

Magic upgrade

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

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