

Gregorius 21778: 50 Ideas for Enchanted Modern Firearms

**to be used in any OSR RPG
with guns and wizardry**



Labyrinth Lord
Compatible Product

**by Kai Pütz © 2016
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What in Earl's name is this ?!

It is a collection of 50 ideas for enchanted modern firearms, for use in any “old school” or “OSR” RPG. No matter if you are playing some modern-dark-urban-fantasy game, magical post-apocalyptic game, a weird-fantasy-western or some kind of “cyborgs and wizards”, these ideas might help you as the GM when you want to put a new enchanted firearm into the hands of your players (or their enemies).

The product is meant to be compatible with as many of such games as possible, so there are not stats for the firearm itself but only the game mechanics for what makes it an *enchanted* weapon. In fact, each entry only suggests what weapon shall be used for it, and the one thing that you won't find in this product is a “generic +1/ +2/ +3 weapon”. One of these weapons produces a *spell-like effect*, very much akin to the spells found in most OSR fantasy games. When in doubt, get the free copy of *Labyrinth Lord(tm)* (see link above), as these were the spells I used for reference. Otherwise, the terms used to describe the effects and conditions under which they can be produced are rather self-explanatory. If a round (game time) is mentioned, the time span is a couple of seconds while a turn (game time) is about 10 minutes.

“Send lawyers, guns and money! The shit has hit the fan!” [Warren Zevon / “Lawyers, Guns and Money”]

01# The Re-filler**To be used with:** any gun with an ammo clip

Whenever the empty clip is removed and re-inserted into the gun, it magically fills up with bullets. If these are removed from the clip but are not fired, they will disappear within a minute.

02# The Thunderer**To be used with:** any automatic or high-caliber weapon

When the weapon is fired (or fired full-auto), it generates an unbelievable loud, thundering noise that leaves the ears of those nearby ringing. Everyone within 50 yards but the shooter needs to pass a Saving Throw vs. Stun/Paralyze or will be stunned at the beginning of their next turn.

03# The Rager (Cursed)**To be used with:** any full automatic weapon

When fired at full auto, the shooter needs to pass a Saving Throw vs. Magic or will continue to fire full auto till the clip is empty.

04# The Uncovering**To be used with:** any gun with a scope

While looking through the scope the shooter is able to see in the dark, through fog and smoke and will even see things that would otherwise be invisible due to magic, mental powers or advanced cloaking technology.

05# The Ghost-Gun**To be used with:** any weapon

The weapon fires phantom rounds that pass through objects and hurt the very soul, but dissolve quickly while released into the real world: the range is reduced to 1/3 of what it normally would be, but walls, cover and armor is ignored by it. In addition, the phantom rounds can harm and kill ghosts and other undead.

06# The Bringer of Panic**To be used with:** any pistol or revolver

When used in a duel, the opponent cannot draw quicker than the character unless a Saving Throw vs. Magic is passed.

07# The Watcher**To be used with:** any pistol or revolver

As long as the weapon is worn secured in its holster, the wearer cannot be surprised.

08# The Guard-Your-Back**To be used with:** any weapon

Somebody who wants to shoot the wearer of this weapon in the back must pass a Saving Throw vs. Magic, otherwise the attack is not possible. The Saving Throw can be repeated once each turn.

09# The Attention Raiser**To be used with:** any weapon

If the character shoots into the air before addressing people with a speech or announcement, she may re-roll any test to sway peoples opinion once.

10# The Bulletstorm**To be used with:** any full automatic weapon

If the weapon is used for cover fire, those targeted by it need to pass a(n additional) Saving Throw vs. Stun/Paralyze if they want to do anything besides taking cover.

11# The Slayer**To be used with:** any weapon

If the name of the target is scratched into the side of the bullet that is fired at it, the shoot may re-roll a failed attack once and may re-roll the damage dice of a successful attack once (but must keep the second result).

12# The Peacekeeper**To be used with:** any weapon

When the weapon is placed onto a table, anybody sitting at this table who wants to reach for a weapon must first pass a Saving Throw vs. Magic or will be unable to do so.

13# The Finalizer**To be used with:** any weapon

A person that was killed with this weapon cannot be brought back from the dead, regenerate or reincarnate, no matter what.

14# The Hunter**To be used with:** any hunting rifle

If used during a hunt, the wearer may re-roll any test to acquire food by hunting wildlife once.

15# "Sleep Save"**To be used with:** any pistol or revolver

A character that keeps this weapon near her head while sleeping (e.g. under the pillow) cannot be surprised in her sleep. The character will wake up immediately and will be wide awake and "ready".

16# "Truth or Death"**To be used with:** any six-shooter

If the character uses this gun to play "Russian Roulette" with a captive and asks him a question IMMEDIATELY she pulls the trigger, the captive will answer the question truthfully (if possible: what one does not know one cannot tell, and there is a 1 out of 6 chance that the captive will end up shot).

17# The Faithful**To be used with:** any weapon

The weapon will leap into the characters hand when she thinks about it, from up to three yards away as long as it is not restraint in some way.

