



DOOM STRIDERS

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INTRODUCTION

Whether battling lone giants or fighting off hordes of hobgoblins, defense of land (or other territory) in a fantasy world can be a daunting task. The doom strider is the natural evolution in defensive, magical technology, proceeding from magical armor to simple animated weapons, to more complex and powerful golems, and finally to the doom strider.

Doom striders are large animated suits of armor controlled by the wearer. They incorporate enormous strength, speed, and raw offensive power into a package that any warrior can be trained to operate. More importantly, they provide a platform through which wizards can safely channel magic while remaining protected behind enemy lines. A doom strider is the heavy assault vehicle of the fantasy world, an enormous creation capable of laying waste to vast hordes of enemies or going toe-to-toe with more powerful individual creatures.

Above all, these are weapons of war. They are most effective when deployed to battlefields, where wide open spaces and fields of fire allow them to control the environment with superior weaponry and greater range. While a doom strider—especially the smaller models—could be used to venture into dungeons, they can be more difficult to control in such small

spaces and are often unable to use all of the weapons at their disposal when so confined. Of course, this does not prevent adventurers from acquiring these weapons and using them to further their own goals. Ever an ingenious and inventive lot, adventurers have done much to expand the role of the doom strider in the worlds in which they exist.

In this book, you will find all the information you need to add doom striders to your campaign. From how these powerful weapons might be introduced into your world, to the ways in which they can transform the battlefield, this book provides you with the tools needed to bring doom striders to life.

WHY DOOM STRIDERS?

Animated statues and magically-enhanced suits of armor are not that far removed from one another, so it is not much of a leap to assume that the two would eventually be combined. A doom strider is essentially a powerful suit of armor that increases the size and power of its wearer. While within a doom strider, a captain becomes

much more powerful, capable of wielding weapons that simply cannot be used without the power of a doom strider to back them up.

Doom striders represent a natural evolution of the fantasy arms race. Because they are operated by mimicking the motions of the captain's body, they can be piloted with relative ease and allow skilled combatants to use their natural abilities while within the construct. Because they are so large, they can be



Illustrated by Jacob Walker

INTRODUCTION

crammed with weapons and layered with enormous plates of armor. As a further benefit, they allow several individuals to work together as a team to deliver even more pain to their enemies than they could accomplish on their own.

In addition to their martial capabilities, doom striders are also powerful deterrents. A horde of orcs might not think twice about taking a run at a defended fortress, but the presence of a 50-foot tall giant within that same fortress may very well give them pause.

Doom striders also serve as a sign of prosperity and advanced magical knowledge within a territory. Any kingdom that fields a doom strider is showing its neighbors that it has enough wealth to construct such a monstrosity *and* that it has the magical expertise to get it up and running. The doom strider is a formidable figurehead, one that can give even aggressive, well-armed bands of attackers serious pause.

For religions, doom striders serve as iconic symbols of faith. A church that constructs a doom strider in the image of its gods or divine servants now has a powerful, physical representation of its faith. Not only does this draw in followers (who are probably too frightened to *not* join a church after seeing its priests piloting such enormous weapons), but it also dissuades enemy religions from doing anything rash.

Doom striders also present a threat that large and traditionally arrogant creatures often take more seriously than a unit of armored knights. A dragon, for example, is unlikely to be overly concerned with your average man-at-arms, but when that is encased in tons of powered armor and bristling with weapons, it becomes a more obvious threat. In a world of monsters and magical mayhem, the doom strider can give a ruler or military leader the space he needs to negotiate with hostile forces.

The need to transport valuable cargo can also give rise to the doom strider. When the sixth merchant caravan in a month goes missing, it might be a worthwhile investment to create some doom striders with cargo capacity to lug the goods from place to place. Fast as a horse and able to traverse difficult terrain, doom striders may even become the primary means of long-distance transportation in some cultures. A

land filled with shallow swamps, for example, could definitely benefit by having large, bipedal constructs capable of transporting groups through terrain they would otherwise be forced to traverse on foot.

And, of course, the most likely reason for doom striders to arise in a campaign is through the meddling of a group of adventurers. Wealthy and bored wizards along with their companions are quite likely to come up with these massive engines of war simply to pass the time, or to test out a pet theory. With ridiculous wealth and power at their disposal, there's just no telling what adventurers might devise.

