

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
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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>

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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

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