

Old Whip

In-Game Description

A leather whip that has seen plenty of use.
It appears no different than an ordinary whip,
but is charmed by an ancient blessing
that boosts damage inflicted on Hollows.

The blessing is likely the work of a cleric,
but whether the spell is good or evil is unclear.

Effect: attack boost against Hollows

Availability

Sometimes received for leaving a Petrified Something or a Smooth and Silky Stone in Sparkling Sisters Dyna and Tillo's nest.

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
	233/0/0 /0/0 (Slash)	0/0	100	15	7/20/0/ 0 E/B/-/-/- /-	30/10/2 0/20/30	10/10/1 0/10	15	40	2.5

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

- While extremely powerful for a whip class weapon, the durability is low and degrades very fast. As the whip hits on an area, every element it hit will count individually towards its durability, easily breaking the whip. (In 60 FPS on the PC version of the game, which causes all durability loss to happen twice as often as the 30 FPS console version during the active durability loss frames, the durability loss can be devastating.)
 - A Bracing Knuckle Ring can counter this side effect, and Repair Powder can be bought limitless after arriving at Drangleic Castle.
- Hitting with the tip of the whip does the most damage, and hitting with anything but the tip degrades durability faster.

List of affected enemies (duplicates only listed once)

+ Show list of enemies - Hide list of enemies

Things Betwixt

- Undead Traveler

Forest of Fallen Giants

- Hollow Infantry
- Hollow Soldier
- Old Ironclad Soldier
- Heide Knight

No-man's Wharf

- Varangian Sailor
- Stray Dog

The Lost Bastille

- Undead Jailer
- Undead Citizen

Sinner's Rise

- Enhanced Undead

Huntsman's Copse

- Artificial Undead
- Rogue

Harvest Valley

- Undead Steelworker

Iron Keep

- Ironclad Soldier

Doors of Pharros

- Primal Knight
- Gyrm
- Gyrm Warrior
- Dog Rat

Brightstone Cove Tseldora

- Undead Peasant
- Undead Boar
- Hollow Mage

Grave of Saints

- Corpse Rat

The Gutter

- Hunting Dog

Shrine of Amana

- Amana Shrine Maiden
- Lizardman

Undead Crypt

- Vendrick

Dragon Shrine

- Dark Priestess

Cave of the Dead

- Graverobber, Varg and Cerah

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

Basic

Special upgrade path.

Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Old Whip +0	233/0/0/0/0	0/0	E/B/-/-/-	-	-

Old Whip +1	256/0/0/0/0	0/0	E/B/-/-/-	1x Twinkling Titanite	820
Old Whip +2	279/0/0/0/0	0/0	E/B/-/-/-	2x Twinkling Titanite	1,030
Old Whip +3	303/0/0/0/0	0/0	E/B/-/-/-	3x Twinkling Titanite	1,230
Old Whip +4	326/0/0/0/0	0/0	E/B/-/-/-	4x Twinkling Titanite	1,640
Old Whip +5	350/0/0/0/0	0/0	E/B/-/-/-	5x Twinkling Titanite	1,840

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Old Whip +0	163/163/0/0/0	0/0	E/C/C/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Old Whip +1	179/179/0/0/0	0/0	E/C/C/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Old Whip +2	195/195/0/0/0	0/0	E/C/C/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Old Whip +3	212/212/0/0/0	0/0	E/C/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Old Whip +4	228/228/0/0/0	0/0	E/C/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Old Whip +5	245/245/0/0/0	0/0	E/C/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Old Whip +0	163/0/163/0/0	0/0	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Old Whip +1	179/0/179/0/0	0/0	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Old Whip +2	195/0/195/0/0	0/0	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Old Whip +3	212/0/212/0/0	0/0	E/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Old Whip +4	228/0/228/0/0	0/0	E/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Old Whip +5	245/0/245/0/0	0/0	E/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Old Whip +0	163/0/0/163/0	0/0	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Old Whip +1	179/0/0/179/0	0/0	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Old Whip +2	195/0/0/195/0	0/0	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Old Whip +3	212/0/0/212/0	0/0	E/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9

