

Gregorius21778: 30 Magical Weapons



...for use in OSR fantasy games

Version 1.5; written by Kai Pütz

(c) 2016



Labyrinth Lord
Compatible Product



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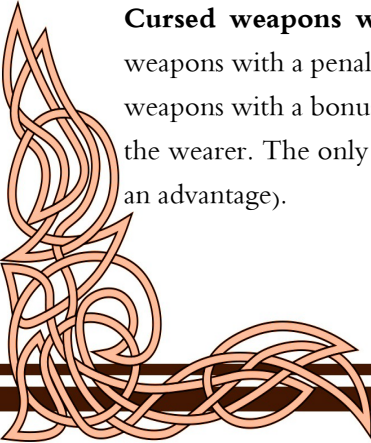


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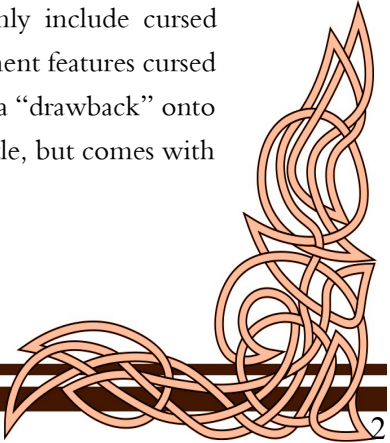
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30 Magical Weapons for use in OSR games provides you, the GM, with two-and-a-half dozen enchanted weapons that have a little more to them than just a “+1” or “+3”. Each of these comes with either a special ability, a curse or a certain condition that must (or must not) be met when its (true) magical power shall be brought to bear. They can be added to the treasure hoard of a monster, placed into the hands of an opponent of the PC or may become the center of a quest.

The supplement was written to be Labyrinth Lord(tm) compatible, but it will not be hard to insert the weapons into any other fantasy-style OSR game.



Cursed weapons with a benefit: the basic rules of LabyrinthLord(tm) only include cursed weapons with a penalty (instead of a bonus) to attack and damage. This supplement features cursed weapons with a bonus (as beneficial magical weapons would give) but who put a “drawback” onto the wearer. The only exception is “The Whisperer” (that gives a penalty in battle, but comes with an advantage).





1# The Unholy (+3 Bastard Sword; cursed)

If the Unholy is ever carried onto sacred grounds, the blade will start to “tremble” so much that it cannot go unnoticed. If it is not removed from the place within 2d4 combat rounds the blade will shatter and the weapon will be destroyed. Furthermore, beneficial clerical magic cannot be cast upon the bearer unless it is cast by a cleric with an “evil” patron deity.

2# The Banisher (+1 long sword)

The weapon’s hilt and/or knob is adorned with symbols of a deity. If a prayer to said deity is spoken, the Banisher grants the wearer the ability to turn the Undead (equal to a 3rd level cleric).

3# The Shieldsmasher (+2 axe or battleaxe)

The weapon will smash and destroy the shield of an opponent after 1d3+1 attacks unless said shield is magical or masterly crafted.

4# The Virgin (+3, any kind)

The weapon’s magical powers only come into effect in the hands of a virgin (male or female).

5# The Lichcurse (+1, any sword; cursed)

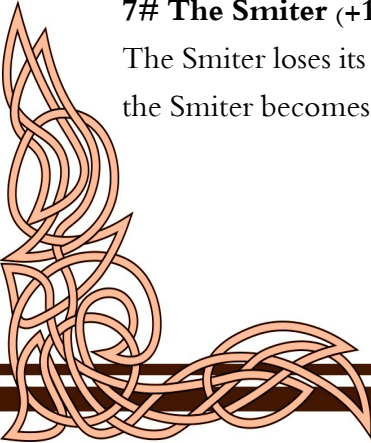
The weapon counts as +3 against any living creature, but for every living being slain with it the wearer loses one hit point. In addition, the wearer cannot benefit from magical healing.

6# The Honorable (+2, any weapon; cursed)

The weapon loses its magical power if the wearer is challenged to and met in single combat.

