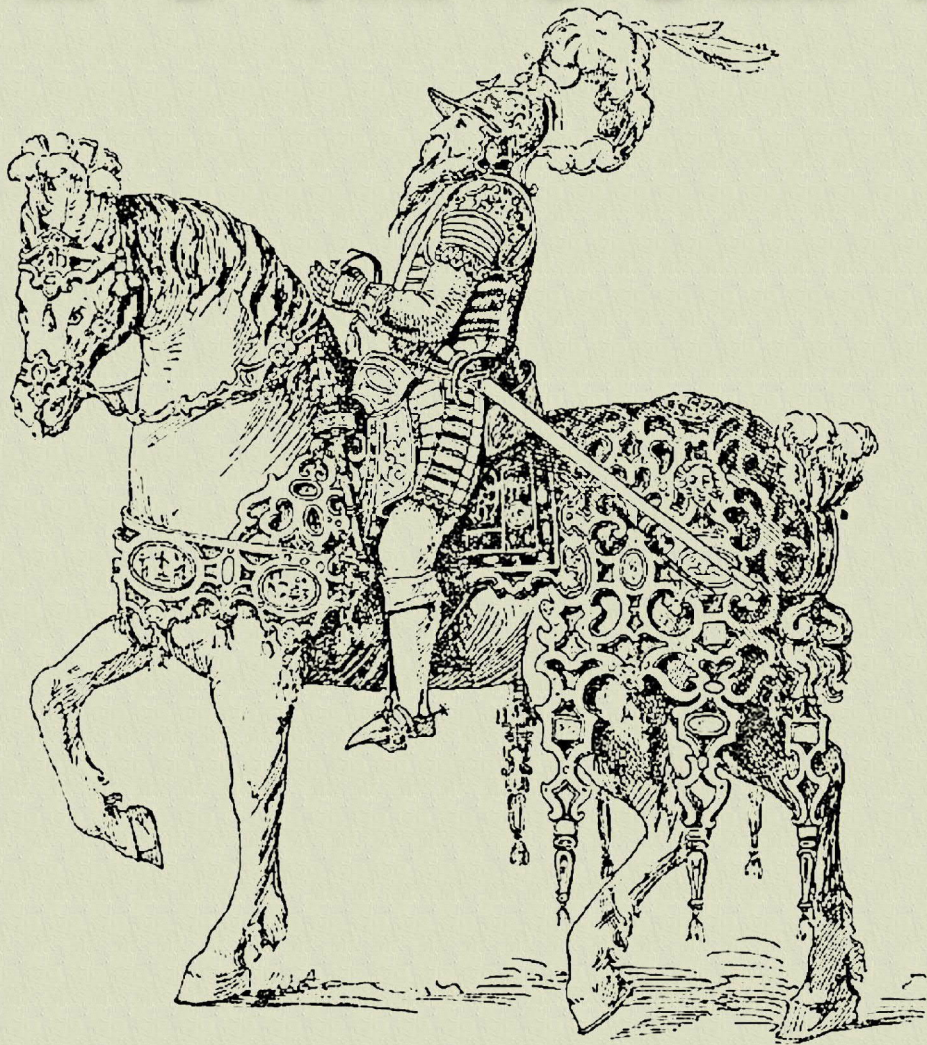


# ReArm Yourself!



Additional arms, armor and other dangerous items for Swords & Wizardry: Complete and other retro games.

by Szymon "Noobirus" Piecha



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**Special thanks to:**

**Curtis Lyon** and **Heidi Levin** from **Three Sages Games**  
<http://threesagesgames.com/>

and also

**Manufaktura Gier Fabularnych (MGF)**  
[rpgmanufacture.pl](http://rpgmanufacture.pl)

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## Foreword

I'm not very good at writing forewords, so let's just skip the talk, visit the blacksmith, open some chests and talk about weapons and armor.

This supplement is all about tools meant to kill (or protect yourself against) monsters... or sometimes people.

Here, you will find dozens of new weapons and armor to make a more interesting hero, then the traditional "shank and plank" warrior. But not only fighters will find this supplement useful! Even Magic-Users or simple Clerics will get some shiny new ways to kill someone or something.

Have fun, and a big **thank you** for buying! If you will find any errors or have some new ideas, please contact me.

## Important!

Please remember the following, while reading this book:

As you may notice, I didn't write the weight for each new weapon or armor. Personally, I don't use the pound weight system and I don't force my players to calculate their weight and encumbrance, as they always use common sense and never travel with three plate armors on their back. If you use encumbrance in your game,

feel free to add any weight values to the items listed in this document.

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## Melee weapons

Here you see an expanded list of melee weapons. The damage done by some weapons may differ from the original S&W rules, the prices are also different.

