

Upgrade Materials

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Bleed Stone

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In-Game Description

*An altered state of titanite.
Use to make weapons lacerating,
or to provide bleeding reduction to shields.*

*Sorcerers at the Melfian Magic Academy
once attempted to imbue titanite with
various elements, but are said to have failed.*

*Someone must have succeeded, though;
what else would explain this stone?*

Use

Used to infuse weapons and shields with Bleed.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Bleed gain Bleed Damage while lowering base damage and current scaling. Shields gain Bleed resistance while lowering other resistances. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|-------------|--------------------------|
| Stone Trader Chloanne | 7,000 souls | 3 after Drangleic Castle |

Enemy drops:

- Dropped by Basilisks.

- Dropped by Lizardmen in Shrine of Amana.
- Dropped by Undead Suppliant in Shrine of Amana.

Other sources:

- Loot in Sinner's Rise behind an illusory wall on your right in the water right after the elevator ride.
- Grave of Saints/The Gutter: between these two areas, on a corpse on the bridge that you drop down to after the Royal Rat Vanguard boss encounter.
- Three in the left wooden chest after the wall spike trap staircase in Dragon's Sanctum.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Most weapons and shields can be infused. Infusion is a one time process that will consume one stone of the element desired.
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Infusion Mechanics

The following may not work with boss weapons.

- **Weapon with only physical damage:** magic, fire, electric and dark paths will lower the physical damage by 30% and give that value to the chosen elemental damage independently of the weapons level. For example, a Greatsword +1 with 220 physical damage will result in 154 in both physical and elemental damage ($220 * 0.7 = 154$). A Greatsword +10, with 420 physical damage this time, would result in 294 in both damage types ($420 * 0.7 = 294$).
- **Weapon with both physical and elemental damage:**
 - **Same elemental path:** If a weapon that already has elemental damage is infused with the same type, the physical damage will be lowered by 5% and the the elemental damage will be increased by 44%. This is because, similar to the below, it lowers the damage by 10% but also increases it by 60%. Math: $0.9 * 1.6 = 1.44$
 - **Different elemental path:** If a weapon that already has elemental damage is infused with a different type, both the elemental and physical damage will be lowered by 10% and the new one will be the 60% of the first elemental damage type.

Boltstone

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In-Game Description

*An altered state of titanite.
use to imbue weapons with lightning,
or to provide lightning reduction to shields.*

*Sorcerers at the Melfian Magic Academy
once attempted to imbue titanite with
various elements, but are said to have failed.*

*Someone must have succeeded, though;
what else would explain this stone?*

Use

Used to infuse weapons and shields with Lightning.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Lightning gain Lightning Damage and minor Faith scaling while lowering base damage and current scaling. Shields gain Lightning resistance while lowering other resistances. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|-------------|----------------------|
| Blue Sentinel Targray | 7,000 souls | ∞ |
| Stone Trader Chloanne | 7,000 souls | 3 after Undead Crypt |

Enemy drops:

- Dropped by Basilisks.
- Dropped by the Crystal Lizard near Manscorpion Tark in Shaded Woods.
- Dropped by a Crystal Lizard in Dragon Aerie, near some eggs close to the third dragon.

Other sources:

- One of the items that can be received from Dyna and Tillo.
- Three in the left wooden chest after the wall spike trap staircase in Dragon's Sanctum.

Notes

- Lightning Damage is increased by Faith.
 - Most weapons and shields can be infused. Infusion is a one time process that will consume one stone of the element desired.
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Infusion Mechanics

The following may not work with boss weapons.

- **Weapon with only physical damage:** magic, fire, lightning and dark paths will increase the total base damage of the weapon by 40%. It will lower the physical damage by 30% and give that value to the chosen elemental damage independently of the weapons level. For example, a Greatsword +1 with 220 physical damage will result in 154 in both physical and elemental damage ($220 * 0.7 = 154$). A Greatsword +10, with 420 physical damage this time, would result in 294 in both damage types ($420 * 0.7 = 294$).
- **Weapon with both physical and elemental damage:**
 - **Same elemental path:** If a weapon that already has elemental damage is infused with the same type, the physical damage will be lowered by 5% and the the elemental damage will be increased by 44%. This is because, similar to the below, it lowers the damage by 10% but also increases it by 60%. Math: $0.9 * 1.6 = 1.44$
 - **Different elemental path:** If a weapon that already has elemental damage is infused with a different type, both the elemental and physical damage will be lowered by 10% and the new one will be the 60% of the first elemental damage type.

Darknight Stone

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In-Game Description

An altered state of titanite.
Use to imbue weapons with dark,
or to provide dark reduction to shields.

Sorcerers at the Melfian Magic Academy
once attempted to imbue titanite with
various elements, but are said to have failed.

Someone must have succeeded, though;
what else would explain this stone?

Use

Used to infuse weapons and shields with Dark.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Dark gain Dark Damage and Dark elemental scaling while lowering base damage and current scaling, and armor/shields gain Dark resistance while lowering other resistances. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|-------------|----------------------|
| Stone Trader Chloanne | 7,000 souls | 3 after Undead Crypt |

Enemy drops:

- Dropped by the respawning Leydia Pyromancers in Undead Crypt.
- Dropped by Basilisks.
- Drop from crystal lizard on the wooden bridge on the way to the Gutter(confirmed for SotFS)
- Drop from the Crystal Lizard in Dragon Aerie , near the second dragon.

Other sources:

- One found in a chest in the Undead Crypt, before the hallway that leads to Velstadt, the Royal Aegis.
- Two on one of the risable platforms near the Tower of Prayer bonfire in Shulva, Sanctum City.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Dark Damage is increased by Faith and Intelligence. When the lower of these two stats is raised, Dark Damage increases.
 - Most weapons and shields can be infused. Infusion is a one time process that will consume one stone of the element desired.
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Infusion Mechanics

The following may not work with boss weapons.

- **Weapon with only physical damage:** magic, fire, lightning and dark paths will increase the total base damage of the weapon by 40%. It will lower the physical damage by 30% and give that value to the chosen elemental damage independently of the weapons level. For example, a Greatsword +1 with 220 physical damage will result in 154 in both physical and elemental damage ($220 * 0.7 = 154$). A Greatsword +10, with 420 physical damage this time, would result in 294 in both damage types ($420 * 0.7 = 294$).
- **Weapon with both physical and elemental damage:**
 - **Same elemental path:** If a weapon that already has elemental damage is infused with the same type, the physical damage will be lowered by 5% and the the elemental damage will be increased by 44%. This is because, similar to the below, it lowers the damage by 10% but also increases it by 60%. Math: $0.9 * 1.6 = 1.44$
 - **Different elemental path:** If a weapon that already has elemental damage is infused with a different type, both the elemental and physical damage will be lowered by 10% and the new one will be the 60% of the first elemental damage

type.

