

# GUNCASTER



Welcome to...Wait a minute what's going on here? There are no Dragons in Doom. Well there is an explanation for why there is a gun-totting, magic-using, dragon stomping around in this dimension: Blame Serpent Riders. As the dimensional mess caused by Serpent Riders started to take its toll, the universes began to crumble under the pressure of the Chaos Sphere. Anomalies were a common occurrence, and things started to get really ugly. From one of the worlds which received such treatment comes the mod's protagonist - Cygnatius "Cygnis" Flaynithere. A slightly crazed hero-wannabe, who's also far from being a human. A skillful gunslinger who actually hates magic, as it's the cause of all of the mess he was thrown into. Still, he doesn't mind using it to get the job done. What kind of job, you may ask? That'd be kicking D'Sparil's ass, of course! Yep That's why. A wizard with a god complex messed with the fabric of the universe and now there's a dragon here. SO Yeah...TO ensure your survival take these and use them to purchase stuff.

1000 DP (Dragon Points )

## **Origin**

There are none! Because it doesn't matter for this jump! You are in the middle of a demonic invasion who cares who you were before!

## Perks



You may choose to take 3 100 CP perks as freebies and take 4 200 CP perks, 2 400 CP perks, 1 600 CP perk to be discounted. Discount of course means 50% of the normal price

**Awesome Music (Free):** Well you could kill demons to complete silence. But where's the fun in that? So With this you can have some rockin tunes playing the background,

**Taunt (Free):** ): "FUCK YOURSELF!" Basically, you know how to flip people off and make insults...Not much but that's why it's free.

**Gun Skills (Free):** Well you need this to survive. You know how to use any guns that you may come across of.

**Melee Maniac(100):** Guns are good but you need to learn to fight hand to hand. This means you are an expert of on boxing and kick boxing and using sword.

**Dragon Sight (100):** You have night vision that you can turn on and off at will.

**The smell of Treasure (200):** You have an enhanced sense of smell. Well for treasure. You can smell the air and can hone in on anything valuables that is just lying around.

**Instant Shop Summon (200):** Well you have the ability to summon a shopkeeper to do business with you. They will sell weapons, items and spells.

**Magic User (400):** Well despite on his feelings towards wizards, Cygnis does admit that magic is very useful. This perk grants you access to every spell that is in Guncaster. And they are:

Firespit: Cyg, even if being a dragon by all of this word's meaning, is actually a bit impaired in the matter of fire-breathing, as he isn't a true-blood dragonkin. However, he can still exhale a cloud of a nasty, condensed flame when needed. While short-ranged, it still gives monsters a solid dose of burning! (I didn't figure out a good tomed effect, other than constant, medium-ranged flamethrower, which would make from it just a copy of Scourgebreath. Maybe I'll at least add that later.)

Skullfire: Nothing fancy, just a classic fireball with a skullfaced explosion. Lays fire around the impact area. Tomed mode hurls a rolling chunk of lava, leaving trail of fire in its wake and tearing through monsters, unless it meets a boss monster or a wall - it explodes with a shower of flaming chunks, leaving a small-scaled firestorm.

Frostbite: Fires a homing ice bomb that glues to enemies and freezes them before moving onto next target. Upon impact with walls or running out of time, it bursts with ice shards and freezing gust. While tomed, it turns into an old time classic, with a twist - homing frozen orb. I don't need to say how funny that one is.

Gumpop: An oddball of a spell, because it's cheap. What makes it also different from the crowd? Well, one – it increases damage to monsters from your attacks (75% from physical sources like knives, crows or bullets, 50% from semi-physical like corpseblast or annihilation, 25% from elemental damage, like fire or lightning). Two – it makes short work of armoured targets. Tho ree, and most important – it makes the baddies die the funniest and most gruesome death I can think of right now (albeit compared to corpseblast - it's purely visual). While tomed, you basically summon a gumpod nova that erupts immediately. Tons of exploding enemies ensured!

Thunderstruck: A bit hard to aim, but quite satisfying crowd-blasting spell with huge knockback potential. It calls a lightning to shatter upon unsuspecting foes heads in the place you point at. Best used by aiming at the floor. While tomed, it summon a short-lived lightning storm, with a spiral lightning in the center mass, no less. Hold crouch while casting to summon a Spiral Lightning Ball - while it hovers over your head, it automatically pours down lightnings on nearest targets, but drains your mana each time it strikes, so be mindful about your mana pool while using it. Can be toggled on/off while the tome is still running, but bear in mind that activating it also takes an entrance mana fee. You can squeeze out the most from this spell by using it in watery areas. It also causes electrocution effect for stunning display of power.