7# The Smiter (+1 war hammer)

The Smiter loses its magical power unless used against goblins or by a dwarf. If both is true, the Smiter becomes a +2 magical weapon.





8# The Humble (+1 short sword or long sword)

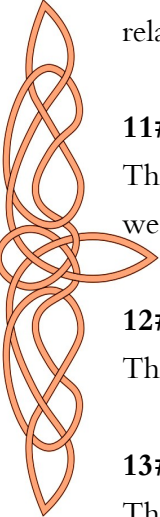
The Humble counts as a +2 magical weapon if the wearer currently fastens or lives in poverty by choice. If both is true, the Humble becomes a +4 magical weapon instead.

9# The Reckless (+1 battle axe)

The Reckless becomes a +3 weapon if the wearer does not wear any armor. If these conditions are met, it will heal 1d4 hit points of damage after each hit the wearer takes (at the begin of the character's next combat round).

10# The Avenger (+1, any weapon)

The Avenger becomes +4 if the wearer faces an opponent that has killed a loved one, close relative or a close companion of the character.



11# The Jolly (+2 flail or mace)

The weapon loses its powers if the wearer was not (at least slightly) drunk yesterday. The weapon becomes +4 if it is wielded while being drunk.

12# The Silent (+3 dagger, short sword or long sword)

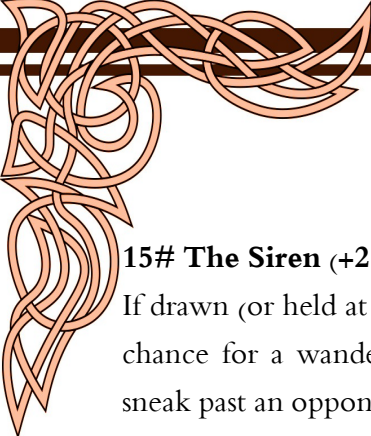
The weapon loses its power if the wearer has spoken a word within the last hour.

13# The Glorious (+1 two-handed sword)

The Glorious becomes +3 if the wearer is outnumbered at least 3:1 (nearby allies are taken into account).

14# The Steadfast (+1, any weapon)

The weapon becomes +2 if the wearer has lost half of her hit points, and +3 if she has only 7 hit points left.

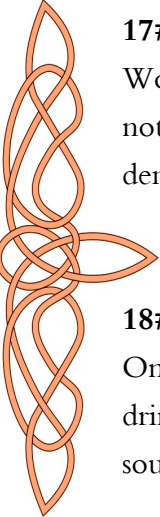


15# The Siren (+2, any weapon; cursed)

If drawn (or held at the ready), the Siren will magically draw in nearby monsters. If there is a chance for a wandering monster to appear, it will appear. In addition, it is impossible to sneak past an opponent if the Siren is held at the ready.

16# The Spellbreaker (+1, any weapon)

The Spellbreaker gives its wearer a +2 bonus for all Saving Throws against magical attacks and powers of any kind. Magic-users cannot cast spells while wielding the Spellbreaker, and wearing the weapon gives them a splitting headache within 1d4 minutes.



17# The Wolf (+2 short sword)

Wolves and hounds will never attack the wearer (or those within 10 feet of her) unprovoked, not even if commanded by magical means. Unnatural wolves and hounds (e.g. undead or demonic creatures or golems that resemble said animals) are not affected.

18# The Journeyman (+1, any weapon)

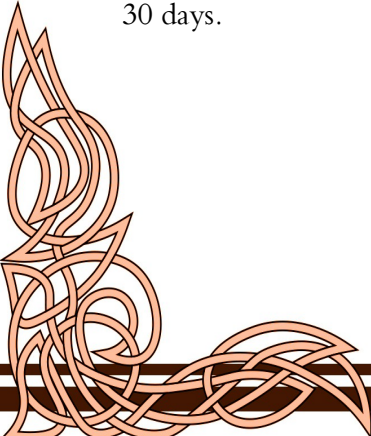
Once a day, the Journeyman can be used to find drinkable water in the vicinity. If no drinkable water is nearby, the Journeyman will point its wearer to the direction of the nearest source.

