

MORTARS & MINIGUNS

MODERN AND MAGICAL WEAPONS FOR FIFTH EDITION GAMES

A 5E PRIMER TO SHOTGUNS



ONE DWARF ARMY GAMES

WRITTEN BY GEORGIOS CHATZIPETROS
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This e-book contains all the open game content from Zane's Guide to Shotguns, a sourcebook of modern and magical shotguns for Fifth Edition Games. Get the full guide for 20 magical shotguns, new character options and, of course, Zane's eccentric commentary.

ABOUT THE AUTHOR

Zane Ironheart

Dwarf mercenary, explorer extraordinaire, lifetime adventurer. Zane's home was destroyed at an early age after his greedy clansmen woke up a particularly hungry Great Old One while digging for even more gold, and he has never followed a miner's life ever since. He did demolish an entire seven-story tower that served as the headquarters of that Great Old One's cult armed with nothing but a ballpoint pen, a paperclip, some gum wrapper and several pounds of high-grade explosive. A self-certified gun nut, Zane has shot half of the guns in the multiverse and been on the receiving end of the other half. He is eager to share his wisdom and experience about life, adventures and, above all, guns in his own particular idiom.

GUNS 101

Taking you through your first steps in the wonderful world of bullets and recoil.

MALFUNCTIONS

Due to the complex mechanical nature of firearms, there are a lot more things that can go wrong with them when compared to simpler ranged weapons like bows or crossbows. When an attack roll with a gun scores "1" on the d20, the weapon jams and will not work again until you have used an action to clear the jam.

RATE OF FIRE

Some guns may be able to shoot multiple rounds per attack. A weapon's Rate of Fire (RoF) shows the different modes under which it can operate. If more than one mode is listed, you have to select the one you wish to use before each attack.

SINGLE SHOT

The weapon fires one round of ammunition per attack.

BURST FIRE

The weapon can fire short bursts, improving its damage output. A burst consumes 3 rounds of ammo, but allows you to roll an additional damage die if the attack hits. For example, a gun with 2d4 damage will do 3d4 damage when firing a burst.

Burst fire is prone to jamming the gun: a malfunction occurs on a roll of 1-2.

FULL AUTO

Instead of attacking a single target, the weapon can spray a 10-foot cube within its long range with bullets. Every creature in that area must make a Dexterity saving throw with DC 8 + your Dexterity modifier (plus your proficiency bonus if you are proficient with the weapon) and suffers the attack's damage on a failed save, or no damage with a successful save. If the distance to the targeted area is beyond the weapon's normal range, targets have advantage on their saving throws.

A full auto attack consumes 10 rounds of ammo. Most weapons can only perform one full auto attack per round, even if you are capable of multiple attacks.

Full auto is more prone to jamming the gun: a malfunction occurs on a roll of 1-3.

AMMO AND RELOADING

A gun with no bullets is just an expensive club. Every firearm has an Ammo score showing how many rounds of ammunition it can hold in its magazine. Each attack will drain at least one round of ammo from the magazine, possibly more if the weapon fires in burst or full auto mode. Once all ammo has been used up, the weapon must be reloaded before it can be fired again. Reloading requires an action, as well as access to a suitable amount of fresh ammunition. You can also prematurely reload the weapon if you don't want to run out of ammo at an unfortunate moment.

Ammunition	Value	Weight
8-gauge shells	60 gp	7 lb.
12-gauge shells	50 gp	6 lb.

CLASSIC GUNS

Don't underestimate these conventional guns. Everybody has to start from somewhere.

COMBAT SHOTGUN

If you feel limited by the slow action of pump shotguns or the low ammo capacity of traditional double-barreleds, then this is the gun for you. A semi-automatic shotgun with a large drum magazine, so you can fill the air with buckshot as fast and as often as you like. You lose a bit of range and the semi-auto action is temperamental, but nothing is free in this world, right?

Type	Simple ranged
Damage	4d4 piercing
RoF	Single shot
Range	30/120
Ammo	12 (12-gauge shells)
Weight	9 lb.
Cost	700 gp

CQB: Gains a +1 bonus to attack rolls up to 10 feet away.

Large: This is a two-handed weapon.

Scattershot: Does half damage at long range. When the d20 of an attack roll scores 15-20, you can immediately make a second attack against a creature that you can see within 5 feet of the target. On the other hand, when the d20 rolls 1-2, you must immediately make another attack against an ally that you can see within 5 feet of the target, if there is one. The extra attacks do not consume any ammo and cannot trigger another attack.

Unreliable: Malfunctions on a roll of 1-2.

DOUBLE-BARRELED SHOTGUN

You can't beat a classic and you can't go more classic than this traditional double-barreled gun. Sure, you only get two shots and this kind of sucks, but nothing says "fuck you" better than shooting both barrels at the recipient of your ire.

