

Whips

Whips are unconventional weapons that lack the raw power or armor penetration of other weapon types but compensate with their long reach, unique wide-area strikes, and immunity to being parried. They shine against unarmored or lightly armored foes and handle multiple attackers well, thanks to their broad horizontal arcs. Whips cannot backstab or riposte, limiting critical opportunities, but their steady, interrupting strikes can still control the battlefield. Their hidden advantage in PvP is that augmentations are only visible upon attack, allowing for surprise tactics.

- Guardian Tail
- Notched whip
- Whip

Guardian Tail

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Guardian%20Tail.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Guardian%20Tail>

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Sliced tail of the Sanctuary Guardian.

This flexible, spiked, and highly poisonous tail would make a rather obnoxious weapon.


Availability

- Tail cut drop by Sanctuary Guardian in Sanctuary Garden
- Tail cut drop by Lesser Sanctuary Guardian in Sanctuary Garden

General Information

General differences between whips and other weapons:

- They cannot be parried.
- They cannot be used for critical attacks (backstab, riposte, or plunging attacks).
- Weapon buffs with particle effects will not appear until the player attacks. This applies to all resins, Sunlight Blade, Darkmoon Blade and Crystal Magic Weapon. (Only the crystallization effect; the weapon's still colored blue)

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Guardian Tail	84/0/0/0 (Regular)	100	250	5.0	15/10/0/0 -/C/-/-	30/10/20/20	16	-/180/-/-	50

Move Set

- + Show move-set - Hide move-set
- Move set is identical to Whip's.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

60% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Guardian Tail +0	84/0/0/0	-/C/-/-	-
Guardian Tail +1	92/0/0/0	-/C/-/-	1 x Titanite Shard
Guardian Tail +2	100/0/0/0	-/C/-/-	1 x Titanite Shard
Guardian Tail +3	109/0/0/0	-/C/-/-	2 x Titanite Shard
Guardian Tail +4	117/0/0/0	-/C/-/-	2 x Titanite Shard
Guardian Tail +5	126/0/0/0	-/C/-/-	3 x Titanite Shard
Guardian Tail +6	134/0/0/0	-/C/-/-	1 x Large Titanite Shard
Guardian Tail +7	142/0/0/0	-/C/-/-	1 x Large Titanite Shard
Guardian Tail +8	151/0/0/0	-/C/-/-	2 x Large Titanite Shard
Guardian Tail +9	159/0/0/0	-/C/-/-	2 x Large Titanite Shard
Guardian Tail +10	168/0/0/0	-/C/-/-	3 x Large Titanite Shard
Guardian Tail +11	176/0/0/0	-/C/-/-	1 x Titanite Chunk
Guardian Tail +12	184/0/0/0	-/C/-/-	1 x Titanite Chunk
Guardian Tail +13	193/0/0/0	-/C/-/-	2 x Titanite Chunk
Guardian Tail +14	201/0/0/0	-/C/-/-	3 x Titanite Chunk
Guardian Tail +15	210/0/0/0	-/C/-/-	1 x Titanite Slab

Crystal

Base damage increased. Durability decreased to 25. Cannot repair.
Requires

- Guardian Tail +10
- Crystal Ember
- Titanite

60% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Crystal Guardian Tail +0	184/0/0/0	-/C/-/-	1 x Titanite Chunk
Crystal Guardian Tail +1	193/0/0/0	-/C/-/-	1 x Titanite Chunk
Crystal Guardian Tail +2	201/0/0/0	-/C/-/-	1 x Titanite Chunk
Crystal Guardian Tail +3	210/0/0/0	-/C/-/-	2 x Titanite Chunk
Crystal Guardian Tail +4	218/0/0/0	-/C/-/-	3 x Titanite Chunk
Crystal Guardian Tail +5	226/0/0/0	-/C/-/-	1 x Titanite Slab