HOW TO USE THIS BOOK

Doom Striders is divided into several sections, each of which details a particular aspect of doom striders and their use in your campaign. There's no need to read the book from cover to cover, instead, just flip to those sections you're interested in and start reading.

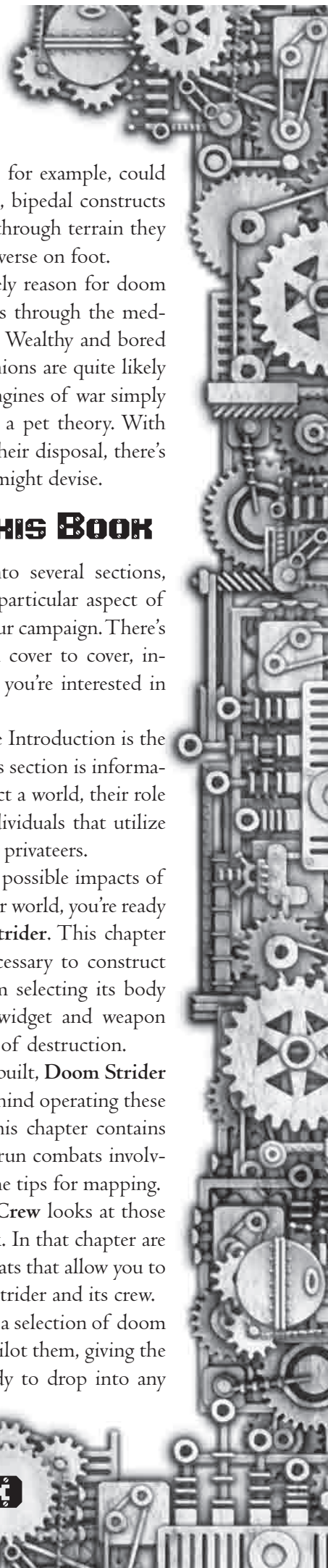
The first section following the Introduction is the **Doom Strider Campaign**. In this section is information on how doom striders impact a world, their role in society, and two types of individuals that utilize doom striders—mercenaries and privateers.

Once you've read through the possible impacts of introducing doom striders to your world, you're ready to begin **Building the Doom Strider**. This chapter contains all the information necessary to construct one of these monstrosities, from selecting its body parts to bolting on every last widget and weapon needed to create the perfect tool of destruction.

Now that the doom strider is built, **Doom Strider Combat** shows the mechanics behind operating these constructs on the battlefield. This chapter contains all the information you need to run combats involving doom striders, including some tips for mapping.

Chapter Four: Captain and Crew looks at those who make the doom striders tick. In that chapter are new prestige classes, skills, and feats that allow you to get the most out of your doom strider and its crew.

Allies & Adversaries provides a selection of doom striders and the characters who pilot them, giving the GM six doom strider units ready to drop into any campaign.





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While having a few doom striders scattered around your world is a sure way to add some spice to things, adding dozens of them may be just the thing to invigorate a stale setting or to begin a new story arc within an existing campaign. In this chapter, GMs can find the information necessary to integrate doom striders into their campaign world—from their discovery, to their proliferation, to the effects doom striders have on the nations around them. Players can explore a few possible options of their own when determining how much of an effect the doom strider will play in the lives of their own characters.

THE DISCOVERY

Doom striders are combinations of the magical and the technological. Though their motive force is virtually always magical, they are also elaborate mechanical structures that require a significant amount of technology to make work. Because of this, it is very unlikely that doom striders rise up in a primitive culture. At the very least, the discovery of doom striders requires artisans and sages, which in turn require an urbanized environment to flourish. For most campaigns, the doom strider is going to first appear in large cities, or within kingdoms or nations with several large cities within their boundaries. Though a wandering tribe of nomads might be able to cobble together a flesh golem, they would be hard pressed to put together an enormous metal construct as they scuttle across the plains.

Resources are another issue that can inhibit or promote the creation of doom striders. In poor or struggling cities, there simply is not enough a material or free wealth floating around to allow the creation of doom striders. A wizard in a sooty tower somewhere might have the plans all written up and ready to put to the test, but a lack of resources keeps those plans from coming to fruition. So, doom striders need not only urban areas, but prosperous urban areas with the necessary steel, wood, and magical materials necessary to construct the powered suits of armor.

