

Whip

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

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

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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