18# The Teleporter**To be used with:** any weapon

Once a day the weapon can be used to teleport the shooter to a certain, prepared point. That point is created by the shooter firing the weapon straight towards the ground. The bullet will disappear on impact (instead of digging into the surface or ricocheting from it) and the next time the shooter fires the weapon straight up into the air with the intend to teleported, she will be magically transported to that point. An old "point" is "erased" by creating a new one.

19# The Regenerator**To be used with:** any weapon

The shooter regains a lost hit point for each successful attack against a living target.

20# Death/Wish**To be used with:** any revolver

Once a day the shooter can ask a *Wish* by playing Russian Roulette using the weapon: the character asks the wish, puts the gun to his head and pulls the trigger. Either the wish is fulfilled or the character is dead (1 out of 6 chance for the latter).

21# The Cloak**To be used with:** any weapon

Once per day the shooter may turn *Invisible* on the over-next round after firing the weapon, for the duration of one turn.

22# The Firespitter**To be used with:** any weapon

Once per day the weapon can fire bullets surrounded by blazing, hellish flames for one turn. These bullets do twice the damage, count as a magic attack and will ignite flammable objects. The effect is triggered by the shooter yelling the phrase "BURN IN HELL!"

23# "Knock-Back"**To be used with:** any weapon

Any human (or similar sized target) that is hit by a successful attack with this weapon must pass a Saving Throw vs. Magic or will fly backwards 1d3 yards and fall prone.

24# The Feel of Death**To be used with:** any weapon

After a successful attack with this weapon the victim must pass a Saving Throw vs. Magic. Otherwise the character will believe to be dead, drop down and stay "dead" for the next combat round.

25# The Killing Spree**To be used with:** any weapon

After a successful attack against a target the shooter may re-roll one attack in the ongoing turn. This effect does "stack", but no attack may be re-rolled twice this way.

26# The Marksman**To be used with:** any rifle

The shooter is not suffering from penalties for shooting at small targets.

27# The Rifleman**To be used with:** any rifle

The shooter does not suffer penalties for shooting at long range, as long as the target is within the effective maximum range of the weapon and the shooter is able to see the target.

28# The Featherweight**To be used with:** any large weapon

The weapon has no weight when picked up and the shooter is not effected by any recoil when firing the weapon. If carried in any other way than holding it in one or both hands, the weapon has the regular weight of its type and size.

29# The Shapechanger**To be used with:** see below

The weapon has three different forms and once per day the shooter may have it to change into another form immediately. The three forms are that of a half-automatic pistol, of a sub machine gun and that of a half-automatic sniper rifle. The ammo clip does not change with it and is automatically ejected by the weapon before the change.

30# The Silent**To be used with:** any weapon

The weapon makes no sound when fired.

31# The Relentless**To be used with:** any weapon

As long as the weapon is worn on person the wearer cannot lose conscious or fall asleep, but will suffer all the regular negative effects of exhaustion.

32# "Revelation"**To be used with:** any weapon

When aimed at a character, the weapon reveals the driving motivation of the target to the shooter.

33# "Slow-Motion"**To be used with:** any weapon

Once per day, when a bullet is fired everything around the shooter may reduce anything around him slow motion. The shooter herself cannot act any quicker with the exception of her eyes and her mind. The character thereby has enough time to inspect anything in her current field of view and to make plans for her next move. At the beginning of the next turn the shooter automatically gains the highest Initiative that is possible for the character and two re-rolls for her next action.

34# The Phantom Shooter**To be used with:** any weapon

Once per day the wearer of the gun can cloak herself with an illusionary disguise for up to six hours by kissing the weapon. While the general appearance (height and build) is not altered, the character otherwise looks like an androgynous, faceless and hairless phantom clad in in a black suit, a long black overcoat and matching, wide brimmed hat.

35# The Tormentor**To be used with:** any weapon

The soul of a character killed by the gun can be brought back by the shooter for questioning, for 1 minute. The soul that is torn back from death is in great pain and confused, but those who had a strong will in life might resist to reveal their secrets even after death (GM's choice).

36# The Viper**To be used with:** any weapon

The bullets the weapon fires dissolve once they enter the body of a living target (half damage) and lead to a potentially fatal poisoning. The victim must pass a Saving Throw vs. Poison. If this is failed, a Saving Throw vs. Death must be passed or the target dies at the beginning of the next round.

37# The Brutalizer**To be used with:** any weapon

The shots of the weapon create horrible exit wounds. The victim of a successful attack must pass a Saving Throw vs. Death or will suffer half of the damage of the initial attack in addition to it.

38# "Freeze"**To be used with:** any weapon

Once per day the shooter may stun a target for 5 rounds by threatening it with the gun while shouting "Freeze!" at it. The target may reduce this effect to 1 round by passing a Saving Throw vs. Paralyze/Stun. If the target is harmed while being under the effect of "Freeze", the shooter may not use the weapon's ability for the next 2d6 days.

39# The Seeker**To be used with:** any pistol or revolver

Once per day, the character can determine the rough location of somebody, something or some place she is looking for by putting the gun to the ground, stating what she is searching for and spinning it. At the end, the barrel of the gun will point into the direction of [whoever or whatever the character is searching for].

