

Magical Whips

The Book of Whup!



by Jason Kramer



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Introduction.

Historically whips were designed for controlling animals. Both the sound and stinging sensation were enough to keep away even very large and dangerous predatory animals. A regular, non-magical whip deals 1D4 slashing damage and uses either the Strength or Dexterity modifier for weapon damage.

This work includes twelve magical whips that can be implemented into game play immediately. As well, there are some additional options included that can be brought into play if the Dungeon Master (DM) so chooses.

A player's character class and other traits such as whether a player has proficiency in Martial weapons, finesse weapons etc... will dictate which modifier the player uses.

Unless the DM chooses otherwise, ALL 12 whips featured here use the Dexterity Modifier for damage. A whip's power is not from the strength of the user but through the application of proper technique. Of course this is up to the DM to work out with the players ahead of time, before the start of the adventure.

All the whips included are magical. They all possess the standard magical traits: They can be identified through Detect Magic and other magical means. As with all magic items they do not corrupt, rust, tarnish or rot away as the same items made of normal, non-magical materials do.

When attack rolls are made with a whip the Dexterity Modifier is added onto the both the attack bonus roll made with the D20 (Twenty sided dice) and the Damage. For any character class that has a proficiency with Dexterity, that proficiency is added into the attack bonus roll made with the D20 but not to the damage roll.

With the exception of one of the magical whips, all the whips are 15 feet long. They have a 1 foot handle and 14 feet of whip. The whips are able to hit opponents out to 15 feet.

Sooner or later a grapple situation is bound to happen (Including grabbing of whips) during game play. Ultimately the ruling on these situations is determined by the DM usually at the very beginning of the adventure (A.K.A. Session Zero) and is applied for the rest of the sessions in the campaign.

One way to play a grapple situation is to do it as a Contest. This is where the player rolls a D20 against the opponent (DM etc...) and adds their Strength Modifier to the roll. The roll results are compared and the person with the higher roll wins the contest.

Once a person is grappled (This is a Condition) they may make a saving roll every turn until they succeed. This is done by having the attacker (The person with the whip) add 10 + Proficiency + their Dexterity Modifier. The total of this amount is the number the opponent or creature needs to match or beat in order to avoid being grappled. It should be noted they only add their proficiency bonus if they are playing a character class that has a proficiency in Dexterity.

A person or monster trying to grab a hold of a whip takes whatever damage the whip deals and/or must make a saving roll if one is indicated. After taking damage and/or succeeding on a save roll then they make a Contest roll with the player to see if they are able to grab the whip.

It also worth noting that there is another condition that may come into play during combat and that is the Restrained Condition. *Please keep in mind these type of things are ultimately up to how the DM wants to play it. For more information on this subject please consult the Players Handbook page 195 or online [here](#).

There are three levels of magical whips available. These are: Rare, Very Rare and Legendary. Rolling charts are provided that allow the players to roll to see what type of whip they have acquired. The charts include a generic D12 chart. Keep in mind the D12 chart has all 12 whips of differing levels of magic. Thus a first level character could end up with a game breaking Legendary magic item. To prevent this there are additional rolling charts provided by magical level to prevent introducing game breaking magic into an adventure. These charts include a D4 chart for Rare magical whips, a D4 chart for Very Rare whips and D4 charts for Legendary whips.

Optional Rule:

When dealing with certain animals or creatures during game play, the DM may allow a player to use their Animal Handling Skill (Wisdom) Modifier in place of their Dexterity Modifier to the attack roll to help give the player an advantage.

One other rule that may come into play as an option if the DM chooses it is the sound rule. A whip crack is quite loud. The DM can use the following suggestions as guidelines if they choose to implement this rule: Indoors behind a closed door sound travels 15 feet. In a large indoor room the sound travels 30 feet. In a cave or outside the sound travels 60 feet. The DM can make a D20 role vs. Passive Perception (10 + Perception/Wisdom modifier) to see if the other party or creature is alerted to the sound.

On the next few pages are the descriptions for all twelve of the magical whips. The descriptions will go into detail and give *specific* information regarding each whip. In Dungeons and Dragons it is important to keep in mind that Specific beats General as far as rules go. Therefore if a rule is listed in the specific section of the whip it is the rule that is played in place of a normal general rule.

In the Players Handbook whips normally deal 1D4 damage. The whips presented here are magical and are designed to spice up whip selection for players that either want to use a whip as a specialty weapon or are looking to try out a whip as a new weapon type. These are not everyday average whips found just laying around everywhere. These whips are enhanced to make them more attractive weapon choices.