Faintstone

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In-Game Description

*An altered state of titanite.
Use to imbue weapons with magic,
or to provide magic reduction to shields.*

*Sorcerers at the Melfian Magic Academy
once attempted to imbue titanite with
various elements, but are said to have failed.*

*Someone must have succeeded, though;
what else would explain this stone?*

Use

Used to infuse weapons and shields with Magic.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Magic gain Magic Damage and Intelligence scaling while lowering base damage and current scaling. Shields gain Magic resistance while lowering other resistances. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold by | Price | Stock |
|-----------------------|-------------|----------------------|
| Stone Trader Chloanne | 7,000 souls | 3 after Undead Crypt |

Enemy drops:

- Dropped by the infinitely respawning Leydia Pyromancers in Undead Crypt.
- Dropped by Basilisks.
- Two dropped by a Crystal Lizard in Dragon's Sanctum.

Other sources:

- Inside a chest behind a Pharros Contraption in Doors of Pharros. (First Pharros Contraption after climbing the ladder, opens a door back down below, in a wooden chest and can be farmed with Bonfire Ascetics via the 2nd bonfire.)
- On a corpse in Dragon Shrine, on the platform with the Dark Priestess.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Magic Damage is increased by Intelligence.
 - Most weapons and shields can be infused. Infusion is a one time process that will consume one stone of the element desired.
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Infusion Mechanics

The following may not work with boss weapons.

- **Weapon with only physical damage:** magic, fire, lightning and dark paths will increase the total base damage of the weapon by 40%. It will lower the physical damage by 30% and give that value to the chosen elemental damage independently of the weapons level. For example, a Greatsword +1 with 220 physical damage will result in 154 in both physical and elemental damage ($220 * 0.7 = 154$). A Greatsword +10, with 420 physical damage this time, would result in 294 in both damage types ($420 * 0.7 = 294$).
- **Weapon with both physical and elemental damage:**
 - **Same elemental path:** If a weapon that already has elemental damage is infused with the same type, the physical damage will be lowered by 5% and the the elemental damage will be increased by 44%. This is because, similar to the below, it lowers the damage by 10% but also increases it by 60%. Math: $0.9 * 1.6 = 1.44$
 - **Different elemental path:** If a weapon that already has elemental damage is infused with a different type, both the elemental and physical damage will be lowered by 10% and the new one will be the 60% of the first elemental damage type.

Fire Seed

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In-Game Description

A tiny waning flame.
Used to strengthen a pyromancy flame.

A pyromancy flame serves as the catalyst for pyromancies, and scales the strength of each spell according to its level.

Fire is a common object of worship.
It can never be grasped, and its mystery stokes the human imagination.

Use

Used to upgrade Pyromancy Flames at Rosabeth of Melfia or Carhillion of the Fold.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|--------------------|-------------|-------|
| Rosabeth of Melfia | 8,000 souls | 3 |

Chests and Corpse locations:

- Just outside the Undead Purgatory, on a platform you have to jump onto
- In the Shaded Woods, behind Head Of Vengarl.
- In Harvest Valley, from the first bonfire, there's one in a chest in the small room filled with poison behind the giant enemy
- In Drangleic Castle on the right side, before opening the gates is a chest containing one

- In Drangleic Castle up the elevator by the Central Castle Drangleic bonfire behind the cage with the Milfanito
- In Sinner's Rise in a cell unlockable with the Bastille Key
- In the Rotten's boss arena on an island surrounded by fire
- In Iron Keep in the large area after Smelter Demon, on the left past the Crystal Lizard and down some stairs on lava rocks across from the chest containing Chaos Storm
- In Brightstone Cove Tseldora, in the temple before The Duke's Dear Freja, use the Brightstone Key to open the door to the right, which will reveal a chest containing Black Knight Ultra Greatsword, Great Fireball, and a Fire Seed
- In Shrine of Amana between the arches after the second bonfire and before the first Ogre
- In Shrine of Amana, under Altar of Amana in a small alcove
- In Aldia's Keep to the right of the stairs leading into the keep itself
- In Undead Crypt up the ladder past Grave Warden Agdayne
- In Memory of Jeigh, near the Giant Lord
- In Memory of Orro, near the Pharros Contraption behind an illusory wall in a chest
- In Memory of Vammar, at the end of the hallway where the Giant smashes the wall

Other sources:

- Milfanito at the Altar of Amana will give you one after using the Key to the Embedded to free the Milfanito in Drangleic Castle
- Dropped by Rosabeth of Melfia on death

Notes

Fire seeds do not reappear if a Bonfire Ascetic is used, no matter whether it was on corpse or a chest. It is a one-time loot in each location. They do reappear in NG+. The only exception is the seed found in Giant Memory.

Videos

- Location Guide for Dark/Pyromancy Flame & All Fire Seeds

Firedrake Stone

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In-Game Description

An altered state of titanite.
Use to imbue weapons with fire,
or to provide fire reduction to shields.

Sorcerers at the Melfian Magic Academy
once attempted to imbue titanite with
various elements, but are said to have failed.

Someone must have succeeded, though;
what else would explain this stone?

Use

Used to infuse weapons and shields with Fire.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Fire gain Fire Damage and minor Fire scaling while lowering base damage and current scaling. Shields gain Fire resistance while lowering other resistances. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold by | Price | Stock |
|-----------------------|-------------|----------------------|
| Stone Trader Chloanne | 7,000 souls | 3 after Undead Crypt |

Enemy drops:

- Dropped by Ironclad Soldiers in Iron Keep.
- Dropped by Basilisks.
- Dropped by Iron Warriors.
- Dropped by the Crystal Lizard in Iron Keep.
- Two dropped by a Crystal Lizard in Dragon's Sanctum.

Other sources:

- Loot in the Flame Salamander pit in Forest of Fallen Giants.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Most weapons and shields can be infused. Infusion is a one time process that will consume one stone of the element desired.
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Infusion Mechanics

The following may not work with boss weapons.

- **Weapon with only physical damage:** magic, fire, lightning and dark paths will increase the total base damage of the weapon by 40%. It will lower the physical damage by 30% and give that value to the chosen elemental damage independently of the weapons level. For example, a Greatsword +1 with 220 physical damage will result in 154 in both physical and elemental damage ($220 * 0.7 = 154$). A Greatsword +10, with 400 physical damage this time, would result in 280 in both damage types ($400 * 0.7 = 280$).
- **Weapon with both physical and elemental damage:**
 - **Same elemental path:** If a weapon that already has elemental damage is infused with the same type, the physical damage will be lowered by 5% and the the elemental damage will be increased by 44%. This is because, similar to the below, it lowers the damage by 10% but also increases it by 60%. Math: $0.9 * 1.6 = 1.44$
 - **Different elemental path:** If a weapon that already has elemental damage is infused with a different type, both the elemental and physical damage will be lowered by 10% and the new one will be the 60% of the first elemental damage type.

