

# Chained Whip

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<https://www.dndbeyond.com/magic-items/5591783-chained-whip>

*Staff (quarterstaff), uncommon*

With a metal chain and heavy blunt point, this weapon has far more bulk than its leather counterparts, without sacrificing its versatility.

This weapon has a range of 10ft.

On a hit, this weapon deals 1d6 bludgeoning damage. By using this weapon with two hands, you can increase your accuracy and power and deal 1d8 damage!

Proficiency with a quarterstaff allows you to add your proficiency bonus to the attack roll for any attack you make with it.

*Notes: Versatile*