Type	Simple ranged
Damage	4d4 piercing
RoF	Single shot
Range	40/160
Ammo	2 (12-gauge shells)

Weight	7 lb.
Cost	500 gp

Both barrels: When attacking, you may choose to fire both barrels before making the attack roll. The attack consumes 2 rounds of ammo, but does 6d4 piercing damage if it hits.

CQB: Gains a +1 bonus to attack rolls up to 10 feet away.

Large: This is a two-handed weapon.

Reliable: Does not suffer from malfunctions.

Scattershot: Does half damage at long range. When the d20 of an attack roll scores 15-20, you can immediately make a second attack against a creature that you can see within 5 feet of the target. On the other hand, when the d20 rolls 1-2, you must immediately make another attack against an ally that you can see within 5 feet of the target, if there is one. The extra attacks do not consume any ammo and cannot trigger another attack.

Slow reload: You can only move up to half of your normal speed while reloading.

MONSTER SHOTGUN

There are shotguns, big shotguns and then there is this 8-gauge monster that can teach those standing against you a thing or two about respect... one shell at a time. Buff up at the gym before you pick up this gun – it kicks like a mule!

Type	Martial ranged
Damage	4d4 piercing
RoF	Single shot
Range	40/160
Ammo	4 (8-gauge shells)
Weight	11 lb.
Cost	800 gp

CQB: Gains a +1 bonus to attack rolls up to 10 feet away.

Heavy recoil: Requires Strength 14 or higher to use effectively; a lower Strength inflicts disadvantage on attack rolls.

Monstrous power: After a shot hits you may reroll any number of damage dice, keeping the new results.

Reliable: Does not suffer from malfunctions.

Scattershot: Does half damage at long range. When the d20 of an attack roll scores 15-20, you can immediately make a second attack against a creature that you can see within 5 feet of the target. On the other hand, when the d20 rolls 1-2, you must immediately make another attack against an ally that you can see within 5 feet of the target, if there is one. The extra attacks do not consume any ammo and cannot trigger another attack.

Slow rate of fire: Cannot fire more than twice on your turn, even if you are capable of more attacks.

Slow reload: You can only move up to half of your normal speed while reloading.

Very large: This is a two-handed, heavy weapon.

PUMP SHOTGUN

Nothing scares off a group of bandits like the “ka-chunk!” sound of racking the slide in a pump shotgun. Nine times out of ten you won’t even have to fire the thing. And it’s still a great weapon for that tenth time.

Type	Simple ranged
Damage	4d4 piercing
RoF	Single shot
Range	40/160
Ammo	6 (12-gauge shells)
Weight	6 lb.
Cost	600 gp

CQB: Gains a +1 bonus to attack rolls up to 10 feet away.

Large: This is a two-handed weapon.

Reliable: Does not suffer from malfunctions.

Scattershot: Does half damage at long range. When the d20 of an attack roll scores 15-20, you can immediately make a second attack against a creature within 5 feet of the target as long as you have line of sight to it. On the other hand, when the d20 rolls 1-2, you must immediately make another attack against an ally within 5 feet of the target, if there is one and you have line of sight to them. The extra attacks do not consume any ammo and cannot trigger another attack.

Slow rate of fire: Cannot fire more than twice on your turn, even if you are capable of more attacks.

Slow reload: You can only move up to half of your normal speed while reloading.

SAWED-OFF SHOTGUN

Take the tried and trusted double-barreled shotgun, then go nuts on it with a saw. Why? So you can hold it one-handed, or hide it under a coat, or just because it looks badass. So many reasons!

Type	Simple ranged
Damage	4d4 piercing
RoF	Single shot
Range	30/120
Ammo	2 (12-gauge shells)
Weight	4 lb.
Cost	500 gp

CQB: Gains a +1 bonus to attack rolls up to 10 feet away.

Both barrels: When attacking, you may choose to fire both barrels before making the attack roll. The attack consumes 2 rounds of ammo, but does 6d4 piercing damage if it hits.

Heavy recoil: When held one-handed, this weapon requires Strength 14 or higher; a lower Strength score inflicts disadvantage on attack rolls.

Reliable: Does not suffer from malfunctions.

Scattershot: Does half damage at long range. When the d20 of an attack roll scores 15-20, you can immediately make a second attack against a creature within 5 feet of the target as long as you have line of sight to it. On the other hand, when the d20 rolls 1-2, you must immediately make another attack against an ally within 5 feet of the target, if there is one and you have line of sight to them. The extra attacks do not consume any ammo and cannot trigger another attack.

Slow reload: You can only move up to half of your normal speed while reloading.

UNDERBARREL SHOTGUN

Not a truly independent weapon per se, this is a mini version of the pump shotgun designed to slip under the barrel of your favorite long gun. A great way to give your rifle some much-needed close quarter combat capabilities.

Type	Martial ranged
Damage	4d4 piercing

RoF	Single shot
Range	30/120
Ammo	3 (12-gauge shells)
Weight	5 lb.
Cost	650 gp

CQB: Gains a +1 bonus to attack rolls up to 10 feet away.

Reliable: Does not suffer from malfunctions.