Large Titanite Shard

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In Game Description

*Large titanite shard used to reinforce equipment.
Reinforces equipment up to +6.*

*Titanite was discovered in an ancient layer of earth, and is said to be a gift of the gods.
Titanite of this size has tremendous power, and is a very rare find.*

Use

Reinforces most weapons/shields/armor from +3 to +6.

Six pieces are needed to reinforce from +3 to +6, with a few exceptions.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|-------------|--|
| Steady Hand McDuff | 2,500 souls | ∞ |
| Stone Trader Chloanne | 2,500 souls | 10 after Old Iron King. ∞ after Drangleic Castle. |

Enemy drops:

- Dropped by many Crystal Lizards around Drangleic.
- Three dropped by Giant Basilisk in Huntsman's Copse with 100% droprate (Scholar of the First Sin only)
- Dropped by Coal Tar in Black Gulch.

- Dropped by Ironclad Soldiers in Iron Keep.
- Dropped by Parasitized Undead in Brightstone Cove Tseldora.
- Dropped by Gyrm Warriors in Doors of Pharros.

Chest and Corpse locations:

- One in a chest underneath ballistas in Forest of Fallen Giants. Go down the ladder. There is a door behind you you cannot open. Hit the door and the hollows on the other side will open it. Inside that room is a chest with a Large Titanite Shard.
- One in the same chest as the Estus Flask Shard in the Lost Bastille, take a well hidden path near the scaffolding hugging the wall.
- Two in a chest near the blacksmith Steady Hand McDuff in the Lost Bastille.
- One on a ledge to the left of the Tower Apart bonfire in the Lost Bastille after beating the Pursuer.
- One in a chest in No-Man's Wharf behind an illusory wall.
- One on a corpse on the floor above Lucatiel of Mirrah in the Lost Bastille. To access this shard exit the tower onto the path heading toward Steady Hand McDuff's workshop. Turn around to face the tower. There is a ladder on the left side of the tower. Walk up onto the ledge on the left side to access the ladder. On Bonfire Intensity 2 and up, there will be 5 here.
- One in a cave in the last poison field of Harvest Valley (three at Bonfire Intensity 2+).
- One on a corpse in the furnace in Iron Keep.
- Three at the well at the first bonfire of Brightstone Cove Tseldora (Bonfire Intensity 2+).
- One on a corpse near the cliff near the 'spider door' before the Magus boss fight in Brightstone Cove Tseldora.
- Inside the building under the first Crystal Lizard in Brightstone Cove Tseldora.
- On top of a building with a Hollow Mage on it after taking the first zip line in Brightstone Cove Tseldora.
- On a wooden platform near the spiky area in Brightstone Cove Tseldora.
- Five next to an ambushing Possessed Armor in Brume Tower.
- Five behind the Tower Key door near the Foyer bonfire in Brume Tower.
- Seven in the first cell gauntlet in Iron Passage.

Farming

- In Scholar of the First Sin, 3 can be obtained per bonfire sit from the Giant Basilisk in the bottom of the cave in Huntsman's Copse. An unlimited amount can be produced this way if you're a member Company of Champions covenant to provide unlimited respawns, or 30+ per Bonfire Ascetic.

Magic Stone

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In-Game Description

An altered state of titanite.
Use on weapon to convert wielder's intelligence into attack. Cannot be used on shields.

Sorcerers at the Melfian Magic Academy once attempted to imbue titanite with various elements, but are said to have failed.

Someone must have succeeded, though; what else would explain this stone?

Use

Used to infuse weapons into Enchanted weapons. Cannot be used on shields.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with a Magic Stone gain Intelligence-scaling physical damage while lowering base damage and current scaling. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|-------------|----------------------|
| Stone Trader Chloanne | 7,000 souls | 3 after Undead Crypt |

Enemy drops:

- Dropped by Desert Sorceresses in Earthen Peak.

- Dropped by Gyrm Warriors in Doors of Pharros.
- Dropped by Leydia Witches in Undead Crypt.
- Dropped by Basilisks.
- Dropped by a Crystal Lizard in Dragon Aerie.

Other sources:

- One found in a chest in the Undead Crypt, before the hallway that leads to Velstadt, the Royal Aegis.
- Two on the way to the barrel room from the Foyer bonfire in Brume Tower.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Most weapons can be infused. Infusion is a one time process that will consume one stone of the element desired.
- Generally underwhelming compared to Faintstone Magic infusion, but has the benefit of being pure physical.

Old Mundane Stone

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In-Game Description

An altered state of titanite.
use to imbue weapons with power of the mundane.
Cannot be used on shields.

People do not look favorably on the banal,
but sometimes even the most mundane of objects
can cast things in a most pleasant light.

Use

Used to infuse weapons with the power of the Mundane. See details below.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Mundane gain a special scaling with your lowest stat while lowering base damage and removing current scaling. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|-------------|----------------------|
| Stone Trader Chloanne | 7,000 souls | 3 after Undead Crypt |

Enemy drops:

- Dropped by Gyrm Warriors.
- Dropped by Primal Knights.
- Dropped by Undead Steelworkers.
- Dropped by a Crystal Lizard near the first dragon in Dragon Aerie.

- Two dropped by a Crystal Lizard in Dragon's Sanctum.

Other sources:

- Two hidden inside an ash statue in Brume Tower, after opening the first set of large doors.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.
- Found in Doors of Pharros on a corpse with Gyrm Great hammer (unconfirmed)

Notes

- Most weapons can be infused. Infusion is a one time process that will consume one stone of the element desired.
 - Cuts base damage in half for all damage types. Removes normal scaling for all damage types, but physical damage gains the special scaling explained below.
 - Crossbows, however, lose 85% of their base damage when Mundane infused.
 - As of Calibration 1.11, Daggers lose approximately 25% of standard Mundane scaling (depends on the dagger). A level 20, Mundane infused Dagger gives a level bonus of 127(74.7% of 170) , instead of 170. A level 99, Mundane infused Dagger gives a level bonus of 187(74.7% of 250) , instead of 250. Several daggers have different adjustments. For example the Shadow Dagger only loses 20% of the standard Mundane scaling. And the Bandit's Knife loses more than 25%, as the bonus is spread between damage and bleed.
 - Bonus physical damage is a flat 50 added to the scaling factor of the lowest stat (i.e. $50 + (6 \cdot 4) = 50 + 24 = 74$).
 - For weapons with native elemental damage, the mundane infusion will lower the base elemental damage and the elemental damage scaling. It will not add any additional bonus elemental damage that scales off the lowest stat.
 - Mundane infusion is almost always worse in terms of pure damage than the standard path, even at very high levels, because mundane scaling doesn't offset the loss of damage from halving base damage, losing normal scaling and the access to Flynn's Ring (as you go over 14 vitality). It also halves damage from weapon buffs, as they scale with base damage only.
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Scaling Table

| Lowest Player Stat | Scaling Bonus |
|--------------------|---------------|
| 4 | 74 |
| 5 | 80 |
| 6 | 86 |
| 7 | 92 |
| 8 | 98 |
| 9 | 104 |
| 10 | 110 |
| 11 | 116 |
| 12 | 122 |
| 13 | 128 |
| 14 | 134 |
| 15 | 140 |
| 16 | 146 |
| 17 | 152 |
| 18 | 158 |
| 19 | 164 |
| 20 | 170 |
| 21 | 173 |
| 22 | 176 |
| 23 | 179 |
| 24 | 182 |
| 25 | 185 |
| 26 | 188 |
| 27 | 191 |
| 28 | 194 |
| 29 | 197 |
| 30 | 200 |
| 31 | 201 |
| 32 | 202 |
| 33 | 203 |
| 34 | 204 |
| 35 | 205 |
| 36 | 206 |
| 37 | 207 |
| 38 | 208 |

| | |
|----|-----|
| 39 | 209 |
| 40 | 210 |
| 41 | 211 |
| 50 | 225 |
| 99 | 250 |