Weapon	Damage	Price
Axe	1d8	10
Axe, battle*	1d10	20
Chain* (1)	1d10	12
Club (2)	1d4	-
Dagger	1d4	2
Dueling shield (3)	1d4/1d4+1	30
Flail*	1d8	10
Great hammer*	1d10	15
Halberd*	1d10	20
Hook (4)	1d4+1	5
Horseman's Pick (5)	1d8-1	12
Lance/Pike* (6)	1d8	8
Mace/hammer	1d8	5
Macuahuitl (7)	1d12	15
Main Gauche (8)	1d4	10
Meteor hammer* (9)	1d6	20
Nunchaku* (10)	1d4	15
Sai (11)	1d4	20
Spear (12)	1d6	2
Spiked glove (13)	1d4	10
Staff*	1d6	1
Sword	1d8	15
Sword breaker (14)	1d4	10
Sword, bastard (15)	1d8	20
Sword, short	1d6	8
Sword, two-handed*	1d10	35
Swordstaff* (16)	1d6	30

Urumi (17)

1d6

30

Whip (18)

1d6/1d6+1

10/50

\* = Two-handed weapon

(1) **Chain** – Long and heavy iron chain, equipped with deadly spikes. Fighting with such a weapon is no easy task and requires agility, rather than strength. Fighters add no bonuses to their damage or attack rolls while using this weapon. The chain can also be used to attack enemies that are farther away (second row).

(2) **Club** – One-handed clubs deal 1d4 damage. Big, two-handed branches deal 1d8 damage.

(3) **Dueling shield** – This weapon can either be used as a shield (-1[+1] AC) or as a one-handed weapon that deals 1d4 damage. It can also be used in both hands, in this case it not only gives the -1[+1] AC bonus from being a shield, but also can be used as a weapon that deals 1d4+1 damage.

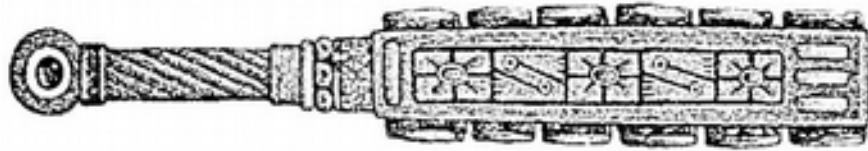
(4) **Hook** – After scoring a critical hit, the hook pierces through the armor or body, allowing the user to move the target to any nearby spot.

(5) **Horseman's Pick** – A type of war hammer with a long spike on the reverse of the hemmer head. It is heavy and quite unwieldy, thus the damage dealt by this weapon can sometimes be non-fatal. It is very effective against massive, construct monsters like golems (+4 to damage rolls).



(6) **Lance/Pike** – A long weapon, which allows you to attack enemies from (or in) the second row. If you have 12+ Strength, you may use the lance in one hand.

(7) **Macuahuitl** – A weapon shaped like a wooden sword. Its sides are embedded with prismatic blades made from obsidian. A powerful but heavy and hard to use weapon. If an attacks misses, the user must spend one turn on trying to lift the weapon again.



(8) **Main Gauche** – The gauche may be used as a normal weapon, or it may be held in the weaker hand, as a shield (*or more precisely: as a parrying weapon*). If it's held as a parrying weapon, it can't be used to attack, but it adds -1[+1] to your AC.

(9) **Meteor hammer** – Two, heavy iron balls connected with a chain. The meteor hammer is an extremely fast weapon, once set in motion, the balls are hard to block or to avoid. Anyone using this weapon receives a +1 to-hit bonus. Monks are trained in such exotic weaponry, they can attack enemies from (or in) the second row with the meteor hammer.

(10) **Nunchaku** – Two sticks connected by a chain or rope. A weak and very complicated weapon, yet it is

ideal for training. Fighters using the nunchaku, receive 10% more exp for every enemy killed by this weapon.

(11) **Sai** – A pointed, prong shaped metal baton, with two curved prongs called yoku projecting from the handle (tsuka). Whenever you are attacked by an enemy with a sword, there is a 40% chance, that you block the attack completely.



(12) **Spear** – Can also be used as a missile weapon (range = 10 meters). Can in be used in both hands. When wielded two-handed, add +1 to your damage rolls. Can be used to attack enemies in (or from) the second row.

(13) **Spiked glove** – Iron glove with long spikes. It's not a powerful weapon, but the enemy can't disarm its user and the fighter can't lose/drop the weapon.

(14) **Sword breaker** – Sturdy sword with a heavily serrated edge. After scoring a critical hit, the sword breaker destroys all blade-type weapons

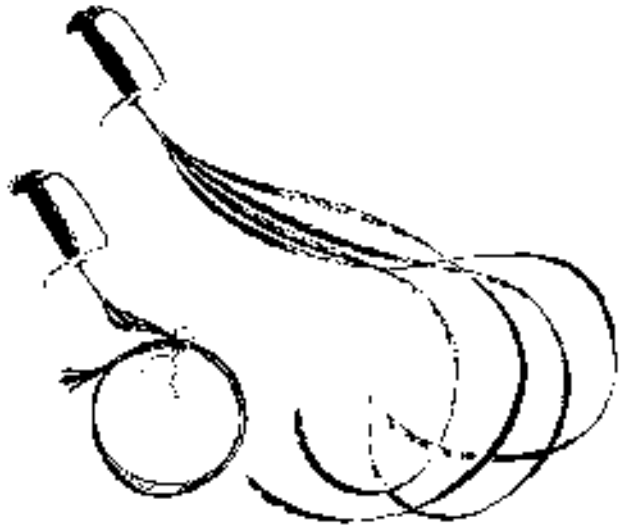
wielded by the enemy. Magical sword breakers can also destroy non-blade weapons.