Finally, there needs to be a good reason to develop the doom strider. While wealthy magic-users or haughty priests might fund the experimentation and construction needed to discover doom striders, the ridiculous expense involved is sure to give them pause—unless they have a pressing need for the power a doom strider can bring to the table.

The most logical need for a doom strider arises from war. A nation besieged by its neighbors is likely to scramble for whatever tools and weapons it can find—or invent—to stem the tide of invading forces. In areas where magical and technological resources are plentiful, where the expertise exists to build both armor and magical items, it is very likely that doom striders also find their way into use.

So, for doom striders to be discovered, a campaign area needs to meet the following requirements:

- An urbanized population that supports technological and magical study.
- Enough disposable wealth and the necessary resources to allow experimentation and research.
- A pressing need, most likely some sort of ongoing conflict or a brewing war with neighboring states or local tribes of monsters.

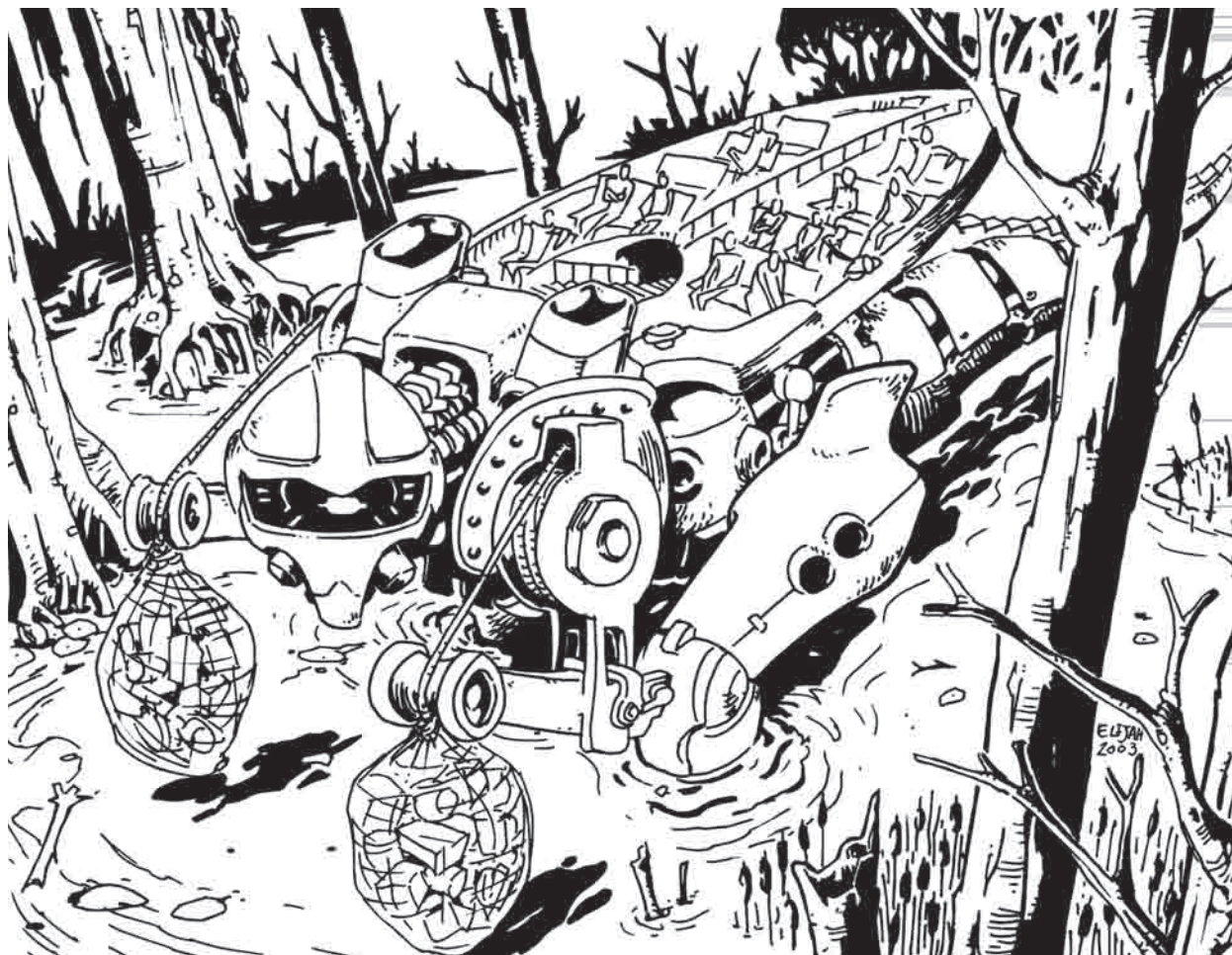
If all three of these conditions are met, it becomes more and more likely that doom striders emerge into society.