Lightning

Lightning damage added. All stat bonuses removed.
Requires

- Guardian Tail +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Lightning Guardian Tail +0	151/0/0/151	-/-/-/-	30/10/20/20	1 x Titanite Chunk
Lightning Guardian Tail +1	162/0/0/162	-/-/-/-	30/10/20/21.6	1 x Titanite Chunk
Lightning Guardian Tail +2	174/0/0/174	-/-/-/-	30/10/20/23.2	1 x Titanite Chunk
Lightning Guardian Tail +3	186/0/0/186	-/-/-/-	30/10/20/24.8	2 x Titanite Chunk
Lightning Guardian Tail +4	198/0/0/198	-/-/-/-	30/10/20/26.4	3 x Titanite Chunk
Lightning Guardian Tail +5	210/0/0/210	-/-/-/-	30/10/20/28	1 x Titanite Slab

Raw

Base damage increased. Dexterity bonus reduced.
Requires

- Guardian Tail +5
- Titanite

45% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Raw Guardian Tail +0	145/0/0/0	-/D/-/-	1 x Large Titanite Shard
Raw Guardian Tail +1	155/0/0/0	-/D/-/-	1 x Large Titanite Shard
Raw Guardian Tail +2	164/0/0/0	-/D/-/-	1 x Large Titanite Shard
Raw Guardian Tail +3	174/0/0/0	-/D/-/-	2 x Large Titanite Shard
Raw Guardian Tail +4	184/0/0/0	-/D/-/-	2 x Large Titanite Shard
Raw Guardian Tail +5	194/0/0/0	-/D/-/-	3 x Large Titanite Shard

Magic

Base damage reduced. Dexterity bonus reduced to minimal. Magic damage added with moderate intelligence bonus.
Requires

- Guardian Tail +5
- Large Magic Ember (+6 and up)
- Green Titanite
- Blue Titanite

17% DEX, 43% INT scaling.

Name	Damage	Stat Bonuses	Req. Material
Magic Guardian Tail +0	94/102/0/0	-/E/D/-	1 x Green Titanite Shard
Magic Guardian Tail +1	100/108/0/0	-/E/D/-	1 x Green Titanite Shard
Magic Guardian Tail +2	107/115/0/0	-/E/D/-	1 x Green Titanite Shard
Magic Guardian Tail +3	113/122/0/0	-/E/D/-	2 x Green Titanite Shard
Magic Guardian Tail +4	119/129/0/0	-/E/D/-	2 x Green Titanite Shard
Magic Guardian Tail +5	126/136/0/0	-/E/D/-	3 x Green Titanite Shard
Magic Guardian Tail +6	132/142/0/0	-/E/D/-	1 x Blue Titanite Chunk
Magic Guardian Tail +7	138/149/0/0	-/E/D/-	1 x Blue Titanite Chunk
Magic Guardian Tail +8	144/156/0/0	-/E/D/-	2 x Blue Titanite Chunk
Magic Guardian Tail +9	151/163/0/0	-/E/C/-	3 x Blue Titanite Chunk
Magic Guardian Tail +10	157/170/0/0	-/E/C/-	1 x Blue Titanite Slab

Enchanted

Base damage reduced from magic upgrade path. Further reduced bonus damage from dexterity. Increased damage bonus from intelligence.
Requires

- Magic Guardian Tail +5
- Enchanted Ember
- Blue Titanite

12% DEX, 42% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Req. Material
Enchanted Guardian Tail +0	126/134/0/0	-/E/D/-	1 x Blue Titanite Chunk
Enchanted Guardian Tail +1	131/138/0/0	-/E/C/-	1 x Blue Titanite Chunk
Enchanted Guardian Tail +2	136/142/0/0	-/E/C/-	1 x Blue Titanite Chunk
Enchanted Guardian Tail +3	141/146/0/0	-/E/C/-	2 x Blue Titanite Chunk
Enchanted Guardian Tail +4	146/150/0/0	-/E/C/-	3 x Blue Titanite Chunk
Enchanted Guardian Tail +5	151/155/0/0	-/E/C/-	1 x Blue Titanite Slab

Divine

Base damage reduced. Dexterity bonus reduced. Magic damage added with moderate faith bonus. Holy damage added.

