description

*Ember required for weapon ascension.
Crystal ember created by Seath the Scaleless.
Handled only by the giant God's blacksmiths.*

*Ascends +10 standard wpn to crystal weapon.
(crystal weapons can be reinforced to +5)*

*Crystal weapons are powerful but brittle,
and cannot be repaired once broken.*

Availability

Found in The Duke's Archives in the room near the lever that needs to be operated to open a staircase to the Crystal Cave area

It is in a chest between the rows of bookshelves

Use

Allows ascension of +10 Normal weapons to the Crystal upgrade path, up to +5 Crystal (Giant Blacksmith)

Chaos Flame Ember

In Game Description

*Ember required for weapon ascension.
Chaos Flame Ember is an art of the lost city
of Izalith. Handled only by blacksmiths
knowledgeable in ancient methods.*

*Ascends +5 fire weapon to chaos weapon.
(chaos weapon can be reinforced to +5)
Chaos weapons are demon weapons augmented
by humanity which inflict fire damage.*

Availability

Found in Demon Ruins, behind the Minor Taurus Demon mini-bosses, which appear after Ceaseless Discharge is defeated

Can be obtained with or without equipping the Orange Charred Ring. If opting for the latter, using Flash Sweat or having a high amount of health is recommended to survive lava damage - video

If going for a suicide run, using Hidden Body magic or the Ring of Fog will make it much easier by if the Minor Taurus Demons are present. Be aware that when chasing the player character, they may occasionally obscure the camera.

General Information

Given to blacksmith Vamos in The Catacombs to allow ascension of +5 Fire weapons into Chaos

Upgrade Materials

Titanite				
	Name	Upgrade Prerequisite	Max Level	Notes
	Titanite Shard	none	Normal Weapon +5 Armor +3	Unique Armor requires Twinkling Titanite to upgrade
	Large Titanite Shard	Normal Weapon +5 Armor +3	Normal Weapon +10 Raw Weapon +5 Armor +6	Unique Armor requires Twinkling Titanite to upgrade
	Titanite Chunk	Normal Weapon +10 Armor +6	Normal Weapon +14 Crystal Weapon +4 Lightning Weapon +4 Armor +9	Unique Armor requires Twinkling Titanite to upgrade
	Titanite Slab	Normal Weapon +14 Crystal Weapon +4 Lightning Weapon +4 Armor +9	Normal Weapon +15 Crystal Weapon +5 Lightning Weapon +5 Armor +10	Unique Armor requires Twinkling Titanite to upgrade
Green Titanite				
	Name	Upgrade Prerequisite	Max Level	Notes
	Green Titanite Shard	Normal weapon +5	Divine Weapon +5 Fire Weapon +5 Magic Weapon +5	-
Blue Titanite				
	Name	Upgrade Prerequisite	Max Level	Notes
	Blue Titanite Chunk	Magic Weapon +5	Magic Weapon +9 Enchanted Weapon +4	-
	Blue Titanite Slab	Magic Weapon +9 Enchanted Weapon +4	Magic Weapon +10 Enchanted Weapon +5	-
White Titanite				

	Name	Upgrade Prerequisite	Max Level	Notes
	White Titanite Chunk	Divine Weapon +5	Divine Weapon +9 Occult Weapon +4	-
	White Titanite Slab	Divine Weapon +9 Occult Weapon +4	Divine Weapon +10 Occult Weapon +5	-

Red Titanite

	Name	Upgrade Prerequisite	Max Level	Notes
	Red Titanite Chunk	Fire Weapon +5	Fire Weapon +9 Chaos Weapon +4	-
	Red Titanite Slab	Fire Weapon +9 Chaos Weapon +4	Fire Weapon +10 Chaos Weapon +5	-

Twinkling Titanite

	Name	Upgrade Prerequisite	Max Level	Notes
	Twinkling Titanite	none	Unique Weapon +5 Unique Armor +5	-

Demon Titanite

	Name	Upgrade Prerequisite	Max Level	Notes
	Demon Titanite	none	Demon Weapon +5	-

Dragon Scale

	Name	Upgrade Prerequisite	Max Level	Notes
	Dragon Scale	none	Dragon Weapon +5	-

Unique equipment

Equipment that requires Twinkling Titanite to upgrade

Upgrade path ends at +5, consuming 10
Twinkling Titanite

Weapons	Shields	Armor
Astora's Straight Sword Black Knight Greataxe Black Knight Greatsword Black Knight Halberd Black Knight Sword Blacksmith Giant Hammer Channeler's Trident Crescent Axe Dark Silver Tracer Dragonslayer Greatbow Ghost Blade Giant's Halberd Gold Tracer Gough's Greatbow Grant Hammer of Vamos Jagged Ghost Blade Silver Knight Spear Silver Knight Straight Sword Stone Greataxe Stone Greatsword Titanite Catch Pole Velka's Rapier	Black Knight Shield Cleansing Greatshield Crest Shield Dragon Crest Shield Havel's Greatshield Silver Knight Shield Stone Greatshield	Fang Boar Helm Gargoyle Helm Antiquated Dress Antiquated Gloves Antiquated Skirt Big Hat Sage Robe Black Iron Set Black Set Black Knight Set Brass Set Catarina Set Crimson Set Dark Set Eastern Set Giant Set Lord's Blade Ciaran's Set Painting Guardian Set Paladin Set Set of Favor Set of Thorns Shadow Set Silver Knight Set Witch Set Xanthous Set

