

ADDITIONAL WEAPONS

Additional Weapons for Swords & Wizardry: Core Rules.

What follows are additional weapons (both melee and missile) for use with Swords & Wizardry: Core Rules. The additional weapons found here were culled from both Advanced and Classic sources. As always, the GM has the final say when determining what new elements, items, or rules to add to his game.

Table 1: Additional Melee Weapons

| Weapon | Damage | Weight | Cost |
|-----------------|--------|--------|---------|
| Blackjack | 1d2 | 2 | 5 gp |
| Cesti | 1d3 | 5 | 5 gp |
| Dagger, sliver | 1d4 | 2 | 20 gp |
| Flail, heavy | 1d6+1 | 10 | 10 gp |
| Flail, light | 1d4+1 | 4 | 5 gp |
| Halberd | 1d10 | 16 | 9 gp |
| Morning Star | 2d4 | 12 | 5 gp |
| Pick, heavy | 1d6+1 | 10 | 8 gp |
| Pike, light | 1d4+1 | 4 | 5 gp |
| Pole arm | 1d6 | 8 | 6 gp |
| Shield, horned | 1d3+1 | 12 | 20 gp |
| Sword, Claymore | 2d4 | 10 | 25 gp |
| Sword, Scimitar | 1d8 | 5 | 15 gp |
| Trident | 1d6+1 | 5 | 4 gp |
| Whip | 1d2 | 1/ft | 2 gp/ft |

Table 2: Additional Missile Weapons

| Weapon | Damage | Weight | Cost |
|----------------------|--------|--------|---------|
| Blowgun (up to 2 ft) | Nil | 1 | 2 gp |
| Blowgun (2 ft +) | Nil | 1 | 5 gp |
| Boomerang | 1d4 | 2 | 10 gp |
| Bola | 1d2 | 5 | 5 gp |
| Holy Water | 1d6+2 | 1 | 25 gp |
| Net | Nil | 2,4,6 | 2,4,6gp |

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| Oil, burning | 1d6+1 | 1 | 2 gp |
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Table 3: Additional Missile Weapons Rate of Fire & Range

| Weapon | Rate of Fire | Range |
|----------------------|--------------|-------|
| Blowgun (up to 2 ft) | 2 | 10 ft |
| Blowgun (2 ft +) | 1 | 20 ft |
| Boomerang | 1 | 20 ft |
| Bola | 1 | 20 ft |
| Holy Water | 1 | 10 ft |
| Net | 1 | 10 ft |
| Oil, burning | 1* | 10 ft |

WEAPON DESCRIPTION

Blackjack: A leather sack, 4 to 8 inches in length, filled with sand. It is commonly used to strike a victim's head in order to stun the victim or render him unconscious. This weapon has no effect on those wearing helms or on monsters with an AC of 0 [19]. Trying to strike an opponent's head incurs a -4 penalty to hit. On a successful hit, the victim suffers 1d2 points of damage and must roll a saving throw. On a failed save, the victim suffers additional effects based on the victim's HD, as shown on the table below. Usable by: all classes.

Table 4: Blackjack Results & Effects

| Victim's Level or HD | Result | Effect |
|----------------------|----------|--|
| Up to 3 | Knockout | Unconscious for d% rounds |
| 3+1 to 9 | Stun | Stunned and helpless until a successful save. Roll to save each round. |
| 9+ | Dazed | Loss of next initiative |

Blowgun: A cylindrical tube into which small darts are placed and expelled by the blowgun-user blowing air into the tube. The darts themselves cause no damage, but they are usually laced with a poison of some sort. A victim hit by a poisoned dart must successfully save or suffer the effects of the poison. Longer blowguns (2 ft +) requires 2 hands to wield. Blowgun darts are sold in sets of five at a cost of 1 gp. Poison sold separately.

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Usable by : all classes except clerics or magic-users (although GMs may permit magic-users to wield blowguns at their discretion). Halflings are restricted to blowguns under 2 ft.

Bola: A length of cord with two weighted balls at either end which is whirled and thrown at a victim in the hopes of entangling the target. The bola may be used as a melee weapon for minimal damage (1d2), but its main purpose is to entangle or slow down a foe. When used in this manner, the intended target, after a successful to-hit, must roll a save. On a failed saving throw, the target suffers one of three conditions (Entangle, Slow, or Delay) determined by the target's level. Use **Table 5: Whip Results & Effects** table to determine the effects of a failed saving throw. Usable by: all classes except magic-users.

Boomerang: The Boomerang is a curved throwing stick that returns to its thrower if it misses its target. To catch a returning boomerang, the thrower must make a successful save. Failure means the thrower misses the returning weapon, which lands 10 ft from the thrower in a random direction. Usable by: all classes except magic-users.

Cesti: A pair of gloves equipped with cutting or jagged edges in order to inflict greater damage. Ideal for Two Weapon Fighting. Usable by: all classes except magic-users and clerics.

Dagger, silver: Inflicts twice the amount of damage when used against foes vulnerable to silver. Usable by: all classes except clerics.