Requires

- Guardian Tail +5
- Divine Ember (+0 and up)
- Large Divine Ember (+6 and up)
- Green Titanite
- White Titanite

23% DEX, 43% FAI scaling.

Name	Damage	Stat Bonuses	Req. Material
Divine Guardian Tail +0	85/103/0/0	-/D/-/D	1 x Green Titanite Shard
Divine Guardian Tail +1	91/110/0/0	-/D/-/D	1 x Green Titanite Shard
Divine Guardian Tail +2	96/117/0/0	-/D/-/D	1 x Green Titanite Shard
Divine Guardian Tail +3	102/124/0/0	-/D/-/D	2 x Green Titanite Shard
Divine Guardian Tail +4	108/131/0/0	-/D/-/D	2 x Green Titanite Shard
Divine Guardian Tail +5	114/138/0/0	-/D/-/D	3 x Green Titanite Shard
Divine Guardian Tail +6	119/144/0/0	-/D/-/D	1 x White Titanite Chunk
Divine Guardian Tail +7	125/151/0/0	-/D/-/D	1 x White Titanite Chunk
Divine Guardian Tail +8	131/158/0/0	-/D/-/D	2 x White Titanite Chunk
Divine Guardian Tail +9	136/165/0/0	-/D/-/C	3 x White Titanite Chunk
Divine Guardian Tail +10	142/172/0/0	-/D/-/C	1 x White Titanite Slab

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Holy damage changed to Dark.

Requires

- Divine Guardian Tail +5
- Dark Ember
- White Titanite

22% DEX, 50% FAI scaling.

Name	Damage	Stat Bonuses	Req. Material
Occult Guardian Tail +0	116/126/0/0	-/D/-/C	1 x White Titanite Chunk
Occult Guardian Tail +1	122/132/0/0	-/D/-/C	1 x White Titanite Chunk
Occult Guardian Tail +2	129/138/0/0	-/D/-/C	1 x White Titanite Chunk
Occult Guardian Tail +3	136/144/0/0	-/D/-/C	2 x White Titanite Chunk
Occult Guardian Tail +4	143/151/0/0	-/D/-/C	3 x White Titanite Chunk
Occult Guardian Tail +5	150/157/0/0	-/D/-/C	1 x White Titanite Slab

Fire

Fire damage added. All stat bonuses removed.

Requires

- Guardian Tail +5
- Large Flame Ember (+6 and up)
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Fire Guardian Tail +0	109/0/109/0	-/-/-	30/10/20/20	1 x Green Titanite Shard
Fire Guardian Tail +1	117/0/117/0	-/-/-	30/10/20.2/20	1 x Green Titanite Shard
Fire Guardian Tail +2	126/0/126/0	-/-/-	30/10/20.4/20	1 x Green Titanite Shard
Fire Guardian Tail +3	134/0/134/0	-/-/-	30/10/20.6/20	2 x Green Titanite Shard
Fire Guardian Tail +4	142/0/142/0	-/-/-	30/10/20.8/20	2 x Green Titanite Shard
Fire Guardian Tail +5	151/0/151/0	-/-/-	30/10/21/20	3 x Green Titanite Shard
Fire Guardian Tail +6	161/0/161/0	-/-/-	30/10/21.2/20	1 x Red Titanite Chunk
Fire Guardian Tail +7	171/0/171/0	-/-/-	30/10/21.4/20	1 x Red Titanite Chunk
Fire Guardian Tail +8	181/0/181/0	-/-/-	30/10/21.6/20	2 x Red Titanite Chunk
Fire Guardian Tail +9	191/0/191/0	-/-/-	30/10/21.8/20	3 x Red Titanite Chunk
Fire Guardian Tail +10	201/0/201/0	-/-/-	30/10/22/20	1 x Red Titanite Slab

Chaos

Base damage reduced from fire upgrade path. Bonus damage from humanity.