(15) **Sword, bastard** – Can also be wielded as a two handed weapon. When used in both hands, add +1 to your damage rolls.

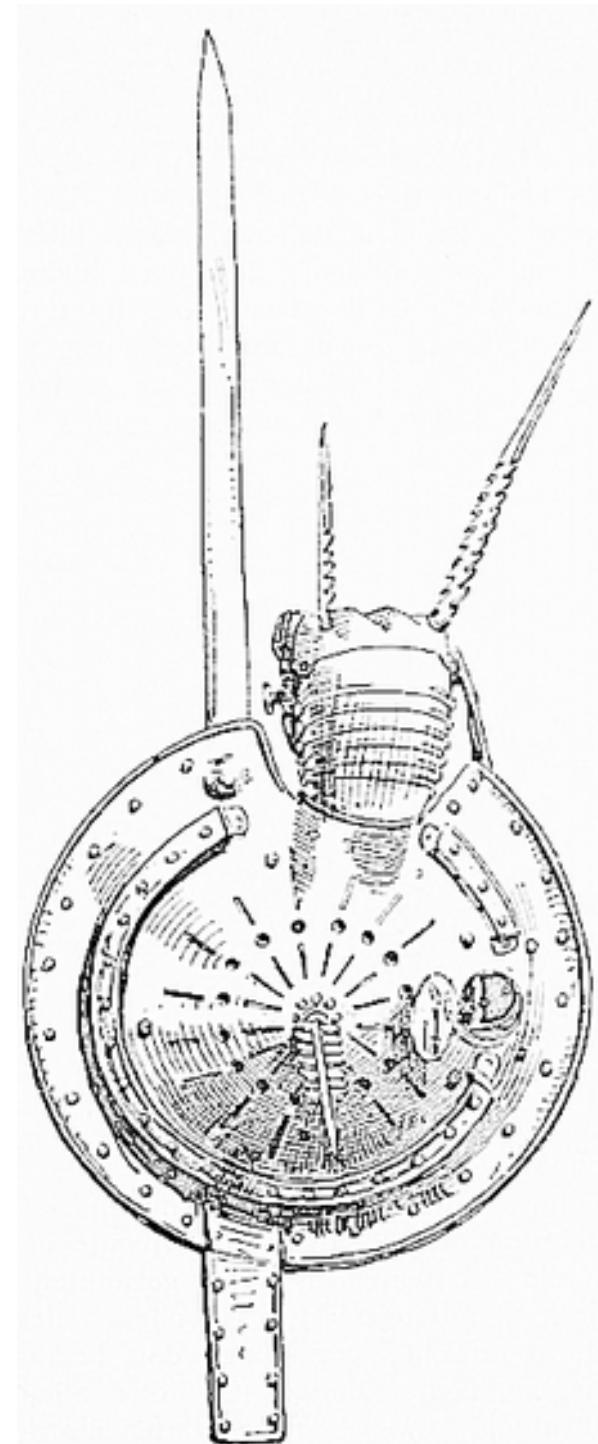
(16) **Swordstaff** – Long staff with an attached sword on

the end. Very effective against cavalry, whoever uses this weapon, gets a +3 to-hit bonus against mounted targets.

(17) **Urumi** – Longsword with a flexible whip-like blade. Heroes with Dexterity above 12, add +1 to their damage when using this weapon.



(18) **Whip** – If the user makes a critical hit, the whip wraps around the enemy preventing him from moving or attacking in his next round. Rare and expensive whips with blades also exist, they deal 1d6+1 damage.



## Ranged weapons

Ranged weapons in this supplement work a bit different. First of all – damage is done by weapons, not by ammunition! Arrows and bolts only give different bonuses or effects to attacks. We will talk about them later. The range is given in meters. The column „Rld” states, whether the user needs to spend a turn to reload the weapon.

Weapon	Damage	Price	Range	Rld
<b>Blowpipe</b>	1d3	5	20	Yes
<b>Boomerang (1)</b>	1d3	5	25	Returns
<b>Bow</b>	1d6	25	100	No
<b>Bow, long (2)</b>	1d6+1	40	200	No
<b>Chakram (3)</b>	1d4	10	12	No
<b>Crossbow, hand (4)</b>	1d4	20	16	Yes
<b>Crossbow, heavy</b>	1d8+1	25	400	Yes
<b>Dart/Shuriken</b>	1d3	2	12	No
<b>Net (5)</b>	None	5	10	-
<b>Pistol (6)</b>	1d6	50	20	Yes
<b>Rifle (7)</b>	1d10	100	30	Yes x2
<b>Sling</b>	1d4	10	25	No
<b>Throwing axe</b>	1d4	3	12	No
<b>Throwing dagger</b>	1d4	2	10	No
<b>Throwing hammer</b>	1d4+1	4	6	No

(1) **Boomerang** – Returns to the user on a miss. Magical boomerangs always return.

