

# Lightning upgrade

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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
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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
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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
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Normal +10 to Lightning +0	Ascend a Normal +10 Weapon or Shield to Lightning +0 by giving one Titanite Chunk to the Giant Blacksmith

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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
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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

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- 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.
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