

Divine upgrade

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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
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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
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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

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