Palestone

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In-Game Description

*An altered state of titanite.
Use to on a weapon or shield
to undo all imbued powers.*

*This does not revert reinforcement,
but undoes imbued powers such as
magic, fire, poison, etc.*

Use

Removes the current infusion from the chosen piece of equipment. Does not remove any upgrade levels. This is performed via infusion by the blacksmith Steady Hand McDuff.

If you want to change the infusion on a piece of equipment, you **do not** need to use a Palestone to remove the current infusion first.

Availability

- Dropped by Old Knights in Heide's Tower of Flame.
- Dropped by the Crystal Lizard in Harvest Valley.
- Dropped by two Crystal Lizards in Dragon Aerie: the first one in the area behind some eggs and the one near eggs close to the third dragon.
- Dropped by the merchant Stone Trader Chloanne on death.
- Two hidden inside an ash statue at the bottom of the side tower in Brume Tower where Maldron the Assassin invades.
- In the chest next to Lonesome Gavlan in Harvest Valley. Bonfire Intensity 2+ only.

Petrified Dragon Bone

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In-Game Description

A large petrified bone.
Reinforces equipment made from special souls.

Commonly called dragon bone, but the veracity of the name is questionable.
In any case, this petrified bone houses great power.

Use

Reinforces Boss Soul items to +5. Fifteen bones are needed to reach +5.

Availability

Where to buy:

| Merchant Sold by | Price | Stock |
|-----------------------|--------------|--------------------------|
| Stone Trader Chloanne | 17,500 souls | Three after Undead Crypt |

Enemy drops:

- One dropped by the Guardian Dragon in Heide's Tower of Flame. (SotFS only)
- Dropped by the Giant Basilisk in Shaded Woods. (DS II only.)
- Dropped by a Crystal Lizard in Brightstone Cove Tseldora, near the Chapel Threshold bonfire.
- 1 dropped by the Mimic in Drangleic Castle in the same room as the Executioner's Chariot. (SotFS only)
- Dropped by Dragon Acolytes in Aldia's Keep.
- Dropped by Guardian Dragons in Dragon Aerie.

- Dropped by Ice Stallions in Frigid Outskirts.
- Dropped by the Mimic in Dragon Shrine. (DS II only)
- Dropped by the Ancient Dragon in Dragon Shrine.
- Four different Crystal Lizards around Dragon Aerie drop one each.
- Dropped by Imperfect in Dragon's Sanctum.
- Two dropped by a Crystal Lizard in Dragon's Sanctum.
- Three dropped by the Graverobber, Varg, Cerah trio boss in Cave of the Dead.

Chest and Corpse locations:

- One in the locked cell next to Straid of Olaphis in the Lost Bastille. The Bastille Key is needed to open the door. Bonfire Intensity 1 only.
- One in the furnace before Smelter Demon in Iron Keep - the fire must be turned off on the right side of the building wall by turning the wheel.
- One on a skeleton Corpse in Iron Keep where the Dull Ember used to be. (*Dark Souls II: Scholar of the First Sin* only)
- On a platform above the Shaded Ruins bonfire and across the gap in Shaded Woods, inside the chest.
- One on a corpse behind a cart, close to the Lower Brightstone Cove bonfire.
- The chest close to the spike walls in Doors of Pharros, after climbing the first ladder on the way to the second bonfire.
- In a chest after the two Giants in Black Gulch.
- Next to the portrait of Nashandra in Drangleic Castle. (SoTFS only)
- On a body in King's Passage at Bonfire Intensity 2+.
- One in the Shrine of Amana after the third bonfire.
- One in Undead Crypt near the second bonfire.
- Three in total are found in Aldia's Keep: the first one on a corpse that is to your left if you are entering from the King's Gate; the second one is in the Mirror Squire room; the third one is on a corpse in the acid pool with two Hunting Dogs, along with Soul Geyser.
- One under some eggs at the end of a side path before the second dragon in Dragon Aerie (2x on Bonfire Intensity 2+).
- Three in a wooden chest found by shooting the switch on the ceiling in the hallway after the first two Sanctum Knights in Dragon's Sanctum. (a metal chest in *Dark Souls II: Scholar of the First Sin*.)
- Three in the right wooden chest after the wall spike trap staircase in Dragon's Sanctum.
- Three on the ground in the area with the Imperfect's in Dragon's Sanctum.
- Eight can be found in a metal chest behind a hidden wall near the Foyer bonfire in Brume Tower. Does not reset with bonfire ascetic.
- Two are near the ladder in the Scorcher tower in Brume Tower.

Other sources:

- Possible to receive when trading with Dyna and Tillo in exchange for a Small Smooth & Silky Stone, Smooth & Silky Stone or a Petrified Something in Things Betwixt.

Farming Guide

- They can be farmed by using Bonfire Ascetics at the bonfire in Dragon Aerie. The tricky part is killing the dragons that guard all the Crystal Lizards. Your first run should be dedicated to killing the dragons, preferably with magic or some sort of ranged attack, then run through again killing all of the Lizards and getting all of their loot. You get at least five Petrified Dragon Bones every run along with some other useful materials like Twinkling Titanite.
 - Four of the Crystal Lizards around the area drop a Bone: three near the first dragon, one near the second.
 - One is on the ground near the second dragon, see above.
 - The dragons have a chance to drop them, while in SoTFS, one of the dragons is guaranteed to drop one.
 - (SoTFS) The Guardian Dragons do not wake up unless you attack them, break eggs near them, or get too close while wearing the Moon Butterfly Set. Enemies breaking eggs does not seem to wake them (for example, a Crystal Lizard broke some while running away and the dragon remained sleeping). If you are careful you can kill the Crystal Lizards without waking the dragons. One of the dragons will drop one, and they can all be sniped from a safe location, so it might make sense just to kill them anyway.
- Another way to get them early in the game is to burn Ascetics at the Shaded Ruins bonfire and go grab the one Dragon Bone in the chest near the bonfire. The second one is obtained by killing the Giant Basilisk, you might need to take out some of the Lion Clan Warriors. Also, there are three Twinkling Titanite you might want to pick up in the cave where you found Ornifex.
- The three in the wooden chest in Dragon's Sanctum are perfect for farming.
 - Use a Bonfire Ascetic on the Tower of Prayer bonfire in Shulva, Sanctum City.(not working in new patch)
 - You can pick up a respawning Ascetic, to replace your used one, in the hall with ambushing Sanctum Soldiers, inside a trapped wooden chest.
 - Go pillage the bone chest. Rinse and repeat.
 - The chest also contains three Twinkling Titanite.
- Another very, very quick way to get some Bones is to go to the Lair of the Imperfect bonfire in Dragon's Sanctum and use Ascetics after you pick up the three by the entrance to the area. You can quickly run back and forth from the bonfire to the Petrified Dragon Bones, getting three at a time. The Imperfect enemies walking around also have a chance to drop Petrified Dragon Bones, Dragon Scales and Titanite Slabs.
- Bell Keeper's Covenant has a low chance of drop of either Titanite Slab, Petrified Dragon Bone, or Twinkling Titanite.