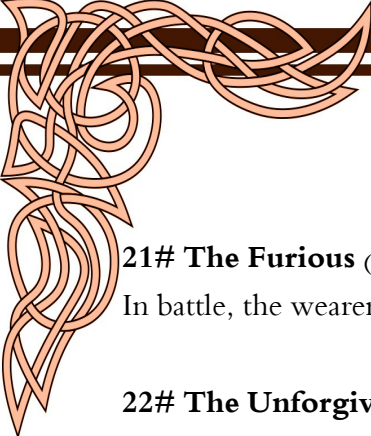
19# The Whisperer (-1, dagger or short sword; cursed)

The weapon will warn its wearer with a mental whisper in case of an incoming attack, which makes it impossible to Surprise the character. In combat, the constant agitated whispers are more of a distraction than an actual help.

20# The Blessed (+1, any weapon)

The weapon will become +3 if it has been ritually blessed by a 5th level cleric within the last 30 days.





21# The Furious (+1, any weapon; cursed)

In battle, the wearer will shout and scream loudly with each and every blows

22# The Unforgiving (+1, any weapon; cursed)

Once drawn, the wearer needs to pass an successful Saving Throw vs. spell to spare an opponents life.

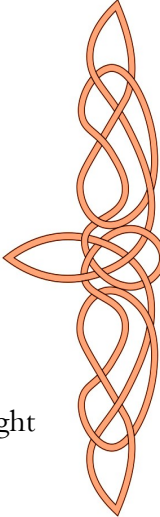
23# The Merciful (+2, any weapon; cursed)

If an opponent pleads for mercy, the wearer needs to pass a Saving Throw against spell or will spare the opponent's life and accept surrender.



24# The Truthful (+2, war hammer or mace; cursed)

The bearer of the weapon cannot lie and will not be shy about stating an opinion.



25# The Left & Right Hand (+1, a dagger & a short sword)

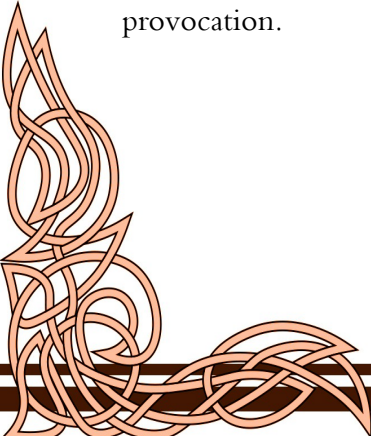
If both weapons are wielded at once, the Left Hand (the dagger) becomes +2 while the Right Hand (the short sword) becomes +3.

26# The Reaper (+2 scimitar; cursed)

The Reaper is bound to a demonic entity (6 hit dice) that will be summoned after a certain number of humans, dwarves and/or elves has been slain with it. When the weapon is picked up, there are only 1d12+3 souls left to be reaped.

27# The Beastslayer (+2 spear; cursed)

Regular animals will always react poorly to the wearer and wild beasts will attack without provocation.





28# The Sundrinker (+1 scimitar)

Once per day, the Sundrinker may dazzle foes with a magical bright light that shines from its blade while being swung. This allows the wearer will strike before all opponents in the second round of combat (ignore initiative). It only does so if it was held up to the sun during the last noon , and the wearer must have said a prayer to [the sun or a sun/light related deity] then.

29# The Nightmare (+2, any weapon; cursed)

The wearer must pass a Saving Throw vs. Spells before going to sleep. In case of a failure, the dreams will be haunted by bizarre and terrifying events that leave the character with a -1 penalty to all of her actions the coming day.



30# The Proud (+3, any weapon; cursed)

Whenever the wearer listens to a warrior's tales about victories and accomplished deeds (no matter if they boasts or humble answers someones questions), the character must pass a Saving Throw vs. Spells or has to challenge said warrior to a duel. The only exception to this are those clearly beneath or above the wearer (which means: a difference of three or more level / in hit dice).