Threadcutter (ZA WARUDO!): Have you ever be so mad that you just wanted to stuff your enemies with kitchen appliance? Well, you can kind of do it now! Turn enemies into pincushions by throwing clouds of knives and cleavers at them. This spell really shines while being under Tome's effect – it makes you stop time while in use, the cutlery guiding itself into nearest targets once casting is broken. Knives cause bleed effect which stacks time and damage-wise. The more ruptures you cause - the stronger and longer will be the bleeding, causing the monsters to wither in pain.

Skypunch: This one can let you turn monsters on your way into sitting ducks, floating mostly helplessly in midair, while you pour your lead into them! The harmonic earrrape-, I mean energy wave makes them hover above the ground for couple of seconds. Moreover, it also summons

spiritual fists that harasses them for the good portion of the active time. What about already flying targets? Well, have no fear, if you had somehow affected them while they were close enough, it shocks them as well, making them confused and prone to running away. Tome makes you cast tidal shockwaves and empowers the way of thousand fists.

Corpseblast: Another shamelessly stolen piece of arcane knowledge, because I couldn't resist – it's freaking exploding corpses, how can I say no to that? (Probably half of them are. Please don't kill me!) As mentioned, this one makes the carcass in the impact point release a load of kinetic power at the cost of the carcass existence, and it hurts quite badly. It also can more than likely release the evil spirits residing within its mortal shell, and attack nearest of its former colleagues while tomed. Brings especially hilarious effects on monsters that presumably can hold way more spirits, like archviles or iron liches.

Hitchcock's Birds: Being rip'n'teared by a flock of hungry ravens doesn't sound like a fun ending, eh? Unless you are the one to bring it! Amazingly useful against heaps of imps, they shall stand no problem while you bring those birds out. A real horror begins while you get the tome effects in – it makes the crows stand behind the killed targets that consist of feedable flesh for a period of time. If any monster trespasses near them, they get attacked by them.

Scourgebreath: Breathing fire sounds like a fine classic. But why not give it a new flavour by exhaling pure hatred at your enemies, making them die swiftly and in agonizing way? This spell has no fineness at all – you just roll through enemies and make them suffer from your rather bad breath... But hell if it isn't fun! Tome doesn't add to it any more effects, as it's deadly enough – it makes it cost less in power, thus lasting longer, as it burns energy like no tomorrow.

Annihilation: Unquestionably devastating spell, it turns your energy into destructive power sphere. While in flight, it showers targets with energy projectiles, just to explode into even more of them on impact, albeit non-homing. Heck, it turns into a real projectile-fest when tomed, but be warned – it requires more energy than you have by default, so expanding your limit is a must to use it.

Chillgrasp: With this spell, the force is with you - you can catch monsters in a freezing stasis and toss them around however you like (comes with momentum affected by your mouse swing!). But wait, there's more than that - this spell freezes also everything around and turns the victim of the grasp into freeze bombs. And if you want to go absolutely nuts, the tomed mode makes the freezing chain last as long as the freezing chain can keep on killing stuff.

Flamewave: Being inspired by the likes of ROTT and Diablo, this one creates a wall of fire that chews through monsters. Very powerful crowd control that gets bouncy while tomed! Bear in mind it likes to chew through your mana, though.

Rachmaninov's Punch: Ever felt like becoming a living meteor? Bring the justice at the speed of a speeding bullet right into monster's face with an explosive end! The tomed mode severely increases the impact's power.

Sheepshield: The pinnacle of wtfness - this spell creates a stampede of sheeps around you that blocks projectiles and tears monsters a new one at the same time. And the tomed mode... well, let's just say that this homage wouldn't be complete without it.

**Spirit Cannon:** A spell that sets up a turret that blasts away at nearest enemies, draws mana from your pool. While tomed, it pops three shells in a row, if you have enough mana that is. I usually omit area control things like mines and turrets, but I've had decided to take my crack at it nonetheless, knowing some people like this kind of stuff.

**Prism Lazer:** While it doesn't have any special behaviour, other than fancy pattern - this spell still has huge firepower, can cause elemental effects on impact, and generally - it kicks ass. The only drawback is the huge mana drain. Tome helps in that regard.

