

# Falchion

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Falchion.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Falchion>

“ Small curved sword. Each hit inflicts little damage, but fluid chain attacks are deadly.

The falchion's sharp slashing attacks are effective against cloth and flesh, but not against metal armor or tough scales.

## Availability

Found in Blighttown with the Wanderer Set. Located in a dead end after climbing the third set of ladders down to the swamp. — Video Guide

Drop from Falchion-wielding skeleton in the Catacombs and at Firelink Shrine (2% drop rate)

Mimic drop (Enchanted Falchion) - in the side room near the second bonfire of The Duke's Archives

## General Information

When wielded by skeletons, the Falchion will cause bleed build-up upon hit

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Falchion	82/0/0/0 (Slash)	100	160	2.5	9 <sup>1</sup> /13/0/0 E/B/-/-	45/10/30/30	30	50

## Move Set

1 Handed		
R1 — R1	Alternating horizontal slashes.	
R2 — R2	Double overhead slash into horizontal slash.	
Roll — R1	Fast left-to-right horizontal slash.	
Backstep or Run — R1	Upward vertical slash.	
Forward + R1	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 (left hand)	Left-to-right horizontal slash.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Fast alternating horizontal slashes.	Very fast and often spammed.
R2 — R2	Double over head slash into rising vertical slash.	
Roll — R1	Fast left-to-right horizontal slash.	
Backstep or Run — R1	Upward vertical slash.	
Forward + R1	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 or L2	Guard.	

# Upgrades

## Basic

Standard upgrade path.  
Requires

- Titanite

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Falchion +0	82/0/0/0	E/B/-/-					200
Falchion +1	90/0/0/0	E/B/-/-	1				200
Falchion +2	98/0/0/0	E/B/-/-	1				200
Falchion +3	106/0/0/0	E/B/-/-	2				200
Falchion +4	114/0/0/0	E/B/-/-	2				200
Falchion +5	123/0/0/0	E/B/-/-	3				200
Falchion +6	131/0/0/0	E/B/-/-		1			200
Falchion +7	139/0/0/0	E/B/-/-		1			200
Falchion +8	147/0/0/0	E/B/-/-		2			200
Falchion +9	155/0/0/0	E/B/-/-		2			200
Falchion +10	164/0/0/0	E/B/-/-		3			200
Falchion +11	172/0/0/0	E/B/-/-			1		200
Falchion +12	188/0/0/0	E/B/-/-			1		200
Falchion +13	190/0/0/0	E/B/-/-			2		200
Falchion +14	196/0/0/0	E/A/-/-			3		200
Falchion +15	205/0/0/0	E/A/-/-				1	200

## Crystal

Weapon durability reduced to **16**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Falchion +10
- Titanite

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Falchion +0	180/0/0/0	E/B/-/-	1		200
Crystal Falchion +1	188/0/0/0	E/B/-/-	1		200
Crystal Falchion +2	196/0/0/0	E/B/-/-	2		200
Crystal Falchion +3	205/0/0/0	E/B/-/-	2		200
Crystal Falchion +4	213/0/0/0	E/A/-/-	3		200
Crystal Falchion +5	221/0/0/0	E/A/-/-		1	200

# Lightning

Adds lightning damage. All stat bonuses removed.

- Falchion +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Falchion +0	147/0/0/147	-/-/-	45/10/30/30	1		200
Lightning Falchion +1	159/0/0/159	-/-/-	45/10/30/2.4	1		200
Lightning Falchion +2	170/0/0/170	-/-/-	45/10/30/34.8	2		200
Lightning Falchion +3	182/0/0/182	-/-/-	45/10/30/37.2	2		200
Lightning Falchion +4	193/0/0/193	-/-/-	45/10/30/39.6	3		200
Lightning Falchion +5	205/0/0/205	-/-/-	45/10/30/42		1	200

# Raw

Base damage increased. Stat bonuses reduced.  
Requires Titanite

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Falchion +0	141/0/0/0	E/C/-/-	1	200
Raw Falchion +1	150/0/0/0	E/C/-/-	1	200
Raw Falchion +2	159/0/0/0	E/C/-/-	1	200
Raw Falchion +3	169/0/0/0	E/C/-/-	2	200
Raw Falchion +4	178/0/0/0	E/C/-/-	2	200
Raw Falchion +5	188/0/0/0	E/C/-/-	3	200

# Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Falchion + 5
- Green-Titanite
- Blue-Titanite

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Falchion +0	93/100/0/0	E/D/C/-	1			200
Magic Falchion +1	99/107/0/0	E/D/C/-	1			200
Magic Falchion +2	105/113/0/0	E/D/C/-	1			200
Magic Falchion +3	111/120/0/0	E/D/C/-	2			200
Magic Falchion +4	117/127/0/0	E/D/C/-	2			200
Magic Falchion +5	124/134/0/0	E/D/C/-	3			200
Magic Falchion +6	130/140/0/0	E/D/B/-		1		200
Magic Falchion +7	136/147/0/0	E/D/B/-		1		200
Magic Falchion +8	142/154/0/0	E/D/B/-		2		200
Magic Falchion +9	148/160/0/0	E/D/B/-		3		200
Magic Falchion +10	155/167/0/0	E/D/B/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.