The Roll Charts:

D12 Chart - All Whips

1	Whip of Ash
2	Whip of Silence
3	Whip of Blood
4	Whip of Reaching
5	Whip of Fear
6	Whip of Sticking
7	Whip of Blinking
8	The Claw Whip
9	Whip of Petrifying
10	Whip of Disintegration
11	Whip of the Fang
12	Whip of the Black Ball

D4 Chart - Rare Whips.

1	Whip of Ash
2	Whip of Silence
3	Whip of Blood
4	Whip of Reaching

D4 Chart - Very Rare whips.

1	Whip of Fear
2	Whip of Sticking
3	Whip of Blinking
4	The Claw Whip

D4 Chart - Legendary whips.

1	Whip of Petrifying
2	Whip of Disintegration
3	Whip of the Fang
4	Whip of the Black Ball



Whip of Ash

Rare Magic Item.

Damage: Bludgeoning, 1D6 + Dex. Mod.

Save: Dexterity, DC 15

The Whip of Ash is a white laced whip and deals 1D6 +Dex. damage. On a successful hit a cloud of ash is dispersed into the air around the opponent. The ash cloud is blinding and can affect creatures size Large or smaller.

The opponent must make a DC 15 Dex Save or becomes Blinded. A blinded creature can't see and automatically fails any ability check that requires sight. Attack Rolls against the creature have advantage, and the creature's Attack Rolls have disadvantage.

Whip of Silence

Rare Magic Item.

Damage: Slashing, 1D6 + Dex. Mod.

Sometime called the "Thieves Whip", the Whip of Silence is a sleek black whip and appears like a regular whip. On a successful attack the whip makes no noise nor does it disturb the air around an opponent or creature that would alert them to the failed attack. If a players rolls a 5 or lower on the D20 attack roll they fail and the whip makes a loud cracking noise as a regular whip would.

Whip of Blood

Rare Magic Item.

Damage: Slashing, 1D6 + Dex. Mod. + Str. Mod.

Save: Constitution, DC 15

A dark scarlet colored whip, the Whip of Blood does 1D6 damage + Dex. AND Str. Modifiers. In addition the target has to make a Constitution Save of 15 or higher or takes an additional 1D6 of bleeding damage during each turn until they make a successful saving throw.

Whip of Reaching

Rare Magic Item.

Damage: Slashing, 1D6 + Dex. Mod + Str. Mod.

The Whip of Reaching is a black whip with a completely normal appearance. The Whip of Reaching gained it's name by being able to hit targets out to 30 feet. On a failed roll of 5 or less on a D20 attack roll the the user fumbles. The Whip may might hit or tangle on other creature(s) within range.

Whip of Fear

Very Rare Magic Item.

Damage: Slashing, 2D6 + Dex. Mod.

Save: Wisdom, DC 16

With a thicker than normal handle and whip diameter, the Whip of Fear is quite a sight to behold. Wrapped in with the brown braids are shiny sharpened scales of silvered metal. On a successful attack roll the Whip inspires fear in creatures Large, medium and small. The target must make a Wisdom Saving throw of 16 or better or suffer the Frightened Condition for one minute. A frightened creature has disadvantage on ability checks and attack rolls. The creature can't move closer to attacker with the Whip of Fear.

Whip of Sticking

Very Rare Magic Item.

Damage: Slashing, 2D6 + Dex. Mod.

Save: Constitution, DC 16

This Whip has a greenish appearance. When struck with a successful attack roll from the Whip of Sticking, creatures size Large and smaller are stuck in place for one minute. They are unable to move their feet. They can continue to make attacks but do so with disadvantage. Attack rolls made against the stuck creature have advantage. Additionally they make all Constitution Saving throws with disadvantage.

Whip of Blinking

Very Rare Magic Item.
Damage: Slashing, 1D6 + Dex. Mod.

This very rare magical whip is a combination of black and brown leather weaved together. The leather appears slightly translucent especially when in direct light. The Whip of Blinking allows the user, **on a successful attack roll**, to attack and then blink (teleport) to a spot up to 15 feet away. The order is always attack then blink, attack then blink, but this option is only available on a successful attack roll. The blink feature can be used as many times as a player is able **to attack**. Many players will gain the ability to make an extra attack as they progress levels. This usually happens at 5th level for applicable characters. Thus, on the first successful attack a player can blink behind the creature they are engaged in combat with and make a second attack roll (with advantage). If the second attack roll hits they are able to blink again.

The Claw Whip

Very Rare Magic Item. Requires Attunement.
Damage: Variable, 1D6 + Dex. Mod.

