DUALINK

Super Shotgun

Magic Item



DOOM Edition

Super Shotgun

Weapon (shotgun), rare (requires attunement)

Two barrels, a ring of iron spikes bolted around the breaking lever, and inscriptions on the grip worn half smooth by one hand. It kicks like a mule and sounds like a door slamming somewhere in Hell.

Weapon Properties. Martial ranged weapon (firearm). You are proficient with it if you are proficient with martial weapons.

- Damage: 2d8 piercing
- Properties: ammunition (range 30/90), reload (2 shots), two-handed
- Magic Bonus: +2 to attack and damage rolls made with this weapon

Sentinel Shells. Shells form in the breech each time you reload the Super Shotgun, so it never needs ammunition; its ammunition property only sets its range. It still has the reload property: after 2 shots, you must reload it using an action or a bonus action.

Point Blank. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with the Super Shotgun.

Eat This! Once per turn, when you hit a creature within 15 feet of you with the Super Shotgun and it still has a shot loaded, you can fire that shot into the same target (no action required). The target takes an extra 9 (2d8) piercing damage, and the Super Shotgun is empty until you

reload it.

Speed Loader. Once per turn, when you reduce a creature to 0 hit points with the Super Shotgun, it reloads itself (no action required).