

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

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