Farming

- Soul Farming
- Humanity Farming
- Material and Upgrade Farming
- Moss Farming
- Souvenirs of Reprisal Farming

Embers

Initial Upgrades

- The basic Normal upgrade path to +5 can be upgraded by any Blacksmith or with an Armor Smithbox/Weapon Smithbox)
- Magic +5 can be ascended and upgraded by default by Rickert of Vinheim
- Fire +5 can be ascended and upgraded by default by Vamos
- Lightning +5 can be ascended and upgraded by default by the Giant Blacksmith
- Crystal weapons can only be ascended and **upgraded** by the Giant Blacksmith
- Ascension from +5 to +6 and +10 to +11, as well as any other ascension only needs to be performed by the specific blacksmith at the initial level of ascension. Additional upgrades can be done at any blacksmith or with the appropriate smithbox

Icon	Name	Availability	Use	Special note
	Large Ember	Depths	Allows ascension of +5 Normal weapons and armour up to +10 Normal Allows ascension of +5 Normal weapons to Raw upgrade path up to +5 Raw	Given to Andre of Astora
	Very Large Ember	New Londo Ruins (after the water is drained)	Ascend +10 Normal weapons up to +15 Normal	Given to Andre of Astora
	Divine Ember	Darkroot Garden	Ascend +5 Normal weapons to the Divine upgrade path up to +5 Divine	Given to Andre of Astora
	Large Divine Ember	Tomb of the Giants	Ascend +5 Divine weapons to +10 Divine	Given to Andre of Astora
	Dark Ember	Painted World of Ariamis	Ascend +5 Divine weapons to the Occult upgrade path up to +5 Occult	Given to Andre of Astora
	Enchanted Ember	Darkroot Garden	Ascend +5 Magic weapons to the Enchanted upgrade path up to +5 Enchanted	Given to Rickert of Vinheim
	Large Magic Ember	The Duke's Archives	Ascend +5 Magic weapons up to +10 Magic	Given to Rickert of Vinheim
	Crystal Ember	The Duke's Archives	Ascend +10 Normal weapons to the Crystal upgrade path up to +5 Crystal	Given to Giant Blacksmith
	Chaos Flame Ember	Demon Ruins	Ascend +5 Fire weapons to the Chaos upgrade path up to +5 Chaos	Given to Vamos
	Large Flame Ember	Demon Ruins	Ascend +5 Fire weapons to +10 Fire	Given to Vamos

Upgrade Types

Upgrade Types

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

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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

FoldUnfold 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	1. Give the Large Flame Ember to Vamos in order to ascend Fire +5 Weapons or Shields to Fire +6 2. Ascend a Fire +5 Weapon or Shield to Fire +6 by giving one Red Titanite Chunk to Vamos
↓	
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	<p>1. Give the Dark Ember to Andre of Astora in order to modify Divine +5 Weapons to Occult +0</p> <p>2. Modify a Divine +5 Weapon to Occult +0 by giving one White Titanite Chunk to Andre of Astora</p>
↓	
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

FoldUnfold 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

FoldUnfold 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	1. Give the Large Magic Ember to Rickert of Vinheim in order to ascend a Magic +5 Weapon or Shield to Magic +6 2. Ascend a Magic +5 Weapon or Shield to Magic +6 by giving one Blue Titanite Chunk to Rickert of Vinheim
↓	
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.

Upgrade Types

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	<p>1. Give the Large Divine Ember to Andre of Astora in order to ascend Divine +5 Weapons or Shields to Divine +6</p> <p>2. Ascend a Divine +5 Weapon or Shield to Divine +6 by giving one White Titanite Chunk to Andre of Astora</p>
↓	
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

FoldUnfold Table of Contents General Information Upgrade Path Required Materials Notes
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	<p>1. Give the Crystal Ember to Giant Blacksmith in order to ascend Normal +10 Weapons or Shields to Crystal +0</p> <p>2. Ascend a Normal +10 Weapon or Shield to Crystal +0 by giving one Titanite Chunk to the Giant Blacksmith</p>
↓	
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

FoldUnfold Table of Contents General Information Upgrade Path Required Materials Notes
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	<div>1. Give the Chaos Flame Ember to Vamos in order to ascend Fire +5 Weapons to Chaos +0</div> <div>2. Ascend a Fire +5 Weapon or Shield to Chaos +0 by giving one Red Titanite Chunk to Vamos</div>

↓	
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