Requires

- Fire Guardian Tail +5

- Chaos Flame Ember
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Req. Material
Chaos Guardian Tail +0	133/0/151/0	-/-/-	30/10/20/20	1 x Red Titanite Chunk
Chaos Guardian Tail +1	140/0/159/0	-/-/-	30/10/20.4/20	1 x Red Titanite Chunk
Chaos Guardian Tail +2	148/0/168/0	-/-/-	30/10/20.8/20	1 x Red Titanite Chunk
Chaos Guardian Tail +3	155/0/176/0	-/-/-	30/10/21.2/20	2 x Red Titanite Chunk
Chaos Guardian Tail +4	162/0/184/0	-/-/-	30/10/21.6/20	3 x Red Titanite Chunk
Chaos Guardian Tail +5	170/0/193/0	-/-/-	30/10/22/20	1 x Red Titanite Slab

Key

Damage:	<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"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.

Stats Needed:	<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"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required <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>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<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"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Notched whip

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Notched%20whip.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Notched%20whip>

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Whip with sharp spikes.

Only slightly effective against armor and tough scales, but quite formidable against enemies with exposed skin.

Also causes heavy bleeding.

Availability

Drop from Xanthous King, Jeremiah

A black phantom who invades you in the Painted World Of Ariamis if you are in human form

General Information

Bleed buildup is 33 points even if blocked by shield

General differences between whips and other weapons:

- Cannot be parried
- Cannot be used for critical attacks (backstab, riposte, or plunging attacks)
- When buffed with buff that has particle effects, the buff does not show until you attack, this includes all resins, Sunlight Blade, Darkmoon Blade and Crystal Magic Weapon (Only the crystallization effect; the weapon's still colored blue)

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Notched Whip	76/0/0/0 (Regular)	100	200	2.0	8 ¹ /16/0/0 -/B/-/-	30/10/20/20	16	300/0/-/-	50

Move Set

- + Show move-set - Hide move-set
- Move set is identical to Whip's.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Notched Whip +0	76/0/0/0	-/B/-/-					
Notched Whip +1	83/0/0/0	-/B/-/-	1				200
Notched Whip +2	91/0/0/0	-/B/-/-	1				200
Notched Whip +3	98/0/0/0	-/B/-/-	2				200
Notched Whip +4	106/0/0/0	-/B/-/-	2				200
Notched Whip +5	114/0/0/0	-/B/-/-	3				200
Notched Whip +6	121/0/0/0	-/B/-/-		1			200
Notched Whip +7	129/0/0/0	-/B/-/-		1			200
Notched Whip +8	136/0/0/0	-/B/-/-		2			200
Notched Whip +9	144/0/0/0	-/B/-/-		2			200
Notched Whip +10	152/0/0/0	-/B/-/-		3			200
Notched Whip +11	159/0/0/0	-/B/-/-			1		200
Notched Whip +12	167/0/0/0	-/B/-/-			1		200
Notched Whip +13	174/0/0/0	-/B/-/-			2		200
Notched Whip +14	182/0/0/0	-/A/-/-			3		200
Notched Whip +15	190/0/0/0	-/A/-/-				1	200

Crystal

Notched Whip durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Notched Whip +10
- Titanite

85% DEX scaling.