Videos

- Main Game: Location Guide for All Petrified Dragon Bones
- The Lost Crowns Trilogy DLC: Location Guide for All Petrified Dragon Bones

Poison Stone

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In-Game Description

*An altered state of titanite.
Use to imbue weapons with poison,
or to provide poison reduction to shields.*

*Sorcerers at the Melfian Magic Academy
once attempted to imbue titanite with
various elements, but are said to have failed.*

*Someone must have succeeded, though;
what else would explain this stone?*

Use

Used to infuse weapons and shields with Poison.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Poison gain Poison Damage while lowering base damage and current scaling. Shields gain Poison resistance while lowering other resistances. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|-------------|----------------------|
| Stone Trader Chloanne | 7,000 souls | 3 after Undead Crypt |

Enemy drops:

- Dropped by Basilisks.

- Dropped by Undead Supplicants immediately after the final bonfire in Shrine of Amana.
- Dropped by Razorback Nightcrawlers in Black Gulch.
- Dropped by Sanctum Soldiers in Shulva, Sanctum City and nearby areas.

Other sources:

- One can be found just before the fog gate of Mytha, the Baneful Queen in Earthen Peak.
- In a chest in Harvest Valley just after the second bonfire. Climb down the ladder into the poison mist, run to the opposite end and climb up the other ladder.
- Treasure in Shulva, Sanctum City, near one of the first lance-wielding Sanctum Soldiers.
- Possible to receive when trading with Dyna and Tillo in Things Betwixt.

Notes

- Most weapons and shields can be infused. Infusion is a one time process that will consume one stone of the element desired.
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Infusion Mechanics

The following may not work with boss weapons.

- **Weapon with only physical damage:** magic, fire, electric and dark paths will lower the physical damage by 30% and give that value to the chosen elemental damage independently of the weapons level. For example, a Greatsword +1 with 220 physical damage will result in 154 in both physical and elemental damage ($220 * 0.7 = 154$). A Greatsword +10, with 420 physical damage this time, would result in 294 in both damage types ($420 * 0.7 = 294$).
- **Weapon with both physical and elemental damage:**
 - **Same elemental path:** If a weapon that already has elemental damage is infused with the same type, the physical damage will be lowered by 5% and the the elemental damage will be increased by 44%. This is because, similar to the below, it lowers the damage by 10% but also increases it by 60%. Math: $0.9 * 1.6 = 1.44$
 - **Different elemental path:** If a weapon that already has elemental damage is infused with a different type, both the elemental and physical damage will be lowered by 10% and the new one will be the 60% of the first elemental damage type.

Raw Stone

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In-Game Description

An altered state of titanite.
Changes weapon class to Raw.
Cannot be used on shields.

This unusually hard titanite raises a weapon's physical attack power, but lowers strength and dexterity bonuses.

Use

Used to infuse weapons with Raw. This reduces stat scaling but increases weapon base damage. Cannot be used on shields.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Raw gain a large increase to base weapon damage while lowering stat scaling. The Dull Ember is required to perform infusions.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|-------------|----------------------|
| Stone Trader Chloanne | 7,000 souls | 3 after Undead Crypt |

Enemy Drops:

- Dropped by Basilisks.
- Dropped by the Crystal Lizard in Doors of Pharros.
- Dropped by a Crystal Lizard near the first dragon in Dragon Aerie.

- Two dropped by a Crystal Lizard in Dragon's Sanctum.

Other sources:

- In a chest in Harvest Valley, next to Lonesome Gavlan.
- One in Brume Tower, on the platform with the chain that leads to the tower where Maldron the Assassin invades.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Most weapons can be infused. Infusion is a one time process that will consume one stone of the element desired.
- Weapons with no innate stat scaling will have their base damage increased with no negative effects.

Titanite Chunk

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In-Game Description

*Titanite chunk used to reinforce equipment.
Reinforces equipment up to +9.*

Titanite was discovered in an ancient layer of earth, and is said to be a gift of the gods. There are said to be only a scarce few titanite chunks in the world.

Use

Reinforces most weapons/shields/armor from +6 to +9.

Six pieces are needed to reinforce from +6 to +9, with a few exceptions.

Availability

Where to buy:

| Merchant Sold by | Price | Stock |
|-----------------------|-------------|--|
| Stone Trader Chloanne | 6,000 souls | 10 after Undead Crypt. ∞ after Nashandra. |

Enemy drops:

- Dropped by the Crystal Lizard in Huntsman's Copse.
- Dropped by Coal Tar in Black Gulch.
- Dropped by Gyrm Warriors in Doors of Pharros.
- Dropped by Undead Peasants in Brightstone Cove Tseldora.
- Dropped by the Crystal Lizard near the Chapel Threshold bonfire in Brightstone Cove Tseldora.

- Three dropped by a Crystal Lizard just before Drangleic Castle.
- Five in total dropped by the Crystal Lizards in Dragon Aerie.
- Three dropped by a Crystal Lizard in Dragon's Sanctum.
- Three dropped by the Crystal Lizard in Brume Tower.
- Dropped by Possessed Armor in Brume Tower.

Chest and Corpse locations:

- Three in a trapped chest beneath the ballista room in Forest of Fallen Giants at Bonfire Intensity 2+.
 - Contains one Titanite Shard at Bonfire Intensity 1.
- One in the poison mist near the first Mounted Overseer in Harvest Valley.(Two in SotFS)
 - Three at Bonfire Intensity 2+.(Four in SotFS)
- One in a chest on a platform near the Shaded Ruins bonfire in Shaded Woods.
- One in a trapped chest in Doors of Pharros.
- On a small platform near the first Crystal Lizard in Brightstone Cove Tseldora.
- In a room with a crumbling skeleton in lower Brightstone Cove Tseldora.
- On the same platform as the second Crystal Lizard in Brightstone Cove Tseldora.
- Three in the area with spikes in lower Brightstone Cove Tseldora on the way to the Boss.
- One found inside a pot in the Gutter.
- One on a body in Undead Crypt by the second bonfire behind one of the gravestones.
 - Three at Bonfire Intensity 2+.
- Three hidden behind some boxes near the Life Ring +3 chest in Brume Tower.
- Two on the ash platform with the Tower Key in Brume Tower.
- Three hidden inside an ash statue near the Lowermost Floor bonfire in Brume Tower.