**Apocalypse:** Yet another reference of a spell, and pretty powerful at that. Anything unfortunate enough to be standing in front of you gets a taste of hatred blasts, most often than not devouring them. Tomed mode decreases the amounts of blasts, but gives them quite a punch in exchange.

**Darkpath:** Just when things couldn't get any worse for the map devs, the mod got "this spell" - while not exactly devised for fighting purpose, this spell lets you traverse decent distances by teleporting yourself around, through tight gaps, anywhere it strikes you fancy, as long as you can fit in the destination spot. Empowered mode blasts anything within landing zone's vicinity with dark energy, lifts the range restriction and leaves a sick lightning over your traveling path. Oh yeah, also lets you telefrag monsters up to some point, depending on their health and whether they're a boss monster or not. You can lift those restrictions further with Deadmaker's Mask and the tome of power/ancient amplifier.

**Hammersmite:** A sort of an opposite to the Darkpath, this spell casts upon your enemies a holy hammer to smite them. It's especially effective against the undead, and leaves a small, healing aura in the impact zone. Tomed mode summons a circle of hammers. This spell also heals in coop, albeit it has a nasty side effect of sending your buddies flying.

**Dragonshout:** Release a powerful shout that sends enemies flying and generally - very dead. Tomed mode lets you shout faster!

**Sigil of the Gods:** A pretty powerful spell based on the powers of an alien entity. Fires out an Annihilation-like projectile that fires out all kinds of lightning and lightning accessories, depending on its power level. You can increase it by acquiring more volumes of it!

**Gunslinger (400):** The ability to use dual-wielding guns. Well, there are certain weapons you can't dual-wield. But the general rule is if it's heavier or bigger than an Assault Rifle; You can't dual-wield it. Otherwise, go nuts. But that's for the Regular Marines. But you? You are not normal by exerting some effort and energy you can switch into a gunslinger mode and can dual-wield any weapon you can pick up without any problems. In addition, you will slowly replenish your ammo like a healing factor for ammunition

**Dreadnaught's Vitality (600):** You are tough and strong. But most importantly you are a health sponge of a being. As in it will take dozens of shots from a rocket launcher to put you down. In addition, you have some serious resiliency. As in serious willpower, No one can keep you down! Also minor Healing Factor



**Well of Mana (600):** Okay normally you start with a regular amount of mana., But with this, you will have what can only be described as a whole lake's worth of Mana. In addition, your mana regeneration is near-instantaneous

**Dragon (Free for the jump, 600 CP to keep):** Well the Mod features an anthropomorphic Dragon Man blasting demons. Basically the same is true of you. During your stay, you are an anthropomorphic Dragon with the same abilities as Cygnis. You are super strong and durable, and have a pair of wings that you can use to fly and glide. But if you want to keep this perk you have to pay for it.



## Items



Items are in the same situation as Perks. Choose 2 100 CP items to take for free and choose 2 items of each tier to take at a discount.

**Badass Duds (Free):** A great set of clothing that gives an awe-inspiring appearance.



**Longhorn Revolver (Free):** High-powered, octagon cylinder-fed revolver that is edgier than you? That's Longhorn to you! A gift from the past from one of his good, former students at the art of bringing pain to those in need (Who became a kickass merc!... nooo, not Blazer. Another guy, just to make it clear), it sports satisfying firepower, great accuracy, and... goddamn huge recoil.





**Brimstone Sword (100):** Made in what was left of Asuzran forge, the Brimstone carries all the anger and technological prowess of the Cygnis' deceased homeworld. Despite its rather sleek appearance, this sword is definitely not meant to be used by a mortal - made of incredibly dense alloy, it requires an inhuman strength to even dare lifting it up, hence Cygnis foregoing any technicalities while swinging it around. Anything unlucky enough to get smacked by this sword (or rather, what's left of the poor sod afterwards) is more than likely to be sent flying, quite a couple meters away. But that's not the end of its tricks, for its immensely sturdy blade contains equally frightening, destructive power. Powered by a still blazing piece of the star that watched over his world's demise - a condensed and magical nuclear reactor rod, it has a tendency after striking adversaries to... make them literally explode. If they care to survive the impact, they get inflicted with an ailment that turns them into panicked, living bombs.