Dangling from a whip that appears to be made of wrapped human skin is a crawling claw the size of a human hand. On the handle of the flesh colored whip are magical runes written in blood which, after the attunement period, allow that wielder to mentally control the crawling at the end of the whip. The claw can be commanded to tighten into or a fist or scratch with it's claws. This whip is also known by it's nickname "The Ring Whip" because often the users of the whip will put magical rings (up to 2) on the crawling crawl hand at the whip's end. The crawling crawl at the end of the whip can be commanded mentally by the attuned user up to 30 feet away. If the crawling hand is given an action, say to climb and retrieve keys, it uses a **full action** to do so. Thus a user with an extra attack would be able to **either** attack twice during an action **or** have the crawling crawl perform an action, not both!

Whip of Paralysis

Legendary Magic Item.
Damage: Bludgeoning, 4D6 + Dex. Mod.
Save: Constitution, DC 17

This is a **Legendary** Magic Item. Sometimes known by the nickname of "The Basilisk's Eye" this Whip is known to those with Arcane knowledge. Small and thin the whip appears to have almost peacock like "eyes" going down it's sides. This whip is attached to a special holster that must be worn with the whip. The holster has a magical rune which protects the wearer from the whips disintegrating touch. This is one whip that an attacker does not want to grab!

On a successful attack roll the Whip does 4D6 Bludgeoning damage and the target is forced to make a Constitution Saving role. The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a roll of 17 or higher. Paralysis is a Condition. The creature automatically fails Strength and Dexterity Saving Throws. Any attack rolls against the creature have advantage. All attacks that hit the creature are a critical hit if the attacker is within 5 feet of the creature. It also creates a secondary condition: Incapacitated and an incapacitated creature can't take Actions or Reactions. Only creatures size large or smaller can be paralyzed. Larger creatures take only bludgeoning damage.



Whip of Disintegration

Legendary Magic Item.
Damage: Force, 4D6 + Dex. Mod.
Save: Dexterity, DC 17

This is a **Legendary** magic item. This is a thick black whip with white, ash like speckles running down it's length. This whip is attached to a special holster that must be worn with the whip. The holster has a magical rune which protects the wearer from the whip's disintegrating touch. This is one whip that an attacker does not want to grab!

When a creature is targeted it must succeed on a DC 16 Dexterity saving throw or take 4D6 force damage. If this damage reduces the creature to zero hit points the creature is turned to ash. If the target is a Large or smaller non-magical object or creation of magical force, no saving throw is made, it is disintegrated immediately. If the target is a Huge creature or larger object or creation of magical force, the target only takes the Force damage total.

When the user of this whip makes an attack they must also roll 2D10 or D100 percentile dice. On a roll of %05 or less they take 2D6 damage. The damage is applied immediately as it happens. If they are reduced to zero hit points by the damage they are reduced to ash.

Whip of the Fang

Legendary Magic Item.
Damage: Piercing/Vampiric, 4D6 + Dex. Mod.
Save: Constitution, DC 17

This is a **Legendary** magic item. A sparkling golden sectioned whip with dark black magically infused leather between the sections. At it's end a long white Vampire's Fang capable of sucking the life force from anything it pierces. Creatures of all sizes must make a saving roll unless immune to Vampiric damage.

On a successful attack roll the player rolls the damage and then decides if they want to heal themselves in the amount they rolled or harm the target with the role.

This whip is attached to a special holster that must be worn with the whip. The holster has a magical rune which protects the wearer from the whip's Vampiric drain. This is one whip that an attacker does not want to grab!

When the user of this whip makes an attack they must also roll 2D10 or D100 percentile dice. On a roll of %05 or less they take 2D6 damage. The damage is applied immediately as it happens. If they are reduced to zero hit points by the damage they are "sucked to death".



Whip of the Black Ball

Legendary Magic Item.

Damage: Force, 4D6 + Dex. Mod.

This is a **Legendary** magical item. Having an obsidian black reflective quality to it, this sleek jet black colored whip has an ornately crafted small ball at the end of it.

This whip is attached to a special holster that must be worn with the whip. The holster has a magical rune which protects the wearer from the whip's Force damage. This is one whip that an attacker does not want to grab!

On a successful attack roll the target takes 4D6 Force damage regardless of the creatures size.

When the user of this whip makes an attack they must also roll 2D10 or D100 percentile dice. On a roll of %05 or less they take 2D6 damage. The damage is applied immediately as it happens. If they are reduced to zero hit points by the damage they implode!



Well, there you have it! I hope you have found some whips that put some whup in your game. This was a blast to put together and I hope you have enjoyed this work as much as I did putting it together. There is a gift for DM's [here](#).

Have fun gaming!

---Jason.