Lightning Old Whip +4	228/0/0/228/0	0/0	E/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Old Whip +5	245/0/0/245/0	0/0	E/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9

Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Old Whip +0	163/0/0/0/163	0/0	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Old Whip +1	179/0/0/0/179	0/0	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Old Whip +2	195/0/0/0/195	0/0	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Old Whip +3	212/0/0/0/212	0/0	E/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Old Whip +4	228/0/0/0/228	0/0	E/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Old Whip +5	245/0/0/0/245	0/0	E/C/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base poison damage, poison damage reduction.
Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Old Whip +0	163/0/0/0/0	112/0	E/C/-/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9

Poison Old Whip +1	179/0/0/0/0	117/0	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Old Whip +2	195/0/0/0/0	123/0	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Old Whip +3	212/0/0/0/0	128/0	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Old Whip +4	228/0/0/0/0	134/0	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Old Whip +5	245/0/0/0/0	140/0	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9

Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Old Whip +0	163/0/0/0/0	0/112	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	7.9/26.6/7.9/7.9
Bleed Old Whip +1	179/0/0/0/0	0/117	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	7.9/26.6/7.9/7.9
Bleed Old Whip +2	195/0/0/0/0	0/123	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	7.9/26.6/7.9/7.9
Bleed Old Whip +3	212/0/0/0/0	0/128	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	7.9/26.6/7.9/7.9
Bleed Old Whip +4	228/0/0/0/0	0/134	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	7.9/26.6/7.9/7.9
Bleed Old Whip +5	245/0/0/0/0	0/140	E/C/-/-/-	27.9/7.9/17.9/17.9/27.9	7.9/26.6/7.9/7.9

Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Old Whip +0	267/0/0/0/0	0/0	E/E/-/-/-	30/10/20/20/30	10/10/10/10
Raw Old Whip +1	294/0/0/0/0	0/0	E/E/-/-/-	30/10/20/20/30	10/10/10/10
Raw Old Whip +2	321/0/0/0/0	0/0	E/E/-/-/-	30/10/20/20/30	10/10/10/10
Raw Old Whip +3	348/0/0/0/0	0/0	E/E/-/-/-	30/10/20/20/30	10/10/10/10
Raw Old Whip +4	375/0/0/0/0	0/0	E/E/-/-/-	30/10/20/20/30	10/10/10/10
Raw Old Whip +5	402/0/0/0/0	0/0	E/E/-/-/-	30/10/20/20/30	10/10/10/10

Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Old Whip +0	233/0/0/0/0	0/0	E/E/D/-/-	30/10/20/20/30	10/10/10/10
Enchanted Old Whip +1	256/0/0/0/0	0/0	E/E/D/-/-	30/10/20/20/30	10/10/10/10
Enchanted Old Whip +2	279/0/0/0/0	0/0	E/E/D/-/-	30/10/20/20/30	10/10/10/10
Enchanted Old Whip +3	303/0/0/0/0	0/0	E/E/D/-/-	30/10/20/20/30	10/10/10/10
Enchanted Old Whip +4	326/0/0/0/0	0/0	E/E/D/-/-	30/10/20/20/30	10/10/10/10
Enchanted Old Whip +5	350/0/0/0/0	0/0	E/E/D/-/-	30/10/20/20/30	10/10/10/10

Mundane

Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Old Whip +0	116/0/0/0/0	0/0	E/D/-/-/-	30/10/20/20/30	10/10/10/10
Mundane Old Whip +1	128/0/0/0/0	0/0	E/D/-/-/-	30/10/20/20/30	10/10/10/10
Mundane Old Whip +2	139/0/0/0/0	0/0	E/D/-/-/-	30/10/20/20/30	10/10/10/10
Mundane Old Whip +3	151/0/0/0/0	0/0	E/D/-/-/-	30/10/20/20/30	10/10/10/10
Mundane Old Whip +4	163/0/0/0/0	0/0	E/D/-/-/-	30/10/20/20/30	10/10/10/10
Mundane Old Whip +5	175/0/0/0/0	0/0	E/D/-/-/-	30/10/20/20/30	10/10/10/10

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:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	<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, 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>
Stat Bonuses:	<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).

Damage Reduction:	<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.</p> <p>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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