**Medkit (100):** Standard-issue medkit, heals you instantly for all the amount of health you're missing, and as much as it can cover. You can hold up to five hundred units of it at any given moment. Each time you use it, you have a delay of 15 seconds before you can use it again.



**Strucker Shotgun (100):** Ye olde 12-gauge goodness, Strucker combines the best of both worlds by combining the stopping power of two barrels, and the speed of an auto shotgun. Since the shotguns are among us since like, ever, I bet you know what do with that thing. If you somehow never had a contact with such, just keep in mind to aim the pointy end at the monster while pushing the trigger!



**Tome of the Mana Shield (100):** A toggle-able item that, while active, converts a portion of damage taken into mana burn. The more tomes you have, the stronger the effect! Can be found sometimes instead of backpacks or in treasure chests.



**Philosopher's Tome (100):** This nutty powerup item recharges every 90 seconds after being deployed, and works for 45 seconds. While active, your 'touch' can turn monsters into golden statues. Breaking those statue gives you extra money boost, and on top of that, they shatter into coins that you can pick up afterwards. But wait, there's more - while its active, the dough scattered around you is being teleported straight into your pockets!... Did I also mention this thing somewhat stacks effect-wise with the Berserk and Amplifier/Tome and... Skypunch? Can be found sometimes instead of backpacks or in treasure chests.



**Masters of Pain (100):** This set of beaten, flesh-hungering gloves amplifies your fists' stopping power by making monsters you hit always flinch.



**Pack of Dynamite (200):** HEY WAIT! This Doom not Blood! But the again Blood is fun and boy if TNT wasn't a satisfying weapon. And this item give a replenishing supply of TNT, also known as Dynamite. And Man The effects of this Dynamite are quite astonishing! The TNT can be cooked, which gives you increased throwing power at the cost of fuse time. It bounces around and blows up on contact with the enemies while still in motion, but if you hold it till the late throw power, it will always explode on impact. Once it sets steadily on the ground, you can kick it around to make it fly around again. Note that you shouldn't cook it for too long, else it'll go off in your hand... And even if you are quite impervious to the TNT blasts, that obviously hurts a lot. If you want to prevent that, weapon switch will defuse it.



**Ironblast 8 barrel Shotgun (200):** Two barrels weren't enough. Four barrels weren't enough. So how about eight freaking barrels that shoot shrapnel, plus the fact that whole thing isn't break, but a pump-action weapon? That's a material for the best shotgun in the world. Super Quadshotgun - because fuck everything that would even dare to stand in your way! Surprisingly tight spread, acceptable fire rate - and add on top of that the dual-wielding, and suddenly you become as tasteless as 80's action movie. Awesome, right?



**Pulverizer Minigun (200):** Compact, hand-held minigun - however weird it sounds, it actually works great anytime you need to take those barrels for a spin! Surprisingly accurate, stunlock pretty

much any target, and if that isn't enough for you, if anything gets near your hail of dispensed bullet casings - it's in for a bad time. NO NOT THAT TYPE OF BAD TIME!



**Matriarch Autocannon (200):** Do I really have to explain why holding a huge autocannon among your equipment is an absolute must? Well, it's accurate, surprisingly fast, and most important – it makes stuff explode!



**Alchemy Lab (200):** Creative stoner's best tools for field 'trips'! This item increases the potency of your powerups (with an exception of EXTREMESPHERE), extending their time by 15 seconds per each acquired item.



**Carnage Collector (200):** This fancy-looking curio converts the slayed enemies essence into powerup time for berserk/gunzerk/tome effect, effectively making their active time indefinite, so long you can keep on killing enemies with their respective damage types. Each acquired item increases that time bonus per kill.



**Croesus Blessing (200):** Ancient artifact from another past, it rewards your greed by randomly spawning Midas Spheres off killed monsters while midas power is active. Leveling it up increases chance to drop the spheres off the monsters.



**Supermag Johnson (200, Requires Ironblast):** A rather hefty mag for Ironblast; gives you three shots before you have to pump the weapon.



