

## **More 3rd Edition Weapons- The New Inventory**

*Brass Knuckles:* Exotic Melee Weapon, Damage- 1d8 additional damage to an

unarmed strike, Critical- x2, Weight- 5 lbs., Type-Bludgeoning, Size- Medium, Market Price- 25 GP

Brass knuckles are crafted to fit all sizes of hands and fingers. They can also be crafted to fit the hands of small creatures. There are four finger holes, attached by a plate of brass, which extends over the user's knuckles. This devastating weapon literally packs the punch and is often used by monks, fighters, and street brawlers.

*Serrated Arrow and Bolt Heads:* Simple Ranged Weapon Attachments, Damage-

1d4, Critical- Varies, Weight- N/A, Range-Varies, Type- Piercing, Size- Tiny, Market Price- 5 SP apiece

The practice of archery has improved, and it is making archers of the crossbow and longbow more feared than ever. Instead of regular arrowheads and bolt heads, these new heads are serrated and deal more damage to a target when they hit. Serrated arrow and bolt heads can be purchased separately and/or already attached to the arrows or bolts. Arrows and bolts crafted with serrated heads cost 5 SP extra. Characters can attach serrated arrow and bolt heads to their own arrows and bolts if they please. Serrated arrows and bolts deal an extra 1d4 damage in addition to the base damage. An arrows or bolt with a serrated head has its critical threat range doubled. When the arrows or bolts are pulled out of a target (living, dead, or inanimate) it deals the target an extra 1d6 damage.

*Iron Cross:* Simple Ranged Weapon, Damage- 1d4, Critical- 19-20/x2, Weight-

N/A, Range- 50 ft., Type- Slashing/Piercing, Market Price- 5 GP/10

The iron cross is a larger cousin to the shuriken. It is shaped like an awkward addition sign. The inner edges on each stem of the iron cross curve noticeably inward towards one another, and all of the outermost edges are perfectly straight. Unlike shurikens, iron crosses are thrown one at a time instead of three, and iron crosses add their user's Strength modifier (if any) to its damage roll, which happens to be another thing that shurikens lack.

*Glaive:* Exotic Ranged Weapon, Damage- 1d8/1d8, Critical- 19-20/x2, Weight-

4 lbs., Range- 40 ft., Type-Slashing, Market Price- 75 GP

A glaive is a thrown weapon, used primarily for killing vampires. It is a steel cylinder, 8 inches long and 4 in diameter. There are 2 blades on the glaive, one at each end of the cylinder. The blades are 9 inches long, 4 inches wide at the widest, and curve outward at a gradual 45° angle. The blades are always curved in opposite directions from one another. Glaives, like boomerangs, make two attacks per round and come back to the owner in one round. The initial attack with a glaive is a normal attack roll, however the target of the first attack must make a Reflex save (DC 20 + any magical modifier of the glaive) to dodge the second attack. A character who doesn't have the Exotic Weapon Proficiency with the glaive must make Reflex save (DC 20 + any magical modifier on the glaive) to catch it. Add the attacker's Strength bonus (if any) to the first attack with the glaive, but not the second. Glaives traveling against strong winds suffer a -10 penalty to range, whereas glaives traveling with strong winds gain a +10 bonus to range. Glaives are normally made of steel, but are also crafted with silver blades for vampire hunters.