Flail, heavy/light: A heavy spheric (or sometimes cylindrical) object, like a ball, attached to a handle by a length of chain or rope. Usable by: all classes except magic-users. Halflings cannot use heavy flails.

Halberd: From the Polearms group of weapons, an halberd has a broad axe head, with a hook at the back, and topped with a spike. Used as both a thrusting and chopping weapon. As part of the Polearms group, halberds in the second rank of a battle formation can attack by reaching through the first rank. Usable by: Fighting-men, dwarves, and elves.

Holy Water: Water blessed by a high level cleric contained within a breakable bottle. When thrown, the bottle breaks on impact, splashing the target. The damage listed affects only undead creatures. At the GM's discretion, demons or devils may also be affected by the listed damage. Holy Water doesn't deal damage to any other creature. Usable by: all classes.

Morning Star: This is typically a spiked ball connected to a handle by a rope or chain. Usable by: Fighting-men, dwarves, and elves.

Net: An open mesh of rope or cord used to entangle victims. Nets listed come in 3 sizes; Small, which affect a small sized target, such as a halfling, Medium, which can affect a human sized target, and Large, for creatures up to 10-12 ft. The victim of a successfully thrown net must make a successful saving throw or suffer one of three conditions (Entangle, Slow, or Delay) determined by the target's level. Use **Table 5: Whip Results & Effects** table to determine the effects of a failed saving throw. Usable by: all classes except magic-users (although GMs may permit magic-users to use nets at their discretion). Halflings are restricted to Small and Medium nets.

Oil, burning: A glass container filled with oil to which is affixed a fuse. In combat, the fuse is lit and the glass container is thrown. On a successful hit, the container breaks, splashing the target with oil which the fuse will ignite. The burning oil will cause 1d6+1 points of damage to the target each round for 1d3 rounds. A successful saving throw is required to extinguish the flames. Each save attempt counts as the victim's action for the round. The Rate of Fire listed above is for those using burning with a ready source of fire present, such as a lit torch. Usable by: all classes except magic-users (although GMs may permit magic-users to use burning oil at their discretion).

Pike, heavy/light: From the Polearms group of weapons, a pike is a very long pole (12 ft to 18 ft) topped with a short, sharp spear-head. As part of the Polearms group, pikes in the second rank of a battle formation can attack by reaching through the first rank. Usable by: Fighting-men, dwarves, and elves.

Polearms: Encompasses all other types of polearms such as Bardich, Gisarm, Glaive, Lochaber Axe, Partizan, Spetum, Spontoon, and Vouge. Polearms in the second rank of a battle formation can attack by reaching through the first rank. Usable by: Fighting-men, dwarves, and elves.

Shield, horned: This shield is equipped with a sharp horn or spike. It may be used offensively by thrusting the spiked or horned side at an opponent. Usable by: Fighting-men, dwarves, elves.

Sword, Claymore: An incredibly massive, two-handed bladed weapon. Usable by: Fighting-men.

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Sword, Scimitar: A curved, bladed weapon. Usable by: Fighting-men, dwarves, elves, halflings.

Trident: A light spear topped with three barbed prongs. A trident may be thrown and has a range of 10 ft. Creatures 2 ft long or less struck by a trident become stuck upon its prongs. Usable by: all classes except magic-users and clerics.

Whip: A braided leather strap with a handle. A whip usually ranges in length from 5-25 ft. A whip may be used to either inflict damage, or to entangle a foe. The wielder states whether he will attempt to simply inflict damage or entangle his foe before and attack rolls are made. If attempting to entangle, a successful hit is followed by the victim making a save roll. If the saving throw roll is unsuccessful, the victim suffers the effects listed on the table below, based on his HD/Level. Usable by: all classes except magic-users (although GMs may permit magic-users to wield whips at their discretion).

Table 5: Whip Results & Effects

| Victim's Level or HD | Result | Effect |
|----------------------|----------|---|
| Up to 3 | Entangle | Cannot move or attack until a successful save. Roll to save each round. |
| 3+1 to 9 | Slow | Move and attacks/rnd at ½ rate. Roll to save each round. |
| 9+ | Delay | Loss of next initiative |

ADDITIONAL WEAPONS PERMITTED BY CLASS

| Class | Additional Weapons Permitted |
|--------------|--|
| Cleric | Blackjack, Bola, Boomerang, Flail (heavy), Flail (light), Holy Water, Net, Oil (burning), Whip |
| Fighting-Man | All |
| Magic-User | Blackjack, Dagger (silver), Holy Water. At the GM's discretion: Blowgun (up to 2 ft), Blowgun (2 ft+), Net, Oil (burning), Whip. |
| Dwarf | All |
| Elf | Same as either fighting-man or magic user, depending on what class the elf |

has chosen to act as for the day.

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| Halfling | Same as fighting-man except Blowgun (2 ft+), Flail (heavy), Halberd, Morning Star., Net (Large), Pike (heavy), Sword (Claymore). |
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