

# 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>

“

*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 <sup>1</sup> /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

<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