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Notched Whip +0	167/0/0/0	-/B/-/-	1		200
Crystal Notched Whip +1	174/0/0/0	-/B/-/-	1		200
Crystal Notched Whip +2	182/0/0/0	-/B/-/-	1		200
Crystal Notched Whip +3	190/0/0/0	-/B/-/-	2		200
Crystal Notched Whip +4	197/0/0/0	-/A/-/-	3		200
Crystal Notched Whip +5	205/0/0/0	-/A/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Notched Whip +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Notched Whip +0	136/0/0/136	-/-/-/-	30/10/20/20	1		200
Lightning Notched Whip +1	147/0/0/147	-/-/-/-	30/10/20/21.6	1		200
Lightning Notched Whip +2	158/0/0/158	-/-/-/-	30/10/20/23.2	1		200
Lightning Notched Whip +3	168/0/0/168	-/-/-/-	30/10/20/24.8	2		200
Lightning Notched Whip +4	179/0/0/179	-/-/-/-	30/10/20/26.4	3		200
Lightning Notched Whip +5	190/0/0/190	-/-/-/-	30/10/20/28		1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Notched Whip +5

- Titanite

64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Notched Whip +0	130/0/0/0	-/C/-/-	1	200
Raw Notched Whip +1	139/0/0/0	-/C/-/-	1	200
Raw Notched Whip +2	147/0/0/0	-/C/-/-	1	200
Raw Notched Whip +3	156/0/0/0	-/C/-/-	2	200
Raw Notched Whip +4	165/0/0/0	-/C/-/-	2	200
Raw Notched Whip +5	174/0/0/0	-/C/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Notched Whip +5
- Green Titanite
- Blue Titanite

23% DEX, 61% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Notched Whip +0	85/93/0/0	-/D/C/-	1			200
Magic Notched Whip +1	91/99/0/0	-/D/C/-	1			200
Magic Notched Whip +2	96/105/0/0	-/D/C/-	1			200
Magic Notched Whip +3	102/111/0/0	-/D/C/-	2			200
Magic Notched Whip +4	108/117/0/0	-/D/C/-	2			200
Magic Notched Whip +5	114/124/0/0	-/D/C/-	3			200
Magic Notched Whip +6	119/130/0/0	-/D/C/-		1		200
Magic Notched Whip +7	125/136/0/0	-/D/C/-		1		200
Magic Notched Whip +8	131/142/0/0	-/D/C/-		2		200
Magic Notched Whip +9	136/148/0/0	-/D/C/-		3		200
Magic Notched Whip +10	142/155/0/0	-/D/C/-			1	200

Enchanted

Enchanted damage added. All stat bonuses removed.

Requires

- Magic Notched Whip +5
- Blue Titanite

16% DEX, 60% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Notched Whip +0	114/122/0/0	-/E/C/-	1		200
Enchanted Notched Whip +1	118/125/0/0	-/E/C/-	1		200
Enchanted Notched Whip +2	123/129/0/0	-/E/B/-	1		200
Enchanted Notched Whip +3	127/132/0/0	-/E/B/-	2		200
Enchanted Notched Whip +4	132/136/0/0	-/E/B/-	3		200
Enchanted Notched Whip +5	136/141/0/0	-/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Notched Whip +5
- Green Titanite
- White Titanite

32% DEX, 61% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Notched Whip +0	76/94/0/0	-/D/-/C	300/0/110/-	1			200
Divine Notched Whip +1	81/100/0/0	-/D/-/C	300/0/110/-	1			200
Divine Notched Whip +2	86/107/0/0	-/D/-/C	300/0/110/-	1			200
Divine Notched Whip +3	91/113/0/0	-/D/-/C	300/0/110/-	2			200
Divine Notched Whip +4	96/119/0/0	-/D/-/C	300/0/110/-	2			200
Divine Notched Whip +5	102/126/0/0	-/D/-/C	300/0/110/-	3			200
Divine Notched Whip +6	107/132/0/0	-/D/-/C	300/0/110/-		1		200
Divine Notched Whip +7	112/138/0/0	-/D/-/C	300/0/110/-		1		200
Divine Notched Whip +8	117/144/0/0	-/D/-/C	300/0/110/-		2		200
Divine Notched Whip +9	122/151/0/0	-/D/-/C	300/0/110/-		3		200
Divine Notched Whip +10	127/157/0/0	-/D/-/C	300/0/110/-			1	200

Occult

Occult damage added. All stat bonuses removed.

