

Notched Whip

In-Game Description

A whip covered in spikes.
Shreds skin and causes bleeding.

Very effective against bare flesh, but not against enemies with armor or like protection.

Availability

- Huntsman's Copse
 - After the second bonfire, crossing over the small bridge leading to the area with the Torturer ambush, it can be seen on a cliff rising up and to the right.
- Shulva, Sanctum City
 - On a corpse near the Pagan Tree. Upgraded to +7.
- Brume Tower
 - Dropped by the Rogue Phantom that only spawns at Bonfire Intensity 3 or higher.

General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	102/0/0 /0/0 (Slash)	0/133	100	15	12/20/0 /0 -/A/-/-/-	30/10/2 0/20/30	10/20/1 0/10	15	50	2

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	snaps far in front of the player	snaps far in front of the player
Heavy Attack	slightly slower snap in front of the player	slower snaps in front of the player
Rolling Attack	quick snap in front of the player	snap in front of the player
Running Attack	delayed wide circular sweep	snap in front of the player

Notes

- Cannot be enchanted.
- Cannot be infused.

Upgrades

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effect	Stat Bonuses	Materials Cost	Souls
Notched Whip +0	102/0/0/0/0	0/133	-/B/-/-/-	-	-
Notched Whip +1	112/0/0/0/0	0/139	-/B/-/-/-	1x Titanite Shard	380
Notched Whip +2	122/0/0/0/0	0/146	-/B/-/-/-	2x Titanite Shard	470
Notched Whip +3	132/0/0/0/0	0/153	-/B/-/-/-	3x Titanite Shard	570
Notched Whip +4	143/0/0/0/0	0/159	-/B/-/-/-	1x Large Titanite Shard	750
Notched Whip +5	153/0/0/0/0	0/166	-/B/-/-/-	2x Large Titanite Shard	850
Notched Whip +6	163/0/0/0/0	0/173	-/B/-/-/-	3x Large Titanite Shard	940

Notched Whip +7	174/0/0/0/0	0/179	-/B/-/-/-	1x Titanite Chunk	1,130
Notched Whip +8	184/0/0/0/0	0/186	-/B/-/-/-	2x Titanite Chunk	1,220
Notched Whip +9	194/0/0/0/0	0/193	-/B/-/-/-	3x Titanite Chunk	1,320
Notched Whip +10	205/0/0/0/0	0/200	-/A/-/-/-	1x Titanite Slab	1,500

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none">• A is Poison Effect• B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>

<p>Stats Needed:</p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).
<p>Damage Reduction:</p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none">• A is Poison Effect• B is Bleed Effect• C is Petrification Effect• D is Curse Effect
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
Durability:	<p>The durability of the weapon.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Enchantable? Items/Spells:	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

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