Other sources:

- Bell Keepers covenant reward for either killing a trespasser of the Bell Tower or defeat a grey phantom as a trespasser.
- Possible to receive when trading Smooth & Silky Stones with Dyna and Tillo in Things Betwixt.

Titanite Shard

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In-Game Description

*Titanite shard used to reinforce equipment.
Reinforces equipment up to +3.*

*Titanite was discovered in an ancient layer of earth, and is said to be a gift of the gods.
Titanite of this size has very little power, but it is still a rare find.*

Use

Reinforces most weapons/shields/armor up to +3.

Six pieces are needed to reinforce from +0 to +3, with a few exceptions.

Availability

Where to buy:

| Merchant Sold by | Price | Stock |
|-----------------------|------------|------------------------------|
| Blacksmith Lenigrast | 800 souls | 10 |
| Stone Trader Chloanne | 1000 souls | 10 and ∞ after Old Iron King |

Enemy drops:

- Dropped uncommonly by the Ogre near the Crestfallen's Retreat bonfire at the beginning of the Forest of Fallen Giants
- Two dropped by the Crystal Lizard near the Last Giant shortcut in Forest of Fallen Giants.
- Dropped by the Skeletons in Harvest Valley (rare).
- Dropped by Undead Steelworkers in Harvest Valley and Earthen Peak (common).

- Dropped by Undead Peasants in Brightstone Cove Tseldora.

Scholar of the First Sin Enemy Drops:

- Dropped by the Varangian Sailors in No Man's Wharf (uncommon).
- Two dropped by the Crystal Lizard behind a destructible wall in No Man's Wharf.

Chests and Corpse locations:

- One in a chest up the ladder from Maughlin the Armourer (Bonfire Intensity 1 only).
- Five in a chest behind a destructible wall in the Lost Bastille, next to Steady Hand McDuff.
- Three in a chest on the second story of the mansion in Majula.
- One on a corpse in Forest of Fallen Giants near the first encounter with Cale the Cartographer. Drop to ground level. Corpse is near a gate with the Soldier's Rest area on the other side.
- One on a corpse in Harvest Valley next to the ramp out of the first poison mist-filled area.
- One on a corpse hanging at the well at the Royal Army Campsite in Brightstone Cove Tseldora.
 - Three at Bonfire Intensity 2+.
- Ten near the Life Ring +3 chest in Brume Tower.

Scholar of the First Sin Chest and Corpse locations:

- Three on a corpse hanging from the ledge in the caves next to a Necromancer in Huntsman's Copse.
- Two in a chest in the upstairs of the first building in No Man's Wharf.

Other sources:

- Possible to receive when trading Prism Stones with Dyna and Tillo.

Titanite Slab

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In-Game Description

*Titanite slab used to reinforce equipment.
Reinforces equipment up to +10.*

Titanite was discovered in an ancient layer of earth, and is said to be a gift of the gods. One of the original slabs that provided the world with all forms of titanite.

Titanite slabs were created to smith the weapons of the gods, or so the legends say.

Use

Used to reinforce most weapons/shields/armor from +9 to +10.

Availability

Where to buy:

| Merchant Sold By | Price | Stock |
|-----------------------|--------------|------------------------|
| Stone Trader Chloanne | 13,000 souls | One after Undead Crypt |

Enemy drops:

- Dropped by the Prowling Magus & Congregation boss in Brightstone Cove Tseldora.
- Dropped by the Crystal Lizard in front of the bridge leading to Drangleic Castle.
- Dropped by Stone Soldiers in Drangleic Castle.
- Dropped by Stone Knights in King's Passage.

- Dropped by two Crystal Lizards in Dragon Aerie. One near the first dragon (first Lizard in the open area), another one near the third (on a platform).
- Dropped by the Imperfect's in Dragon's Sanctum.
- Dropped by the Afflicted Graverobber, Ancient Soldier Varg, Cerah the Old Explorer boss in Cave of the Dead.
- Dropped by Iron Warriors.
- Dropped by Bell Keeper Covenant Phantoms

Chest and Corpse locations:

- Underneath the room in Forest of Fallen Giants where you get ambushed by multiple Ballistae. Use a Pharros' Lockstone to find a secret wall with a Slab inside a chest.
- Inside a wooden chest in the acid pool in Drangleic Castle. Bonfire Intensity 2+ only.
- In Dragon's Sanctum, inside a chest in the room with the first two Sanctum Knights.
- Behind some boxes near the Life Ring +3 chest in Brume Tower.
- one in a chest in Eleum Loyce, the room with the many chests that have to be unfrozen by alsanna

Other sources:

- One is received as a reward for reaching Rank 1 in the Bell Keeper covenant.
- One is given to you by Steady Hand McDuff after spending 14,000 souls on his services (must be services like reinforcement or repair, not items in his stock). You can also kill him for the Slab.
- Possible to receive when trading Small Smooth & Silky Stones, Smooth & Silky Stones or a Petrified Somethings with Dyna and Tillo in Things Betwixt.

Notes

- Titanite Slabs are much more common in Dark Souls 2 than they were in the previous game, so don't be too conservative about using them this time around. They can eventually be farmed infinitely off the Stone Soldiers in Drangleic Castle. You can also farm them with the use of Bonfire Ascetics.

Titanite

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Use

Standard titanite can be used at a blacksmith to upgrade basic weapons and armor from +0 to +10.

Titanite Shard

Reinforces standard equipment from +0 to +3.

Where to buy:

| Merchant Sold By | Price | Stock | Maximum Upgrade |
|-----------------------|-------------|------------------------------|-----------------|
| Blacksmith Lenigrast | 800 souls | 10 | +3 |
| Stone Trader Chloanne | 1,000 souls | 10 and ∞ after Old Iron King | +3 |

Enemy drops:

- Two dropped by the Crystal Lizard near the Last Giant shortcut in Forest of Fallen Giants
- Dropped by Undead Steelworkers in Harvest Valley and Earthen Peak
- Dropped by the Skeletons in Harvest Valley
- Dropped by Hollow Peasants in Brightstone Cove Tseldora

Chests and Corpse locations:

- One in a chest up the ladder from Maughlin the Armourer (Bonfire Intensity 1 only)
- Five in a chest behind a destructible wall in the Lost Bastille, next to Steady Hand McDuff.
- Three in a chest on the second story of the mansion in Majula.