Reliable: Does not suffer from malfunctions.

Scattershot: Does half damage at long range. When the d20 of an attack roll scores 15-20, you can immediately make a second attack against a creature within 5 feet of the target as long as you have line of sight to it. On the other hand, when the d20 rolls 1-2,

you must immediately make another attack against an ally within 5 feet of the target, if there is one and you have line of sight to them. The extra attacks do not consume any ammo and cannot trigger another attack.

Slow rate of fire: Cannot fire more than twice on your turn, even if you are capable of more attacks.

Slow reload: You can only move up to half of your normal speed while reloading.

Underbarrel attachment: Can only be used to attack while attached under the barrel of a two-handed firearm. Attaching to or removing from another weapon requires using an action.

SHOTGUNS AT A GLANCE

Weapon	Type	Damage	RoF	Range	Ammo	Weight	Cost
Combat shotgun	Simple	4d4 piercing	S	30/120	12	9 lb.	700gp
	<i>CQB, Large, Reliable, Scattershot, Slow rate of fire, Slow reload</i>						
Double-barreled shotgun	Simple	4d4 piercing	S	40/160	2	7 lb.	500gp
	<i>Both barrels, CQB, Large, Reliable, Scattershot, Slow reload</i>						
Monster shotgun	Martial	4d4 piercing	S	40/160	4	11 lb.	800gp
	<i>CQB, Heavy recoil, Reliable, Monstrous power, Scattershot, Slow rate of fire, Slow reload, Very large</i>						
Pump shotgun	Simple	4d4 piercing	S	40/160	6	6 lb.	600gp
	<i>CQB, Large, Reliable, Scattershot, Slow rate of fire, Slow reload</i>						
Sawed-off shotgun	Simple	4d4 piercing	S	30/120	2	4 lb.	500gp
	<i>Both barrels, CQB, Heavy recoil, Reliable, Scattershot, Slow reload</i>						
Underbarrel shotgun	Martial	4d4 piercing	S	30/120	3	5 lb.	650 gp
	<i>CQB, Reliable, Scattershot, Slow rate of fire, Slow reload, Underbarrel attachment.</i>						

THE EXOTIC STUFF

These guns aren't for the timid, but they are what you dream of finding in every chest you open.

THE BUTCHER

Ah... Fresh meat! Carve up your enemies nicely with this enormous gun that can empty its entire magazine in a matter of moments.

Monster shotgun, uncommon

Value: 4,000 gp

When you attack with the *Butcher*, you can choose to expend all of the ammo currently remaining in the weapon's magazine. For every round of ammo beyond the first fired, the *Butcher* gains a +1 bonus to the attack roll and does an extra 1d4 piercing damage. For example, emptying a fully-loaded *Butcher* (4 shells) gets you a +3 attack bonus and 7d4 total damage.

COLD SNAP

Shoots blasts of cold that are more than bracing, easily reaching "are my legs till there?" levels of frostiness.

Monster shotgun, rare

Requires attunement

Value: 12,000 gp

The *Cold Snap* does an extra 1d6 cold damage per hit.

A touch of frost: On a critical hit or when the cold damage die rolls 6, the target must make a DC 15 Strength saving throw to avoid being slowed for 1d6 rounds; creatures with cold resistance have advantage on their saving throws, while those immune to cold damage are not affected at all. Slowed creatures move at half their normal speed, have disadvantage on attack rolls, Dexterity checks and saving throws, and their AC is reduced by 2.

INCREDIBLE GEMINI

These twin shotguns have been built for nothing less than close combat mayhem and boy, do they deliver!

Like real identical twins, each can feel what the other is doing and compliments its counterpart with powerful combo shots. That is what real identical twins are supposed to do, right?

Sawed-off shotgun(s), very rare

Value: 75,000 gp

The *Incredible Gemini* is actually a set of two sawed-off shotguns (although you can attune to both of them as a single item), nicknamed *Castor* and *Pollux*. Both have a +1 bonus to attack and damage rolls.

Divine synergy (requires attunement): When *Castor* hits, *Pollux* does an extra 1d6 thunder damage with its next attack in the same turn. When *Pollux* hits, *Castor* scores a critical hit on a roll of 18-20 with its next attack in the same turn.

If the same target is hit by both *Castor* and *Pollux* on the same turn, that creature takes 2d8 thunder damage. This effect can occur only once during each of your turns.

Perfect symmetry (requires attunement): While holding both *Castor* and *Pollux*, they can be used for two-weapon fighting to make ranged attacks and their *Heavy Recoil* quality is ignored.

WIDOWMAKER

Smart pellets adjust their flight path depending on the current situation, so that not even one of them goes to waste. This gun has to be seen in action to appreciate what it can do.

Pump shotgun, legendary

Value: 180,000 gp

The Widowmaker has a +3 bonus to attack and damage rolls.

Never waste a good shot (requires attunement): When the *Widowmaker* uses its Scattershot property, the extra attack can affect either the original target or a creature within 15 feet of the original target.

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