Requires

- Divine Notched Whip +5
- White Titanite

30% DEX, 71% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Notched Whip +0	104/114/0/0	-/D/-/B	300/0/-/110	1		200
Occult Notched Whip +1	110/119/0/0	-/D/-/B	300/0/-/110	1		200
Occult Notched Whip +2	116/125/0/0	-/D/-/B	300/0/-/110	1		200
Occult Notched Whip +3	122/131/0/0	-/D/-/B	300/0/-/110	2		200
Occult Notched Whip +4	128/136/0/0	-/D/-/B	300/0/-/110	3		200
Occult Notched Whip +5	135/142/0/0	-/D/-/B	300/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.

Requires

- Notched Whip +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Notched Whip +0	98/0/98/0	-/-/-	30/10/20/20	1			200
Fire Notched Whip +1	106/0/106/0	-/-/-	30/10/20.2/20	1			200
Fire Notched Whip +2	114/0/114/0	-/-/-	30/10/20.4/20	1			200
Fire Notched Whip +3	121/0/121/0	-/-/-	30/10/20.6/20	2			200
Fire Notched Whip +4	129/0/129/0	-/-/-	30/10/20.8/20	2			200
Fire Notched Whip +5	136/0/136/0	-/-/-	30/10/21/20	3			200
Fire Notched Whip +6	145/0/145/0	-/-/-	30/10/21.2/20		1		200
Fire Notched Whip +7	155/0/155/0	-/-/-	30/10/21.4/20		1		200
Fire Notched Whip +8	164/0/164/0	-/-/-	30/10/21.6/20		2		200
Fire Notched Whip +9	173/0/173/0	-/-/-	30/10/21.8/20		3		200
Fire Notched Whip +10	182/0/182/0	-/-/-	30/10/22/20			1	200

Chaos

Chaos damage added. All stat bonuses removed.
Requires

- Fire Notched Whip +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Notched Whip +0	118/0/136/0	-/-/-	30/10/20/20	1		200
Chaos Notched Whip +1	125/0/144/0	-/-/-	30/10/20.4/20	1		200
Chaos Notched Whip +2	132/0/152/0	-/-/-	30/10/20.8/20	1		200
Chaos Notched Whip +3	138/0/159/0	-/-/-	30/10/21.2/20	2		200
Chaos Notched Whip +4	145/0/167/0	-/-/-	30/10/21.6/20	3		200
Chaos Notched Whip +5	151/0/174/0	-/-/-	30/10/22/20		1	200

Key

Damage:	<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"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.

Stats Needed:	<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"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required <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>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<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"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<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

Whip

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

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

“

Leather whip.

Not intended for battle.

Virtually ineffective against armor and tough scales, but quite formidable against enemies with exposed skin.

Availability

Blighttown treasure:

In the vertical shaft that the player must climb down to get from the top areas to the swamp area. This area is encountered after an Infested Barbarian (Club) and Infested Ghouls in a short tunnel, by the Parasitic Wall Hugger. It can be found on a platform the player must drop onto, in between the top and bottom platforms. — Video Guide

General Information

Can parry, but cannot be parried

Deals damage against shielded opponents

Has a range about as long as a standard spear thrust

General differences between whips and other weapons:

- Cannot be parried
- Cannot be used for critical attacks (backstab, riposte, or plunging attacks)
- When buffed with buff that has particle effects, the buff does not show until you attack, this includes all resins, Sunlight Blade, Darkmoon Blade and Crystal Magic Weapon (Only the crystallization effect; the weapon's still colored blue)

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Whip	80/0/0/0 (Normal)	100	200	1.5	7 ¹ /14/0/0 -/B/-/	30/10/20/20	16	50

Move Set

One-handed

R1	Forward lash
R2 - R2	Overhead right-to-left lash -> horizontal left-to-right lash
Backstep/Run - R1	Running forward lash
Forward + R1	Kick
Forward + R2	Leaping left-to-right lash
Roll - R1	Forward lash
L1 (left hand)	Forward lash
L2 (left hand)	Parry

