

# Normal upgrade

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Large Ember						
Very Large Ember						

## General Information

Standard weapons and shields can be ascended to +15 by Andre of Astora using Titanite. The Large Ember and Very Large Ember are required to fully upgrade.

- Base damage of Normal weapons and the stability of standard Shields is increased with each upgrade level
- Damage scaling from Dexterity and/or Strength stats is also increased with each 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
↓	
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
↓	
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
↓	

Normal +10 to Normal +11	1. Give the Very Large Ember to Andre of Astora in order to ascend Normal +10 Weapons or Shields to Normal +11  2. Ascend a Normal +10 Weapon or Shield to Normal +11 by giving one Titanite Chunk to Andre of Astora
↓	
Normal +11 to Normal +14	Upgrade from Normal +11 to Normal +14 by using six Titanite Chunks at any Blacksmith or with a Weapon Smithbox
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Normal +14 to Normal +15	Upgrade from Normal +14 to Normal +15 by using one Titanite Slab at any Blacksmith or with a Weapon Smithbox

# Required Materials

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- The Large Ember is required to ascend Normal weapons above +5
- The Very Large Ember is required to ascend Normal weapons above +10
- Most Normal 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	-	-
Normal +11	-	-	1	-
Normal +12	-	-	1	-
Normal +13	-	-	2	-
Normal +14	-	-	3	-
Normal +15	-	-	-	1
Total	9	9	7	1
	Titanite Shard	Large Titanite Shard	Titanite Chunk	Titanite Slab

# Notes

- Upgrade any standard weapon to +5 without the need for an Ember
- Standard non-shield weapons can be enchanted with Magic Weapon, Great Magic Weapon, Crystal Magic Weapon, Hidden Weapon, Sunlight Blade and Darkmoon Blade.
- Standard non-shield weapons can be buffed with Charcoal Pine Resin, Gold Pine Resin and Rotten Pine Resin.

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