(2) **Bow, long** – Strong and fast ranged weapon. Unfortunately a lot of strength is needed to pull the arrow. Only heroes with 12+ Strength may use the longbow.

(3) **Chakram** – Circular throwing blade. Can also be used as a melee weapon that deals 1d4 damage.

(4) **Crossbow, hand** – Can be operated with one hand. It's a small crossbow the size of a handgun.

(5) **Net** – The net can be thrown at the enemy. The entangled enemy must roll a d20 at the begging of his next turn, if he or she scores 10 or higher (*if it's a monster, add his HD to the score*) he or she rips the net and may act normally. If he or she fails the roll, it must be done again the next turn. To free yourself from a +1 net you must roll 12 or higher, if it's a +2 net, then 14 or higher.

(6) **Pistol** – Simple, yet deadly pistol. Often used by noblemen for dueling. It requires gunpowder and bullets to fire.

(7) **Rifle** – Long rifle manufactured by dwarves. Has great power and range, but needs bullets, gunpowder and two turns to reload. A good idea is to give one rifle to your servant for reloading while firing another.

## Ammunition

Depending on the ammunition used, the ranged weapon receives various damage or to-hit bonuses. For example, the Blunt arrow has a bonus of -1/0. It means, that when using this arrow, the archer receives a -1 penalty to damage dealt and receives no to-hit bonuses.

Name	Damage/ To-hit	Price	Other
<b>Arsonist arrows [20]</b>	+1/0	15	Basically, a torch with a barbed arrowhead. Sets itself on fire mid-flight. The damage bonus from the arrow is treated as fire damage.
<b>Barbed arrows [20]</b>	+1/0	15	Hard to remove from the flesh. Causes bleeding.
<b>Blunt arrows [20]</b>	-1/0	2	Does not kill enemies, makes them unconscious.
<b>Bullets [10]</b>	0/0	4	
<b>Gunpowder [one shot]</b>	-	1	Is needed to fire guns. Doesn't work if wet.
<b>Poisoned arrow [20]</b>	0/0	8	Poisons the enemy, if he fails his ST.
<b>Poisoned dart</b>	0/0	1	Fired from blowpipes. Poisons the enemy.
<b>Silver arrow/bolt</b>	+3*/+3*	5	The damage and to-hit bonuses apply only, when fighting a werewolf, ghost or other spectral beings.
<b>War bolts [20]</b>	+1/+1	20	Heavy bolts with a big, spiral tip.
<b>Wooden arrows [20]</b>	0/0	2	
<b>Wooden bolts [20]</b>	0/0	2	

## Weapon traits

Not every longsword you find will be the same. Some are rusted, some are strange and some are made by masterwork blacksmiths. This chapter adds special traits, to the weapons you find. Whenever you find a weapon deep in a dungeon, just roll a d20 to determine its traits.

Don't use the below table, for weapons you buy in towns, they are usually standard weapons.

d20	Trait	Description
<b>1-2</b>	Standard	Has no special qualities.
<b>3</b>	Ancient	This weapon is made out of unknown materials. It never breaks or gets rusty.
<b>4</b>	Barbarian	This weapon was forged by barbarians. It looks ferocious, but clumsy. Add +1 to damage rolls but -1 to attack rolls.
<b>5</b>	Ceremonial	This thing looks like a pretty ferocious weapon, but in fact it is purely decorative and cannot be used in a real fight. You probably may try to harm someone with it, but its damage is reduced by -3. Also, the weapon is more expensive, multiply the price by 1d6+2.
<b>6</b>	Colorful	The weapon has a specific, bright color. The Referee chooses which.
<b>7</b>	Dwarven	This weapon was crafted by dwarves. There are some runes engraved on it. It is bigger and a bit heavier, but also stronger. Add +1 to the damage dealt by this weapon.
<b>8</b>	Elven	This weapon was crafted by elves, it is very light and looks quite exotic. It's weight is halved or reduced to zero



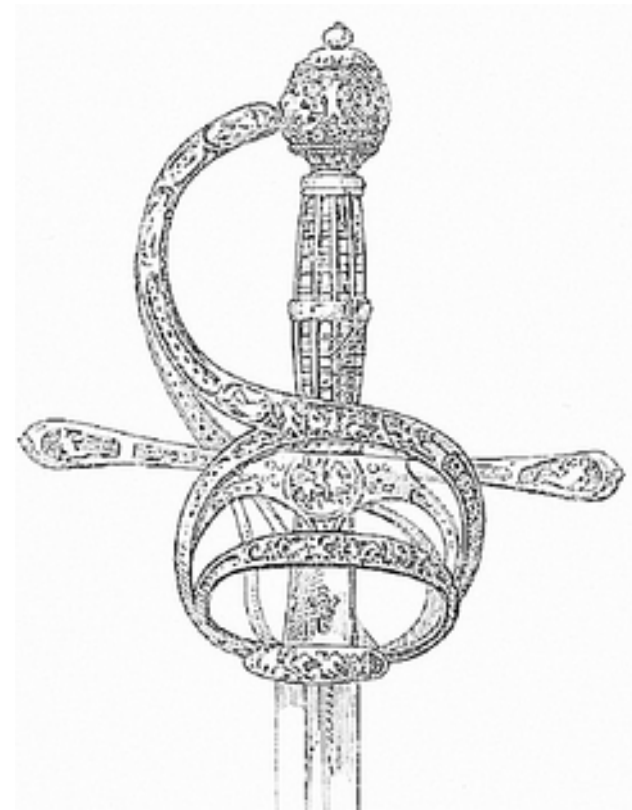
(Referee decides). Drawing the weapon takes no time.