**Sandman Minigun (400):** Yet another interdimensional piece of equipment, originally meant for dedicated, powersuit-laden troops in a ""seemingly humorous but it makes maybe two people laugh"", incredibly defeatist and weird, dystopian future, starring godlike, lazy electricians, magicians which explode places just by entering them if they don't care to have correct house color, good guy generals speaking to incredibly OP drunken special ops' with trumpet solos, radioactive crate-bitten jamaican janitors with superpowers and last but not the least - depressed commanding officer of fanatic terrorist group who seemingly can't get anything their way... Cough, yeah, you'd wonder how that even came to be, but that's a longer story for another day. Eitherway, it's a gun. Sports crazy fire rate and firepower - also crazy appetite for ammo and a design flaw, making it unable to fire bullets that won't detonate past some point, unless you have a strat box for it. And that strat... ohh boyo, you just need to see it yourself.



**Morning Glory Tank Cannon (400):** An unholy mess of a double-barreled cannon, the Mourning Glory packs a hefty punch by lobbing radioactive, high-explosive shells across the battlefield at a pretty decent speed. Strat mode is semi-reference from yet another mod from another game that didn't see the light of day, but as you can see!... it's pretty damn hilariously messed up~



**Augur Railgun (400):** The newest and deadliest in long-range sappy guy who delivers one-liners and death-technology. This massive-ass weapon should be either mounted on vehicles or carried by troops in power armors, but it's perfectly fine to be used by a buff dragonkin like you. Fires off plasma-enriched slugs, dealing a lot of area damage both during flight and upon impact. It also has a scope that can actually be used for great advantage over large distances. The only flaw is that each shot takes a while, so line them up well. And if you think this sounds good already, just get your hands on its stratocaster mode. It's brought from the future in which a gzdoom version exists that actually supports this!



**Heavy Duty Stompers (400):** Other than otherworldly glow, this pair looks indistinguishable from your regular steel-toed boots... except when you try to stomp/bootstomp with them, you release an impaling attack from the ground, effectively multiplying your stomping power! Each pair further increases its power.



**Tome of the Draugh (400):** A rather interesting piece of knowledge from another age, this tome lets you summon a dark clone that clearly talks way too much upon finding himself a victim. He doesn't use all of the player's spells or weapons, due to the creator's sanity and limitations, but still sports a relatively strong collection of attacks to do your job for you, if you are as lazy as the mod's author is at times. Pretty much invincible, cannot be destroyed in combat, so whatever the enemy you are facing, they cannot win against him. Can only hold one tome at a time, but if you summon him and find another tome... feel free to do so. It can be occasionally found in place of the BFG or in treasure chests. Okay, but the clone is only one part of the equation. If you hold use/open doors button while activating this item, instead of summoning the Draugh - you absorb him, creating a dark, otherworldly suit! This suit boosts your resists by a slight amount and your mana regeneration and capacity by a more considerable amount. Sounds lame compared to invincible murder clone on the loose, right? Well, those changes are just an extra addition to the main feature of the suit - the riftwalking. To riftwalk, hold use/open doors to trigger it - as of 3.777, it runs on its own, self-regenerating resource. While riftwalking, the monsters can't see you and they have a hard time reacting to you murdering them. It also lets you pass right through most of the objects. It can also be upgraded with specific artifacts!



**Demoman's Eyepatch of Power (400):** A peculiar piece of magical equipment, apparently soaked with some dark magic after protecting a cursed eyesocket for years too many to count - fortunately don't need to wear it to make use of it! While active, turns your dynamite into proximity mines!



**Supermag Theta (400, requires Augur):** An equivalent to Supermag Johnson, except for Augur. Gives it three shots before having to reload.



**Ol' Dreadful BFG (600):** The best. The best. The best. Da best is da best. If something looks like BFG, smells like BFG, and tastes like BFG!... okay, that sounds a little pervy. Well, you get the drill – you know you want it, you know it packs an absolutely devastating greenical, plasmatory goodness (shakespearin' like no tomorrow). The classic in slightly refurbished flavour. Huge. Stylish. Deadly. Also Huge. No guts shall whitstand it. Did I also mention that it's completely safe to use, even if it wrecks shit like no tomorrow?



**Golden Emperor Rocket Launcher (600):** Given I had spent way too much time playing DRLA, this is a direct homage to one of the toys there - a missile launcher with a limited capacity but incredible potential for firepower, sporting a regenerating mag of its own. Its missiles gain power over travel time up to some point (I could make it uncapped but tests proved that would be a bad idea). Strat simply makes the missiles guided, so you can artificially extend the flight time for some sick explosions or guide them from safe spot into monster crowds.