- One on a corpse in Forest of Fallen Giants near the first encounter with Cale the Cartographer. Drop to ground level. Corpse is near a gate with the Soldier's Rest area on the other side.
- One on a corpse in Harvest Valley next to the ramp out of the first poison mist-filled area
- One on a corpse hanging at the well at the Royal Army Campsite in Brightstone Cove Tseldora

Other sources:

- Possible to receive when trading Prism Stones with Dyna and Tillo
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Large Titanite Shard

Reinforces standard equipment from +3 to +6.

Where to buy:

| Merchant Sold By | Price | Stock | Maximum Upgrade |
|-----------------------|-------------|---------------------------------|-----------------|
| Steady Hand McDuff | 2,500 souls | ∞ | +6 |
| Stone Trader Chloanne | 2,500 souls | 10 and ∞ after Drangleic Castle | +6 |

Enemy drops:

- Dropped by many Crystal Lizards around Drangleic
- Dropped by Coal Tar in Black Gulch
- Dropped by Ironclad Soldiers in Iron Keep
- Dropped by Undead Steelworkers in Harvest Valley
- Dropped by Parasitized Undead in Brightstone Cove Tseldora
- Dropped by Gyrm Warriors in Doors of Pharros

Chest and Corpse locations:

- One in the same chest as the Estus Flask Shard in the Lost Bastille, take a well hidden path near the scaffolding hugging the wall
- Two in a chest near the blacksmith Steady Hand McDuff in the Lost Bastille
- One on a ledge to the left of the Tower Apart bonfire in the Lost Bastille after beating the Pursuer

- One In a chest underneath the Cardinal Tower bonfire. Go down to the room with all the ballista and go down the ladder. There is a door behind you that you cannot open. Hit the door and the hollows on the other side will open it. Inside that room is a chest with a Large Titanite Shard.
- One in a chest in No Man's Wharf behind an illusory wall.
- One on a corpse on the floor above Lucatiel of Mirrah in the Lost Bastille. To access this shard exit the tower onto the path heading toward Steady Hand McDuff's workshop. Turn around to face the tower. There is a ladder on the left side of the tower. Walk up onto the ledge on the left side to access the ladder.
- One on a corpse in the furnace in Iron Keep
- Three at the well at the first bonfire of Brightstone Cove Tseldora (Bonfire Intensity 2 or above only)
- One on a corpse near the cliff near the 'spider door' before the Magus boss fight in Brightstone Cove Tseldora
- Inside the building under the first Crystal Lizard in Brightstone Cove Tseldora
- On top of a building with a Hollow Mage on it after taking the first zip line in Brightstone Cove Tseldora
- On a wooden platform near the spiky area in Brightstone Cove Tseldora

Titanite Chunk

Reinforces standard equipment from +6 to +9.

Where to buy:

| Merchant Sold By | Price | Stock | Maximum Upgrade |
|-----------------------|-------------|--------------------------|-----------------|
| Stone Trader Chloanne | 6,000 souls | 10 and ∞ after Nashandra | +9 |

Enemy drops:

- Dropped by the Crystal Lizard in Huntsman's Copse.
- Dropped by Coal Tar in Black Gulch.
- Dropped by Gyrm Warriors in Doors of Pharros.
- Dropped by Undead Peasants in Brightstone Cove Tseldora.
- Dropped by the Crystal Lizard near the Chapel Threshold bonfire in Brightstone Cove Tseldora.
- Drops from a Crystal Lizard just before Drangleic Castle.
- Five in total dropped by the Crystal Lizards in Dragon Aerie.
- Three dropped by a Crystal Lizard in Dragon's Sanctum.
- Three dropped by the Crystal Lizard in Brume Tower.
- Dropped by Possessed Armor.

Chest and Corpse locations:

- One in the poison mist near the first Mounted Overseer in Harvest Valley.
- One in a chest on a platform near the Shaded Ruins bonfire in Shaded Woods.
- One in a trapped chest in Doors of Pharros.
- On a small platform near the first Crystal Lizard in Brightstone Cove Tseldora.
- In a room with a crumbling skeleton in lower Brightstone Cove Tseldora.
- On the same platform as the second Crystal Lizard in Brightstone Cove Tseldora.
- One found inside a pot in the Gutter.
- One on a body in Undead Crypt by the second bonfire behind one of the gravestones.
- Three hidden behind some boxes near the Life Ring +3 chest in Brume Tower.

Other sources:

- Bell Keepers covenant reward for killing a trespasser of the Bell Tower.
 - Possible to receive when trading Smooth & Silky Stones with Dyna and Tillo in Things Betwixt.
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Titanite Slab

Reinforces standard equipment from +9 to +10.

Where to buy:

| Merchant Sold By | Price | Stock | Maximum Upgrade |
|-----------------------|--------------|------------------------|-----------------|
| Stone Trader Chloanne | 13,000 souls | One after Undead Crypt | +10 |

Enemy drops:

- Dropped by the Prowling Magus & Congregation boss in Brightstone Cove Tseldora.
- Dropped by the Crystal Lizard in front of the bridge leading to Drangleic Castle.
- Dropped by Stone Soldiers in Drangleic Castle.
- Dropped by Stone Knights in King's Passage.
- Dropped by two Crystal Lizards in Dragon Aerie. One near the first dragon (first Lizard in the open area), another one near the third (on a platform).
- Dropped by the Imperfect's in Dragon's Sanctum.
- Dropped by the Afflicted Graverobber, Ancient Soldier Varg, Cerah the Old Explorer boss in Cave of the Dead.
- Dropped by Iron Warriors.

Chest and Corpse locations:

- Underneath the room in Forest of Fallen Giants where you get ambushed by multiple Ballistae. Use a Pharros' Lockstone to find a secret wall with a Slab inside a chest.
- In Dragon's Sanctum, inside a chest in the room with the first two Sanctum Knights.
- Behind some boxes near the Life Ring +3 chest in Brume Tower.

Other sources:

- One is received as a reward for reaching Rank 1 in the Bell Keeper covenant.
 - One is given to you by Steady Hand McDuff after spending 14,000 souls on his services (must be services like reinforcement or repair, not items in his stock). You can also kill him for the Slab.
 - Possible to receive when trading Small Smooth & Silky Stones, Smooth & Silky Stones or a Petrified Somethings with Dyna and Tillo in Things Betwixt.
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Notes

- If you buy the titanite needed to upgrade a weapon or a piece of armor from +0 to +10 (except the Slab), it will cost 57,000 souls.

Twinkling Titanite

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In-Game Description

A form of titanite with special power.

Reinforce equipment that cannot normally be reinforced up to +5.

What cosmic event could have created such a powerful class of titanite?

Use

- Reinforces special equipment up to +5 at a blacksmith.
 - Fifteen pieces are needed to reach +5 for weapons.
 - Nine pieces are needed to reach +5 for armor.