<b>9</b>	Glass	The weapon is made out of glass! It's really sharp (+2 do damage rolls) but it breaks after one hit.
<b>10</b>	Halfling	This weapon was made by halflings, for halflings. It can be used by this race no matter which class they are.
<b>11</b>	Inhuman	This weapon was not forged for humans. Maybe it has a specific hilt or other bizarreness. Humans using this weapon receive a -1 to-hit penalty, while other races (or only a specific race) receive a +1 to-hit bonus.
<b>12</b>	Massive	This weapon is two times bigger than its "standard" version. With the "massive" trait, one-handed weapons become two-handed weapons and two-handed weapons become too big and too heavy to use, unless the player has 14+ Strength. Also, massive weapons deal additional +2 damage.
<b>13</b>	Master	This weapon was made by a master blacksmith. Multiply its price by 1d6+2 and add +1 to its damage rolls.
<b>14</b>	Message	A message is attached on engraved on the weapon.
<b>15</b>	Monastic	There are symbols of a chosen god engraved on the weapon. All clerics may use this weapon.
<b>16</b>	Named	A name is engraved on the weapon.
<b>17</b>	Primitive	This weapon is made out of bones and/or stone. It's a bit weaker (-1 to damage) than its "standard" version but much easier to repair.

**18** Rusted/Old This weapon breaks, when rolling a 1 on the attack roll. Halve the price of the weapon.

**19** Ugly The weapon simply looks pathetic... Your Charisma score is decreased by 1 while wielding this.

**20** Warlock's This weapon was created by a warlock, it looks quite weird and colorful. Any Magic-User with a Strength score of 10+ may use it.



## Armor

This section expands the list of armor types for **S&W: Complete**. As you may notice, I split the leather into various subtypes. The price for plate armor has also been increased.

Name	Effect on AC on a base of 9[10]	Price
<b>Shield</b>	-1[+1]	15
<b>Leather</b>	-2[+2]	Animal: 15
- Animal		Chitin: 800
- Chitin		Dragon: 1000
- Dragon		Human: 250
- Human		Pitch black: 150
- Pitch black		Thick Fur: 20
- Thick Fur		Troll: 200
- Troll		
<b>Ring</b>	-3[+3]	30
<b>Chain</b>	-4[+4]	75
<b>Half-plate</b>	-5[+5]	100
<b>Plate</b>	-6[+6]	150

### Leather armor subtypes

**Animal** – Typical leather armor made from animal hide. Has no special features.

**Chitin** – Made out of the remains of a very big bug. The chitin armor gives you -3[+3] AC rather than -2[+2], but it is quite expensive, rare, and hard to manufacture.

**Dragon** – Armor made out of dragon scales. It is immune to fire and ice. Also, this armor gives you -3[+3] AC rather than -2[+2]. The wearer reduces all damage

received from fire and ice by this armor's AC (for example: if you are wearing a Dragon Leather Armor +2, reduce all fire and ice damage you get by 5).

**Human** – A macabre armor made out of human flesh, it reeks death. Only chaos-aligned heroes may wear this. It scares weak-minded enemies, thus it is treated as a +4 armor, when being attacked by monsters with a HD of 1 or less.

**Pitch black** – A black armor made by assassin and thief guilds. Increases the wearers "Hide in Shadows" skill by 10%.

**Thick Fur** – This armor is a bit heavier, due to the furry hide on its back. It protects you from harsh cold, and if you are attacked from behind, increase your AC by -1[+1] during the attack.

**Troll** – Made out of troll hide. The armor constantly "repairs itself" and also heals the wounds of the wearer, as long as it's touching his or hers skin. The wearer restores 1d4 Hit Points after every rest.

## Plate armor heraldry and other ornaments

This section, will give you ideas how to make plate armors more interesting. Whenever someone in the party finds, or wants to buy, a plate armor, you may use the following table to determine what features does the plate armor have. Remember, in the middle ages, these armors were no simple plates of metal sewed together, almost every armor was unique and had various symbols, medals or other ornaments on it.

First, the Referee rolls a 2d20 to determine, what type of crest has the plate armor.