**Voidwalker's Touch (600):** A strange, floaty, severed hand that makes one's skin shudder just by looking at it. Empowers your riftwalk with an ability that lets you temporarily turn monsters on your side while passing through them. It also enables deflecting incoming, enemy projectiles while riftwalking. Desintegrates monsters after time runs out. Forces splash damage on enemies that are otherwise immune to it.



**Bishop Power Armor (600):** A really cool piece of tech this thing is. A Draconic-themed Power Armor! It has life support systems which heals you over time, environment protection meaning that radiation and extreme temperatures aren't a problem anymore even has it own Oxygen Mask, Finally, it has thrusters allowing you to fly or fly better if you already can fly. But Wait There's more! You can punch projectiles back at monsters (if you time it right). It also provides an arm cannons mode and also has an airstrike attack for an alt-fire while active! Wind up your punch charge up a rapid-fire punch!... What are the drawbacks, you can ask? Well, other than being a little louder!... there's none. The maker of the mod had once said “. Once you've had found it, you're pretty much set to go on insane killing spree till the rest of the game. I don't say "stupidly overpowered" without a reason, as this is a pinnacle of my wet dreams. So nah, not planning for it to be balanced or sensible, ever. Don't like it - don't use it, hurr.” Almost as if he's saying that there is nothing that can make this even more powerful. Well... check the item below this one.





**Deadmaker's Mask (600):** You know I could explain how this item works but let me just show you what the mod maker has to say about this one

“An item once belonging to another, powerful entity, used as an excuse by Nithor to cause some havoc. Grants you a sizable stature and fists hungering for things to punch. In technical lingo - augments your health pool, melee and magical capabilities. Firebreath and some singular spells get empowered across the board. Double-tap forward to sprint. Reload\strat mode button to perform a fist slam, then fire afterwards to perform a ground slam. Reload\strat mode button while running around with your fists up to perform an elbow slam.

Also since version 3.777, can be paired with Powersuit!... Oh my god.

And to answer incoming question which everyone will probably ask in confusion as it's admittedly not that obvious - to raise up your beam hands and activate missile racks, gotta press reload without moving or running forward.”

And About that bit about pairing it with the Power Suit...well how does towering above a cyber demon sound for ya? Where each Melee attack shoots fire balls without the need for Mana? How does being able to punch as fast as Star Platinum sound? All that is possible wen you wear this mask and equip your armor



**Explosive Presence (600):** Another from "handy" kind of artifacts, this one while activated and the Deadmaker's Mask is active, brews an aura around you that causes the monsters caught in it long enough get inflicted with the Brimstone's fuse debuff.



**Emperor's Breath (600, requires Golden Emperor):** A rather potent artifact, it enables some of your weapon-based explosions to traverse through walls! Exceptionally broken when combined with Golden Emperor, given it was devised solely for that weapon at first, but Rowsol's comment gave me some food for thought and I made it work with a couple more toys.



**Stratocasters (600, Not discountable):** Now this may seem unfair to do BUT! This item grants you every add-on to every weapon that you have purchased here! And some of these add-ons can be ridiculous. You can turn on/ put on/ activate the add-on and remove it at will. Here is the list of the Stratocasters:

**Brimstone:** Using mana, it unleashes waves of nuclear death that also collide with incoming enemy fire.

**Longhorn:** Can be activated by trying to cast a spell while zoomed in, or through shop; Fire a chain lightning shot! Keep in mind it uses more ammo per shot, and a bit of mana.

**Strucker:** Turns your standard, boring shells into powerful, drilling slugs that tear monsters inside out, roaming around in their flesh, causing them to panic!

**Ironblast:** You can haunt the weapon, making from it a self-sustained gun turret. While in use, it chews through your ammo pool, and you don't have any control on what it shoots, so keep an eye on your shell surplus (if you run dry on shells, the shotgun will tell you about it, plus start glowing red). If you want to withdraw it from action, you can use an item that appears in your inventory after summoning it. There's a quick-bind for that in the key customization, too. (If you don't like its chatter, you can deactivate it in [HERE BE DRAGONS](#) menu.)

**Pulverizer:** Gives the weapon the ability to create... a lead ball. Or rather, brass and lead ball. Made of bullets. And casings. And it grows as you hold fire. And it rolls after you release it. And it shoots as it goes. And it kills as it rolls. And it looks like radioactive cheese ball. Mmmmmm. Cheese.