WHO DISCOVERS THEM?

Just because an area *could* discover and begin building doom striders, it is not a certain thing that it will. Areas with a high degree of magical expertise but little technical expertise—or vice versa—are unlikely to ever reach the right combination of both fields of study that leads naturally to the invention of the doom strider.

To simplify things, this most often means that you need wizards, smiths, and inventors, all in the same area, before doom strider research becomes feasible. Wizards and sorcerers are the most likely individuals to begin research into constructing doom striders, as their skill with creating magical items makes it very likely they decide to broaden their scope beyond

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magical swords and suits of armor. In fact, until a wizard decides to start building a full-scale doom strider, it is likely his research either remains secret or is mistaken as simply another type of golem.

But once the magical inventor expresses his desire to put his doom strider concepts into experimental production, it is hard to keep them secret. The wizard could—at great expense—move all the experts he needs to some remote location (slowly, so as not to arouse suspicion by the sudden exodus of smiths and other experts) and provide them with the workshops they need. It is much more likely that news of some new project begins to filter down through the city.

THE SECRET OF THE DOOM STRIDER

It's unlikely that the doom strider will attract a great deal of attention during its initial construction. There is most certainly going to be an increase in the amount of ore the city is using and the smiths involved in the project will likely look to expand their

workshops to make room for the large components. Charcoal becomes harder to acquire, as the smiths and other artisans start ordering more of it to fuel their larger forges.

When the construction begins to pick up, keeping the doom strider secret will require either a great deal of subterfuge or a lot of magic. The simplest, though most complicated and risky, method for keeping the doom strider secret is to remove the components from the city in covered wagons over a period of several days or weeks. The pieces can be transported to a remote location and assembled there, though the expense of keeping the necessary experts in the region and of supporting the construction efforts might prove prohibitive depending. In worlds where expert help is readily available, the cost is not as high, but in areas where the smiths are regarded as true artists, their absence from their forges is costly indeed.

Even if the construction site remains in the city and is cloaked with magic to protect it from discov-



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ery, keeping it hidden for long is simply impossible. Smiths are absent from their forges, or required to work into the wee hours of the morning. Other experts and artisans become scarce, as well, as they devote more time to the project. Eventually, someone is going to start looking into what is going on in the city, making it quite likely the secret is revealed.

WHY KEEP THE SECRET?

Though it may seem unnecessary to hide the construction of a doom strider, there is at least one good reason to keep the doom strider under wraps. Governments become very uncomfortable when someone starts building an instrument of mass combat in their territory. If the creator is not an agent of the government, he may find himself faced with all manner of unpleasant investigations and legal action, up to and including the seizure of his prototype doom strider and the forfeiture of his life.

The other reason a doom strider needs to be kept secret is the effect news of its creation could have on the populace. If the denizens of a city see an enormous suit of armor being built in their midst, panic may be the mildest of their reactions. In fantasy worlds, where giants and dragons rampage at will across the countryside, the residents might see the doom strider as proof that something bad is headed their way. Riots in the streets might not erupt, but there very well may be a migration out to the countryside to avoid being near whatever evil this new mechanical monstrosity attracts.

Of course, no one wants a rival to know what they are up to. For wizards, hiding the doom strider may be simply part of an elaborate game of one-upmanship, but for nations it is most likely imperative to the security of their holdings. If an enemy state learns of the doom strider's construction, it is likely to attempt to build such a force. Failing that, they may go to great lengths to have the creators of the doom strider killed or abducted before construction can be completed. Whenever weapons of great power are at stake, states are likely to act quickly, decisively, and brutally to either procure them or to prevent others from doing the same.