2d20	Crest
2	Angel
3	Bird(s)
4	Child
5	Clouds
6	Crossed weapons
7	Demon/Devil
8	Dragon
9	Dwarven rune
10	Elvish text
11	Feather
12	Fire
13	Fist
14	Flower
15	Gate
16	God symbol (choose which)
17	Gryphon
18	Hammer
19	Hand

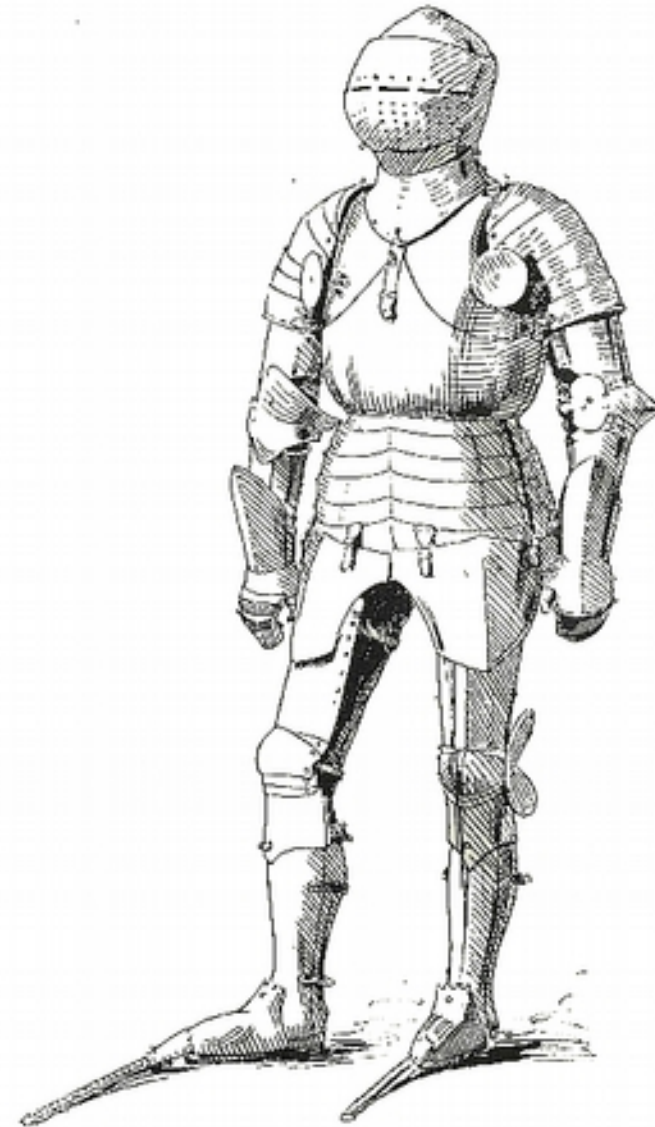
20	Lamb
21	Leaf
22	Lion
23	Man
24	Moon
25	Mountain
26	One letter (choose which)
27	Open Eye
28	Sea/Waves
29	Shield
30	Skull
31	Snake
32	Sun
33	Sword
34	Text in foreign
35	Tower
36	Tree
37	Unicorn
38	Vines
39	Wolf
40	Woman

Next, the Referee rolls a 2d20 twice, to determine what fancy ornaments does the armor have (re-roll if you have the same result twice):

2d20	Ornament
2	Additional crest on plackart (roll on crest table)
3	Attachment for lance rest
4	Banner handle on the back with a banner attached
5	Beautiful gorget (roll twice on crest table)

- 6 Colorful feathers attached to the neck
- 7 Deep scars done by some big monster
- 8 Elegant and wide leather belt
- 9 Fur collar
- 10 Fur on edges of the gauntlets
- 11 Gold plating on the edges
- 12 Heavy, silver chains entangling the armor
- 13 High bevor covering the mouth
- 14 Horns on the pauldrons
- 15 Lang, beautiful cape attached to the armor
- 16 Long comb
- 17 Long feathers on the vambrace
- 18 Long, metal faulds
- 19 Massive pauldrons
- 20 Medals sealed to the cuirass
- 21 Medals sealed to the pauldrons
- 22 No visor
- 23 Pages from a holy book attached to the armor
- 24 Poleyn replaced with skulls
- 25 Shield attached to the back
- 26 Skulls replacing pauldrons
- 27 Small shield attached to plackart
- 28 Small shield attached to rerebrace
- 29 Small shield attached to the cuirass
- 30 Spikes on the pauldrons
- 31 Spiky couter
- 32 Spiky gauntlet
- 33 The armor is painted black
- 34 The armor is painted blue
- 35 The armor is painted green
- 36 The armor is painted red
- 37 The armor is painted white

- 38 The helmet also has a crest (roll on crest table)
- 39 The helmet has a lot of feathers
- 40 The helmet is in form of a dragon head



Now it's time for something neat. If the party finds a magic plate armor (+1, +2 or +3..) the Referee **also** rolls for a **stunning ornament!** These special, magical decorations add some minor bonuses to the armor. Each stunning ornament is explained under the table. Roll a d20:

d20	Stunning ornament
1	Attached weapon
2	Bones
3	Claw gauntlets
4	Coral
5	Creepy
6	Dwarven runes (magical)
7	Elven
8	Emits light
9	Golden dragon head pauldrons
10	Golden lion head crest
11	Holy symbols
12	Icy
13	Mithril
14	Steel tail
15	Terra armor
16	Thorns
17	Tribal paintings
18	Very shiny
19	Viper neck
20	Wings

**Attached weapon** – A weapon is permanently attached to the armor. The Referee decides how it is attached and what type of weapon it is.