**Matriarch:** Gives the weapon a burst drunk missile launch mode; up to ten shells can be loaded at a time, they get released the moment you stop holding the button. The missiles prioritize targets within the spot you were aiming at.

**Dynamite:** Empowers the dynamite with purifier seal, making the dynamite burst into pretty long-lasting fire bath. Other than being pretty good at keeping enemies at bay within choke points, it also nullifies self-damage. Take note that it costs mana to throw while active.

Augur: Can be activated by trying to cast a spell while zoomed in, or through shop; unlocks a capability of the weapon to not only shoot through, but also see objects through walls! However, it has a limited range (still pretty good though).

Old Dreadful: Ahem... Well, if you really, REALLY need that absurd firepower of this weapon to be multiplied by another one hundred, this one is for you. Is it really worth it? Not really. Still comes handy during slaughterfests. Or when you want to blow up Romero's head at the other end of the map. (And yes, it stacks with the tiberium core upgrade.) Bear in mind it sometimes needs to... reboot, after shooting with this one on. But usually everything is already dead afterwards, so that shouldn't bother you too much.



## Companions



**Why go it alone? (free – 200 CP):** Well this setting is very dangerous so it would be a wise idea to not go it alone. So for free you will be able to bring 8 companions who have 800 cp to spend or pay 200 cp to bring all of your companions and everyone gains double that amount. A steal I say.



## Drawbacks



**It IS a Mod (+0):** You can use this jump as a supplement for other Doom Jumps

**WHOS A MAN AND HALF?! I'M A MAN AND A HALF!!! (+100):** You are a bit loud and boisterous aren't you? Well basically for the duration of the jump you talk more like an 80s action movie star and a WWE Wrestler. This can get on other people's nerves.

**So Many Doors (+100):** Seriously its like everywhere you need to go requires a Key card and there are also more doors than normal. As it will feel every corridor will have a door and a keycard to find. Expect to spend some time hunting for keycards.

**Alien Threat (+200):** Uhh This is Doom, not Duke Nukem. But it will feel like the two settings have combined because the Alien Bastards from Duke Nuke 3D have decided to show up and they are allied with the demons bringing their high-ranking members to help dominate the world, AKA the Bosses from Duke Nukem 3D...this can be problem...silver lining Alien Weapons.

**Nazi Invasion (+200):** Uhh This is Doom, not Wolfenstein. Okay so somehow the Nazis from World War 2 have found a way to the future and have allied with the demons to help take over the world. They also brought Hitler and their high-ranking soldiers, AKA the Bosses from Wolfenstein. This will be insane, Silver Lining you will be able to snag any weapons that the those Nazis are using.

**More Bad Guys (+300):** Well it seems like the demons wanted to make sure every one of its members gets to join the fun. Because there are double the amount of demons on Earth than normal.

**Scarce Ammo (+400):** Well. This can be excused but it doesn't change how much of a problem it is. Basically, ammo is going to be hard to come by. Like Half the amount you would find normally. Better rely on taking ammo from dead enemies.

**MEDIC!! (+400):** Oh. This is bad. Okay, so there are fewer med packs now...in a Doom Mod. Where enemies are plentiful and hit hard. Yeah Good luck, hope you have a medic to keep you alive during your time here.

**They are sending the big boys Early! (+500):** Okay now this is just ridiculous. The Demons decided to sick their elites much earlier than usual. Normally you would have to be halfway through the campaign before you encounter a Cyberdemons and Spider Masterminds. Now you will be encountering them a third of the way of the campaign. You will actually encounter Hell Knights and Cacodemons like the second mission of the campaign.

**The Serpent Riders Are Here! (+600):** If you thought that having to deal with the demons is bad enough well the portal experiment brought a group of three powerful wizards. These Wizards are the Serpent Riders and they have brought their armies. So now you have to deal with with three powerful magic users and their armies...which consist of the enemies from Heretic, Hexen, Heretic 2, and Hexen 2. That's gonna be a lot to deal with...and somehow they are able to subjugate some of the demons.

**YOU HAVE HUGE GUTS! (+600):** You have to have huge guts to take this drawback. By taking this Drawback you will forfeit your perks and items. All you have is what you have purchased here. Rip and Tear.



## Ending



You can't stay here so you only have two choices.

**Campaign is Over Son:** Go Home, rest, and return your normal life. You earned it.

**Next Game:** Continue Forth in your chain soldier.

## **Notes**

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Based on a Doom Mod