40# The Watchmen**To be used with:** any rifle

When the character knocks the rifle but against the ground three times before taking up watch in a camp or any other location, the chances for a random encounter on her shift are reduced (if a dice roll indicates an encounter, that dice roll needs to be repeated once).

41# "Jealous Lizzy (cursed)"**To be used with:** any weapon

The gun grants the shooter a re-roll on each damage roll, but the second result is binding. When the character uses her charms on somebody, no matter for what reason, the gun loses its power and the shooter needs to re-roll the first successful attack of each combat once (till the end of the next day).

42# The Waymaker**To be used with:** any weapon

Once per day the shooter can make a material barrier (a wall, a bulkhead, etc) passable for one minute by shooting at it once. While the wall does not turn insubstantial, all living beings may pass through it for a minute like it would be. The appearance of the barrier will not change during this time.

43# The Dimensional Pocket Gun **To be used with:** any small pistol or revolver

If the weapon is put into a pocket of any it could fit into, it actually disappears into a a pocket dimension. Only the person that put it in can pull it out again, and do so whenever she wants. If this person dies with the weapon still in the pocket dimension, the weapon will materialize inside the pocket.

44# The Bloodfright **To be used with:** any weapon

If the gun is used to shoot somebody, that person's brother, sister, father, mother, son and/or daughter are unable to attack the shooter without passing a Saving Throw vs. Magic first. The Saving Throw may be re-rolled once per turn.

45# "Blood Money" **To be used with:** any weapon

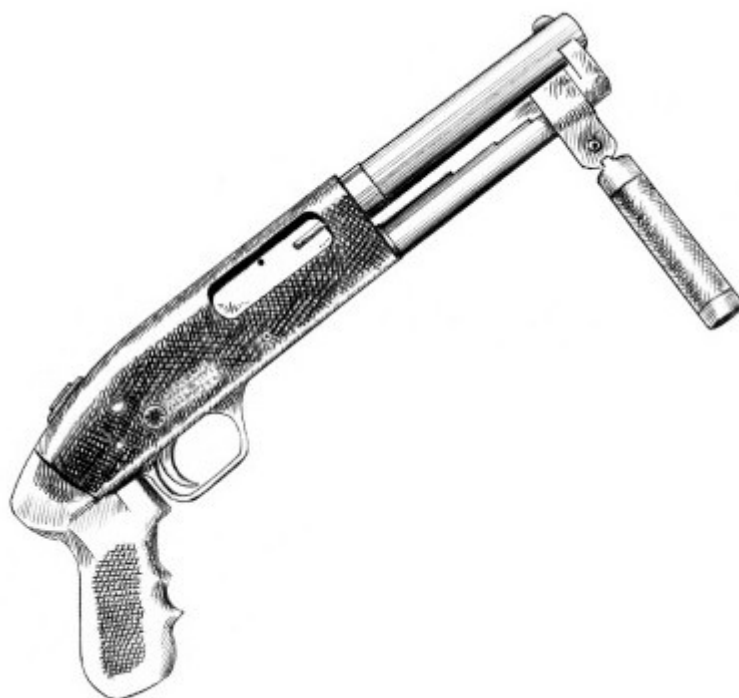
In the mouth of every person that was shot with this weapon, a [silver piece] can be found.

46# The Decomposer **To be used with:** any weapon

The body of every living being that is shot with this gun decomposes completely within 15 minutes.

47# The Deathdealer **To be used with:** any weapon

The shooter can bring a death-curse upon a victim of each of its attacks by saying "Die!" right before pulling the trigger. If the shot hits, the target must pass a Saving Throw vs. Death. On a success, the target suffers damage as usual, on a failure the target dies instantly. If the target becomes the victim of the death curse, the shooter reduces her maximum hit points by one permanently. This power does not work against the undead and certain other, mighty creatures/NPC (GM's choice).



48# The Intimidator

To be used with: any weapon

Once per day the character may give a single, short command to a person she is threatening with the gun. If the victim is not passing a Saving Throw vs. Magic, she will obey unless it is completely suicidal command.

49# The Shadow-Crow

To be used with: any pistol or revolver

Once per day the gun can be turned into a crow made of shadow that will stay near the shooter and watch over her. While the creature guards her, the character cannot be surprised. The shadow-crow cannot be harmed by mundane means, but cannot exist in direct sunlight. If it is somehow destroyed, the gun is gone as well. The gun can be kept in the form of the shadow-crow as long as the shooter desires, but it can only be changed *into* it once per day.

50# "Fatal Attraction"

To be used with: any weapon

If the gun is used to kill a truly loved one of somebody in that persons plain sight (husband/wife, boyfriend/girlfriend or "secret love"), the attraction will magically be turned to the shooter within a turn. The victim of this magic is unlikely to understand her new feelings, and might deem herself insane but cannot fight the spell she is under unless the shooter abuses her in any way (in which case a successful Saving Throw vs. Magic will break the spell).



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