**Bones** – The armor is reinforced by bones of a chosen

monster or race. The additional bone layer makes the armor incredibly tough, all physical damage the wearer receives is reduced by 1.

**Claw gauntlets** – This armor has gauntlets in form of long and sharp claws. You can still hold weapons with them but you can also use the claws as a weapon that deals 1d4+1 damage.

**Coral** – The armor is mostly made out of magical corals. The wearer can swim or float on water without any problems.

**Creepy** – Something about is armor is unsettling... Creatures with a HD of 1 or less, who attack the wearer, must make a saving throw before the attack. If they fail, they become terrified.

**Dwarven runes (magical)** – Various runes cover the armor. The wearer gets +1 ST against magic.

**Elven** – This plate was made by elves. It fits the body perfectly and is very light. The wearer gets +1 to his Dexterity score.

**Emits light** – This armor shines in the dark.

**Golden dragon head pauldrons** – The pauldrons of this armor are in form of dragon heads. The wearer reduces all damage from fire he receives by 2.

**Golden lion head crest** – A massive, roaring lion head is attached to the plackart of the armor. Lions are a sign of bravery and strength. The magical crest increases the wearers Strength by 1.

**Holy symbols** – Rosaries, icons and other symbols of a chosen god are attached to the armor. The wearer increases his AC by -1[+1] while fighting undead or



demons.

**Icy** – Small icicles are hanging from the armor, no matter how hot it is. While wearing the armor, reduce all cold damage you receive by 2. This armor also protects you from extremely low temperatures.

**Mithril** – This armor is made out of mithril, a very light and semi-magical metal. Reduce this armor's weight to zero.

**Steel tail** – There is a long, magical tail made out of steel on the back of the armor. The user may hold with the tail any item or use it to make an additional attack each turn. The tail deals 1d3 damage.

**Terra armor** – Fungus and vines grow on the armor. The wearer never feels hungry or thirsty.

**Thorns** – The armor is entangled by thorns. Whenever somebody hits you in melee, he or she receives 1 point of damage.

**Tribal paintings** – Strange shamanic symbols cover the armor, they make the user stronger (+1 to damage rolls).

**Very shiny** – The armor always shines and sparkles like new. It looks simply beautiful, and thus it increases the wearer's Charisma score by 1.

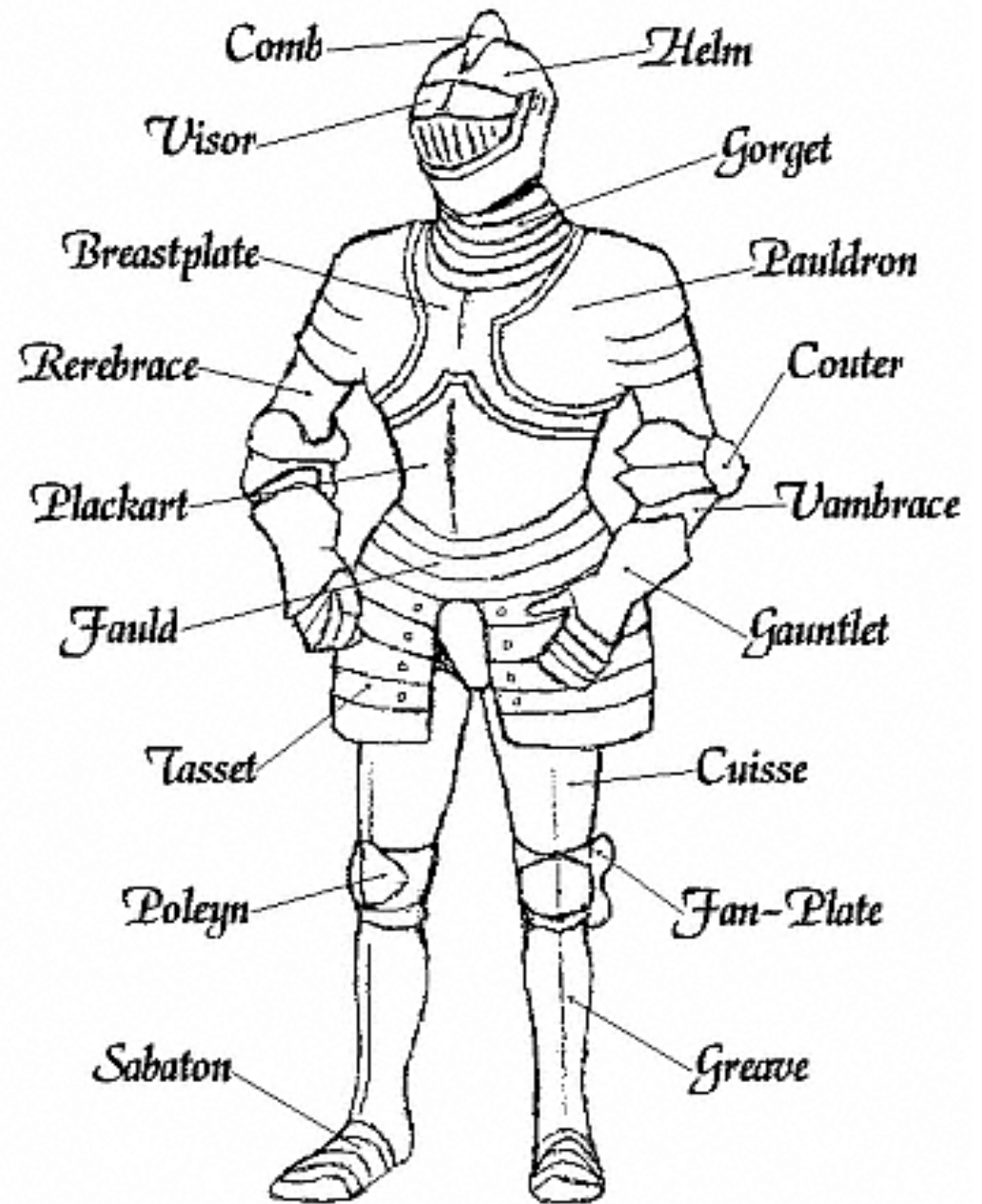
**Viper neck** – A golden snake entangles the armor around the gorget. The wearer is immune to poison.

