

Raw upgrade

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| Large Ember |

General Information

Normal +5 weapons can be ascended to Raw weapons by Andre of Astora with Titanite and the Large Ember

- Increases base damage from the Normal path
 - Adds base damage per upgrade level at a higher rate than the Normal path
 - Lowered Strength and/or Dexterity scaling from the Normal path
 - Adds damage scaling from Strength and/or Dexterity stat per upgrade level, but at a lower rate than Normal
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- Crossbows and Shields cannot be upgraded to Raw

Upgrade Path

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|------------------------------|---|
| Normal +0 to Normal +5 | Upgrade to Normal +5 using nine Titanite Shards at any Blacksmith or with a Weapon Smithbox |
| ↓ | |
| Normal +5 to Raw +0 | 1. Give the Large Ember to Andre of Astora in order to ascend Normal +5 Weapons to Raw +0 2. Ascend a Normal +5 Weapon to Raw +0 by giving one Large Titanite Shard to Andre of Astora |
| ↓ | |
| Raw +0 to Raw +5 | Upgrade from Raw +0 to Raw +5 using nine Large Titanite Shards at any Blacksmith or with a Weapon Smithbox |

Required Materials

- The Large Ember is required to ascend Normal weapons above +5
- Most Raw Weapons 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 | - | - | - |
| Raw +0 | - | 1 | - | - |
| Raw +1 | - | 1 | - | - |
| Raw +2 | - | 1 | - | - |
| Raw +3 | - | 2 | - | - |
| Raw +4 | - | 2 | - | - |
| Raw +5 | - | 3 | - | - |
| Total | 9 | 10 | - | - |
| | Titanite Shard | Large Titanite Shard | Titanite Chunk | Titanite Slab |

Notes

- A Raw weapon's base attack value becomes higher at the cost of its Strength / Dexterity scaling property becoming lower. As such, Raw weapons are more powerful in the early game or for characters with relatively low Strength / Dexterity stats.
- Raw weapons can be enchanted with Magic Weapon, Great Magic Weapon, Crystal Magic Weapon, Hidden Weapon, Sunlight Blade and Darkmoon Blade.
- Raw weapons can be buffed with Charcoal Pine Resin, Gold Pine Resin and Rotten Pine Resin.