Requires

- Magic Falchion + 5
- Blue-Titanite

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Falchion +0	124/132/0/0	E/E/C/-	1		200
Enchanted Falchion +1	128/135/0/0	E/E/B/-	1		200
Enchanted Falchion +2	133/139/0/0	E/E/B/-	1		200
Enchanted Falchion +3	138/143/0/0	E/E/A/-	2		200
Enchanted Falchion +4	143/147/0/0	E/E/A/-	3		200
Enchanted Falchion +5	148/153/0/0	E/E/A/-		1	200

## Divine

Adds magic damage. Moderate damage bonus from faith.  
Requires

- Falchion +5
- Green Titanite
- White Titanite

5% STR, 33% DEX, 70% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Falchion +0	82/102/0/0	E/D/-/C	0/0/110/-	1			200
Divine Falchion +1	88/108/0/0	E/D/-/C	0/0/110/-	1			200
Divine Falchion +2	93/115/0/0	E/D/-/C	0/0/110/-	1			200
Divine Falchion +3	99/122/0/0	E/D/-/C	0/0/110/-	2			200
Divine Falchion +4	104/129/0/0	E/D/-/C	0/0/110/-	2			200
Divine Falchion +5	110/136/0/0	E/D/-/C	0/0/110/-	3			200
Divine Falchion +6	115/142/0/0	E/D/-/C	0/0/110/-		1		200
Divine Falchion +7	121/149/0/0	E/D/-/C	0/0/110/-		1		200
Divine Falchion +8	126/156/0/0	E/D/-/C	0/0/110/-		2		200
Divine Falchion +9	132/163/0/0	E/D/-/B	0/0/110/-		3		200
Divine Falchion +10	137/170/0/0	E/D/-/B	0/0/110/-			1	200

# Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.  
Requires

- Divine Falchion +5
- White Titanite

5% STR, 31% DEX, 82% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Falchion +0	112/124/0/0	E/D/-/B	0/0/-/110	1		200
Occult Falchion +1	118/130/0/0	E/D/-/B	0/0/-/110	1		200
Occult Falchion +2	125/136/0/0	E/D/-/B	0/0/-/110	1		200
Occult Falchion +3	132/142/0/0	E/D/-/B	0/0/-/110	2		200
Occult Falchion +4	138/148/0/0	E/D/-/B	0/0/-/110	3		200
Occult Falchion +5	145/155/0/0	E/D/-/B	0/0/-/110		1	200

# Fire

Adds fire damage. All stat bonuses removed.  
Requires

- Falchion +5
- Green Titanite
- Red Titanite



Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Falchion +0	106/0/106/0	-/-/-	45/10/30/30	1			200
Fire Falchion +1	114/0/114/0	-/-/-	45/10/30.3/30	1			200
Fire Falchion +2	123/0/123/0	-/-/-	45/10/30.6/30	1			200
Fire Falchion +3	131/0/131/0	-/-/-	45/10/30.9/30	2			200
Fire Falchion +4	139/0/139/0	-/-/-	45/10/31.2/30	2			200
Fire Falchion +5	147/0/147/0	-/-/-	45/10/31.5/30	3			200
Fire Falchion +6	157/0/157/0	-/-/-	45/10/31.8/30		1		200
Fire Falchion +7	167/0/167/0	-/-/-	45/10/32.1/30		1		200
Fire Falchion +8	177/0/177/0	-/-/-	45/10/32.4/30		2		200
Fire Falchion +9	186/0/186/0	-/-/-	45/10/32.7/30		3		200
Fire Falchion +10	196/0/196/0	-/-/-	45/10/33/30			1	200

# Chaos

Base damage reduced from fire upgrade path. Increased damage bonus from humanity.  
Requires

- Fire Falchion +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Falchion +0	129/0/147/0	-/-/-	45/10/30/30	1		200
Chaos Falchion +1	136/0/155/0	-/-/-	45/10/30.6/30	1		200
Chaos Falchion +2	144/0/164/0	-/-/-	45/10/31.2/30	1		200
Chaos Falchion +3	151/0/172/0	-/-/-	45/10/31.8/30	2		200
Chaos Falchion +4	158/0/180/0	-/-/-	45/10/32.4/30	3		200
Chaos Falchion +5	165/0/188/0	-/-/-	45/10/33/30		1	200

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. when two handing this weapon, only 6 Strength is required.