**Wings** – The armor has giant magical wings attached to its back. They won't make the wearer fly, but they prevent any harmful fall from great heights.



## Plate Armor Elements

Source: Medieval Warfare  
(<http://www.medievalwarfare.info/armour.htm>)



## **Magical gems**

Magical gems are a new type of item, that can only be created by Magic-Users. Magical gems can be inserted to (almost) any item, giving it special, magical properties that effect the user or the item self.

Creating a magical gem is easy... but it is expensive and often a powerful Magician is required. To create a magical gem, you need the following:

1. A gem worth 500+ gp.
2. A Magic-User that can cast the needed spell to create a specific gem.

The Magic-User must place the gem in a safe spot and cast a spell on it. After casting the spell, the magician has only few seconds, to insert the gem into a chosen item. The gem merges with component granting it new properties. Below, there is a list of magical gems that can be created. They are described the following:

### **Name**

*Required spell: what spell must the Magic-user use on the gem, to create it.*

Effect on [item type]: what does the gem do, if you put it into the corresponding item.

Remember, every item can only hold **one** gem!

## **Gem list**

### **Anti-magic gem**

*Required spell: Anti-magic shell*

Effect on armor or shield: User gets +2 to his ST against magic.

### **Burning gem**

*Required spell: Fireball*

Effect on item: After inserting the gem, the item sets itself on fire and never stops to burn. The only way to stop this effect is to keep the item underwater or destroy the gem.

### **Detection gem**

*Required spell: Detect magic*

Effect on item: Item changes its color or starts moving when someone is using magic in the radius of 50 meters.

### **Explosion gem**

*Required spell: Explosive Runes*

Effect on item: Item explodes like a grenade, after being hit or thrown (deals 4d6 damage).

### **Invisible gem**

*Required spell: Invisibility*

Effect on item: Item becomes invisible. This **ONLY** affects the item, never the wearer!.

### **Light gem**

*Required spell: Continual Light*

Effect on item: Item shines in the darkness like a torch.

### **Power gem**

*Required spell: Strength*

Effect on armor: Increases the users Strength score by +1 while armor is worn.

Effect on weapon: Weapon deals additional +1 damage.

### **Red/Blue Elemental Gem**

*Required spell: Wall of fire (to create red) Wall of Ice (blue)*

Effect on armor: User reduces all fire (red gem) or cold (blue) damage he receives by 4.

### **Safety gem**

*Required spell: Wizard Lock*

Effect on item: The item cannot be used by no other than its last owner. For example, if this gem was inserted into an armor, it won't fit on anyone else, if on a weapon, it will constantly jump off the users hand, if he or she is not the owner.

### **Shell gem**

*Required spell: Shield*

Effect on shield: Increases the AC this shield gives by -1[+1].

Effect on other items: Makes the item ten times more

durable. Has no effect on the AC of armors other than shields.

### **Sky gem**

*Required spell: Levitate or Fly*

Effect on item: Reduces the weight to zero.

### **Sleeping gem**

*Required spell: Sleep*

Effect on item: If a living creature has the enchanted item nearby (few inches) it slowly gets sleepy until it passes out. A Saving Throw can prevent sleep.

### **Speed gem**

*Required spell: Haste*

Effect on armor: Wearer gets +1 to his dexterity score.

Effect on weapon: Weapon becomes incredibly fast. The user gets +1 to-hit while using it.

## **New spell**

### **Destroy Gem**

**Spell level:** Magic-User, 1st Level

**Range:** 10 feet

**Duration:** Immediate

The Magic-User points at a gem, that has been enchanted with magic. The gem is destroyed.

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