Two-handed

R1	Left-to-right lash
R2	Delayed downward lash
Backstep/Run - R1	Running forward lash
Forward + R1	Kick
Forward + R2	Leaping left-to-right lash
Roll - R1	Forward lash

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab
Whip +0	80/0/0/0	-/B/-/-				
Whip +1	88/0/0/0	-/B/-/-	1			
Whip +2	96/0/0/0	-/B/-/-	1			
Whip +3	104/0/0/0	-/B/-/-	2			
Whip +4	112/0/0/0	-/B/-/-	2			
Whip +5	120/0/0/0	-/B/-/-	3			
Whip +6	128/0/0/0	-/B/-/-		1		
Whip +7	136/0/0/0	-/B/-/-		1		
Whip +8	144/0/0/0	-/B/-/-		2		
Whip +9	152/0/0/0	-/B/-/-		2		
Whip +10	160/0/0/0	-/B/-/-		3		
Whip +11	168/0/0/0	-/B/-/-			1	
Whip +12	176/0/0/0	-/B/-/-			1	
Whip +13	184/0/0/0	-/B/-/-			2	
Whip +14	192/0/0/0	-/A/-/-			3	
Whip +15	200/0/0/0	-/A/-/-				1

Crystal

Weapon durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Whip +10
- Titanite

85% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Whip +0	176/0/0/0	-/B/-/-	1		200
Crystal Whip +1	184/0/0/0	-/B/-/-	1		200
Crystal Whip +2	192/0/0/0	-/B/-/-	1		200
Crystal Whip +3	200/0/0/0	-/B/-/-	2		200
Crystal Whip +4	208/0/0/0	-/A/-/-	3		200
Crystal Whip +5	216/0/0/0	-/A/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Whip +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Whip +0	144/0/0/144	-/-/-/-	30/10/20/20	1		200
Lightning Whip +1	155/0/0/155	-/-/-/-	30/10/20/21.6	1		200
Lightning Whip +2	166/0/0/166	-/-/-/-	30/10/20/23.2	1		200
Lightning Whip +3	177/0/0/177	-/-/-/-	30/10/20/24.8	2		200
Lightning Whip +4	188/0/0/188	-/-/-/-	30/10/20/26.4	3		200
Lightning Whip +5	200/0/0/200	-/-/-/-	30/10/20/28		1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Whip +5
- Titanite

64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard
Raw Whip +0	138/0/0/0	-/C/-/-	1
Raw Whip +1	147/0/0/0	-/C/-/-	1
Raw Whip +2	156/0/0/0	-/C/-/-	1
Raw Whip +3	165/0/0/0	-/C/-/-	2
Raw Whip +4	174/0/0/0	-/C/-/-	2
Raw Whip +5	184/0/0/0	-/C/-/-	3

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Whip +5
- Green Titanite
- Blue Titanite

23% DEX, 61% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Whip +0	90/97/0/0	-/D/C/-	1			200
Magic Whip +1	96/104/0/0	-/D/C/-	1			200
Magic Whip +2	102/110/0/0	-/D/C/-	1			200
Magic Whip +3	108/117/0/0	-/D/C/-	2			200
Magic Whip +4	114/123/0/0	-/D/C/-	2			200
Magic Whip +5	120/130/0/0	-/D/C/-	3			200
Magic Whip +6	125/136/0/0	-/D/C/-		1		200
Magic Whip +7	132/143/0/0	-/D/C/-		1		200
Magic Whip +8	138/149/0/0	-/D/C/-		2		200
Magic Whip +9	144/156/0/0	-/D/C/-		3		200
Magic Whip +10	150/162/0/0	-/D/C/-			1	200

