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## [Dnd 3.5 Dmg Weapon](#)

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>
<i>One-Handed Weapons</i>							
Ice axe	10 gp	1d4	1d6	×4	—	5 lb.	Piercing or slashing
Iuak	12 gp	1d4	1d6	19–20/×2	—	4 lb.	Slashing
Tigerskull club	15 gp	1d6	1d8	×4	—	8 lb.	Bludgeoning and piercing
<i>Two-Handed Weapons</i>							
Goad	8 gp	1d6	2d4	×2	—	10 lb.	Bludgeoning or piercing
Ritiik	5 gp	1d6	1d8	×3	—	6 lb.	Piercing
Sugliin	35 gp	2d6	2d8	×2	—	20 lb.	Piercing and slashing
<i>Ranged Weapons</i>							
Bone bow	250 gp	1d8	1d10	×3	120 ft.	4 lb.	Piercing
Glott	1 gp	1d3	1d4	18–20/×2	10 ft. <sup>3</sup>	1 lb.	Bludgeoning
Harpoon	15 gp	1d8	1d10	×2	30 ft.	10 lb.	Piercing
Icechucker	150 gp	1d10	1d12	×3	30 ft.	12 lb.	Piercing
Razor skipdisk	15 gp	1d4	1d6	18–20/×2	10 ft. <sup>3</sup>	2 lb.	Slashing

<sup>1</sup> Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

<sup>2</sup> When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

<sup>3</sup> This weapon’s range increment increases to 20 feet over smooth solid ground, and to 30 feet over smooth ice.

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# Download

A longbow is too unwieldy to use while you are mounted If you have a penalty for low Strength, apply it to damage rolls when you use a longbow.

1. [weapon](#)
2. [weapon x](#)
3. [weapons of mass destruction](#)

SlashingKukri8 gp1d31d418-20/x2--2 lb SlashingPick, light4 gp1d31d4x4--3 lb PiercingSap1 gp1d431d63x2--2 lb..  
 --Crossbow, repeating light250 gp1d61d819-20/x280 ft 6 lb PiercingBolts (5)1 gp-----1 lb.

## weapon

weapon, weapon genshin impact, weapon banner genshin, weapon io, weaponry, weapon exp genshin impact, weapon skill gbf, weapon for xiao, weapon ascension genshin impact, weapon là gì, weapons 5e, weapon x, weapons of math destruction, weapons of mass destruction, weapons used in ww1, weaponsmith minecraft, weapon of choice, weaponized

A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow.. Longbow, Composite You need at least two hands to use a bow, regardless of its size.

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Ice axe	10 gp	1d4	1d6	×4	—	5 lb.	Piercing or slashing
luak	12 gp	1d4	1d6	19–20/x2	—	4 lb.	Slashing
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Goad	8 gp	1d6	2d4	×2	—	10 lb.	Bludgeoning or piercing
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Razor skipdisk	15 gp	1d4	1d6	18–20/x2	10 ft. <sup>3</sup>	2 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 This weapon's range increment increases to 20 feet over smooth solid ground, and to 30 feet over smooth ice.

## weapon x

A strike with a gauntlet is otherwise considered an unarmed attack The cost and weight given are for a single gauntlet.. Shortbow, Composite You need at least two hands to use a bow, regardless of its size.. Each point of Strength bonus granted by the bow adds 75 gp to its cost For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.. Bolas You can use this weapon to make a ranged trip attack against an opponent You can't be tripped during your own trip attempt when using a set of bolas.. An unarmed strike is always considered a light weapon Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

## weapons of mass destruction

Net A net is used to entangle enemies When you throw a net, you make a ranged touch attack against your target.. The whip is

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treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack.. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit.. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.. Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.. When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3).. SlashingGuisarme49 gp1d62d4x3--12 lb SlashingHalberd10 gp1d81d10x3--12 lb Piercing or slashingLance410 gp1d61d8x3--10 lb.. Dwarves treat dwarven urgroshes as martial weapons Waraxe, Dwarven A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon.. --Dart5 sp1d31d4x220 ft ½ lb PiercingJavelin1 gp1d41d6x230 ft 2 lb PiercingSling--1d31d4x250 ft.

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