Availability

Where to buy:

| Merchant Sold by | Price | Stock |
|-----------------------|--------------|--------------------------|
| Stone Trader Chloanne | 15,000 souls | Three after Undead Crypt |

Enemy drops:

- Dropped by the Flexile Sentry in Shaded Woods *only in Dark Souls II*.
- Five in total dropped by The Pursuer, one from its spawn in Things Betwixt and four from its four spawns in The Lost Bastille, *only in Scholar of the First Sin*.
- Dropped by a Crystal Lizard in Brightstone Cove Tseldora.
 - From the Chapel Threshold bonfire take the zip line, go left, and go through the large dwelling.

After exiting it you will be on a ledge with a Parasitized Undead in front of you. The Lizard is nearby to your right.

- Dropped by Amana Shrine Maidens and Lindelt Clerics in Shrine of Amana.
- One dropped by Enhanced Undead in one of the hanging cages in Aldia's Keep.
- Five in total dropped by the Crystal Lizards in Dragon Aerie.
- Dropped by Poison Statue Clusters in Shulva, Sanctum City.
- Four in total dropped by the Crystal Lizards in Dragon's Sanctum.
- Dropped by Petrifying Statue Clusters in Cave of the Dead.
- Three dropped by the Afflicted Graverobber, Ancient Soldier Varg, Cera the Old Explorer boss in Cave of the Dead.
- Rare drop from Facsimile Giants in Frozen Eleum Loyce.

Chest and Corpse locations:

- The Lost Bastille: In the chest that Steady Hand McDuff sits on, he will move after lighting the brazier near him.
- Earthen Peak: On corpse in Earthen Peak, after paying 2,000 souls to Laddersmith Gilligan (*can also drop down, with Silvercat Ring and moderate HP*).
- Iron Keep: In a metal chest in the large foundry area.
- Shaded Woods: One in the cave right outside the locked door leading to Weaponsmith Ornifex.
 - **(Bonfire Intensity 2 and above)** Three Twinkling Titanite instead of one.
- Shaded Woods: Two on the way to Shrine of Winter, after the ambush of the Falconer, under the big stone bridge. (Only in Scholar of the First Sin)
- Doors of Pharros: In a chest found in a small room behind the dogs and the ladder. To gain access to it, you'll need to activate one of the contraptions on the higher ground.
- Brightstone Cove Tseldora: From the Chapel Threshold bonfire, walk towards the chapel and turn right to look down at the Crystal Lizard. The Twinkling Titanite is on a corpse on the ledge behind the platform the Crystal Lizard is on.
- The Gutter: Inside a wooden chest on the middle floor of the wooden building near where Melinda the Butcher invades.
- The Gutter: Next to the fragrant branch in a cluster of four items up the ladders from dark pyro flame *only in Scholar of the First Sin*.
- Drangleic Castle: On corpse in the room with toxic dart masks.
- King's Passage: On corpse behind a pillar on right as approaching the Looking Glass Knight fog wall.
- Shrine of Amana: Near the Tower of Prayer bonfire, a floor down. Go through the door and knock down the corpse. Go all the way down and turn right where the Lindelt Cleric comes from. Walk around the pointed rocks and into the basin to retrieve the fallen Twinkling Titanite.
- Shrine of Amana: In a chest in a room with several Lizardmen in the cave connecting the first and second large open areas.
- Undead Crypt: Beside the Undead Ditch bonfire, in a chest up the ladder from the tombstone room.

- Forest of Fallen Giants (*before Memory of Jeigh*): Two found by dropping down from the Giant Tree after the King's Door.
- Dragon Aerie: After taking the zip line back to the bonfire, drop down to the ledge.
- Dragon Shrine: One in a wooden chest near the Drakekeeper before reaching the platform with a Dark Priestess.
 - **(Bonfire Intensity 2 and above)** Three Twinkling Titanite instead of one.
- Shulva, Sanctum City: Three on a corpse near the Tower of Prayer bonfire.
- Dragon's Sanctum: Three in the right wooden chest after the wall spike trap staircase.
- Dragon's Sanctum: Three on a corpse in the spiked floor room near the Hidden Sanctum Chamber bonfire.
- Dragon's Sanctum: Six near the last two Drakeblood Knights.
- Brume Tower: Two next to an ambushing Possessed Armor early in the level.
- Brume Tower: Two in the Scorcher tower, down the first ladder. In one of the side rooms.
- Brume Tower: Two on the ash platform that has the Tower Key.
- (Bonfire Intensity 2+) Harvest Valley: After the Mines bonfire, past the area with multiple Artificial Undead enemies, on the way to the Crystal Lizard/Fragrant Branch of Yore.
- (Bonfire Intensity 2+) Grave of Saints/The Gutter: Between these two areas, on a corpse on the bridge that you drop down to after the Royal Rat Vanguard boss encounter.

Other sources:

- One received as a gift from Stone Trader Chloanne in Majula after you spend 20,000 souls in her shop.
- Possible to receive when trading Small Smooth & Silky Stones, Smooth & Silky Stones or Petrified Somethings with Dyna and Tillo in Things Betwixt.
- As of Regulation 1.10, players now receive Twinkling Titanite as a possible reward for succeeding in an invasion as a grey spirit in the Bell Keeper Covenant, or for defeating a Grey Phantom as a world host.

Farming Guide

- The Lindelt Clerics and Amana Shrine Maidens in the Shrine of Amana have a decent drop rate for Twinkling Titanite.
- The two pieces of Twinkling Titanite near the Place Unbeknownst bonfire in Forest of Fallen Giants are easy to farm with Bonfire Ascetics. The Giant Lord has to be killed every time.(does NOT work in SOTFS, item does not respawn with use of ascetic)
- Farming the Crystal Lizards in Dragon Aerie, together with killing and looting the three dragons, is worth at least six Twinkling Titanite each run. Burn a Bonfire Ascetic at the Dragon Aerie bonfire to reset the spawns and redo the run.
- The wooden chest in Dragon Shrine can be farmed with Ascetics for three Twinkling Titanite per run. The Ancient Dragon has to be killed if he is aggressive.
- The three in the wooden chest in Dragon's Sanctum are perfect for farming.
 - Use a Bonfire Ascetic on the Tower of Prayer bonfire in Shulva, Sanctum City.

- You can pick up a respawning Ascetic, to replace your used one, in the hall with ambushing Sanctum Soldiers, inside a trapped wooden chest. (This is changed in Sotfs it now contains 3 Dried roots)
- Go pillage the Titanite chest. Rinse and repeat.
- The chest also contains three Petrified Dragon Bones.
- (Believed to be patched, when using bonfire ascetic you are prompted with message "First, defeat the lord of this quarter...")
- (Not patched; Elana The Squalid Queen needs to be defeated first.)

Videos

- Main Game: Location Guide for All Twinkling Titanite
- The Lost Crowns Trilogy DLC: Location Guide for All Twinkling Titanite

References needed for scholar of the first sin.