Enchanted

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

- Magic Whip +5
- Blue Titanite

16% DEX, 60% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Whip +0	120/128/0/0	-/E/C/-	1		200
Enchanted Whip +1	124/131/0/0	-/E/C/-	1		200
Enchanted Whip +2	129/135/0/0	-/E/B/-	1		200
Enchanted Whip +3	134/139/0/0	-/E/B/-	2		200
Enchanted Whip +4	139/143/0/0	-/E/B/-	3		200
Enchanted Whip +5	144/148/0/0	-/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Whip +5
- Green Titanite
- White Titanite

32% DEX, 61% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Whip +0	81/99/0/0	-/D/-/C	0/0/110/-	1			200
Divine Whip +1	86/105/0/0	-/D/-/C	0/0/110/-	1			200
Divine Whip +2	91/112/0/0	-/D/-/C	0/0/110/-	1			200
Divine Whip +3	97/118/0/0	-/D/-/C	0/0/110/-	2			200
Divine Whip +4	102/125/0/0	-/D/-/C	0/0/110/-	2			200
Divine Whip +5	108/132/0/0	-/D/-/C	0/0/110/-	3			200
Divine Whip +6	113/138/0/0	-/D/-/C	0/0/110/-		1		200
Divine Whip +7	118/145/0/0	-/D/-/C	0/0/110/-		1		200
Divine Whip +8	124/151/0/0	-/D/-/C	0/0/110/-		2		200
Divine Whip +9	129/158/0/0	-/D/-/C	0/0/110/-		3		200
Divine Whip +10	135/165/0/0	-/D/-/C	0/0/110/-			1	200

Occult

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

- Divine Whip +5
- White Titanite

30% DEX, 71% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Whip +0	110/120/0/0	-/D/-/B	0/0/-/110	1		200
Occult Whip +1	116/125/0/0	-/D/-/B	0/0/-/110	1		200
Occult Whip +2	123/132/0/0	-/D/-/B	0/0/-/110	1		200
Occult Whip +3	129/138/0/0	-/D/-/B	0/0/-/110	2		200
Occult Whip +4	136/144/0/0	-/D/-/B	0/0/-/110	3		200
Occult Whip +5	143/150/0/0	-/D/-/B	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.

Requires

- Whip +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Fire Whip +0	104/0/104/0	-/-/-/-	30/10/20/20	1		
Fire Whip +1	112/0/112/0	-/-/-/-	30/10/20.2/20	1		
Fire Whip +2	120/0/120/0	-/-/-/-	30/10/20.4/20	1		
Fire Whip +3	128/0/128/0	-/-/-/-	30/10/20.6/20	2		
Fire Whip +4	136/0/136/0	-/-/-/-	30/10/20.8/20	2		
Fire Whip +5	144/0/144/0	-/-/-/-	30/10/21/20	3		
Fire Whip +6	153/0/153/0	-/-/-/-	30/10/21.2/20		1	
Fire Whip +7	163/0/163/0	-/-/-/-	30/10/21.4/20		1	
Fire Whip +8	172/0/172/0	-/-/-/-	30/10/21.6/20		2	
Fire Whip +9	182/0/182/0	-/-/-/-	30/10/21.8/20		3	
Fire Whip +10	192/0/192/0	-/-/-/-	30/10/22/20			1

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.

Requires

- Fire Whip+5

- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Whip +0	126/0/144/0	-/-/-	30/10/20/20	1		200
Chaos Whip +1	133/0/152/0	-/-/-	30/10/20.4/20	1		200
Chaos Whip +2	140/0/160/0	-/-/-	30/10/20.8/20	1		200
Chaos Whip +3	147/0/168/0	-/-/-	30/10/21.2/20	2		200
Chaos Whip +4	154/0/176/0	-/-/-	30/10/21.6/20	3		200
Chaos Whip +5	161/0/184/0	-/-/-	30/10/22/20		1	200

Key

Damage:	<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"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	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.

Stats Needed:	<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"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required <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>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<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"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<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 5 Strength is required