Finally, there is the matter of theft. Once an enemy learns of the doom strider, it is very likely some espionage and burglary are going to be in order. Stealing the plans from the wizard, kidnapping the creator, or simply hijacking some of the more important pieces of the doom strider might be enough to slow or even halt the entire creation of the doom strider.

REVELATION

When the doom strider is finally revealed, reactions may be extreme. Enemy nations may decide that they have to attack the doom strider's kingdom immediately before more striders are constructed. The longer enemy forces wait to attack, the more the balance of power can tilt away from them. It is even likely that former enemies may team up just long enough to tear down the doom strider's builder, crippling the country before it can bring its powerful weapon to bear.

On the other hand, weaker enemy nations are liable to see this as the final nail in their coffin and sue for peace. Negotiations might turn a middling power into a great power, as weaker states surrounding it become vassals under the new truces. This brings more wealth and power to the doom strider's builder, allowing the construction of even more doom striders, which can be dispatched to maintain the peace and to expand into new territories as time and resources allow.

In short, the revelation of the doom strider can bring about two very different reactions from the political states surrounding the site of the doom strider's construction. For the purposes of a d20 campaign, however, the best answer is the one that provides the most conflict and drama for the characters involved. Let loose the hounds of war!

PUTTING IT TOGETHER

No matter how it's done, building a doom strider can be a significant drain on the economy and resources of a city. If a leader wants more than one doom strider, a nation can be pushed to the brink of poverty by the strain on its work force and depletion of its natural resources.

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This means that doom strider construction is not going to be a mass market affair. Doom strider factories are simply not likely—the cost would be prohibitively high and the return on investment too low to justify such an endeavor. Instead, doom striders will be constructed in various cities over longer periods of time, enabling the political state to absorb the cost of the construction.

PRIVATEERS

Another likely solution to the problem is the creation of privateers—adventurers that man their own doom striders for profit. In any nation of a reasonably large size, there are likely to be a number of powerful creatures with sizeable treasure troves just waiting to be plundered. Adventurers are authorized to build and pilot their own doom striders in a given nation, under the condition that they kick



Illustrated by Scott Purdy

back a portion of the plunder they take as a result of their newfound firepower. The bigger condition for privateers, however, is that they must be willing to report for duty if the nation in question needs to be defended from aggressive neighbors.

Privateers have several advantages. First, they allow governments to have a number of doom striders in the field at all times, even if those doom striders are not always under the day-to-day control of the kingdom. Though the doom strider crews may still be glory-seeking adventurers, at least they agree (in theory) to help protect the nation from invaders. From the privateer's perspective, this is advantageous as well. It gives his adventuring and looting a legitimacy he would otherwise be denied and puts him in a position to hobnob with the royalty and politically elite of the nation in question.

Second, it helps keep the number of monsters down. A few doom striders can put a significant dent in the number of giants in an area and may even deter orcs and other goblinoids from raiding. This increases the safety of settlements in the wilderness and may allow isolated, but strategically important locations such as mines, to become cities. When a population feels freer to move about the country, then trade improves, resulting in better roads, richer citizenry, more specialized jobs, and similar perks.

Third, it terrorizes nearby states and keeps them from moving in or becoming overly aggressive. While a nation that is just building doom striders may have some difficulty convincing its neighbors to keep their distance, that's hardly a problem once there are a dozen privateer bands wandering around with doom striders of their own.

DISADVANTAGES OF PRIVATEERS

While doom strider privateers are clearly cost effective—the state absorbs none of the cost of doom striders, yet benefits from their presence and profits from their activities—they can also become a great liability to the nations that employ them. Because most privateers have loyalty to whoever offers them the best deal, defections to richer neighboring countries is a very real danger to political states that make use of privateers. If one king takes

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10% of his privateers' profits and another only takes 5%, a shift in military strength is bound to happen.

Privateers can also get some grandiose thoughts of their own, often deciding that they have the power, so they might as well take a run at the throne. The type of civil war that can result from several rogue doom striders can be devastating. Ground troops loyal to the current ruler can suffer heavy losses, and such turmoil might attract the interests of enemy kingdoms who view the strife as a perfect time to strike their own incursions.

Most privateers are aware that they could likely never hold any nation they took by force, no matter how many doom striders they had. While these constructs pack a tremendous amount of firepower, they cannot be deployed over a wide area, instead providing focused military strength in one location. This means that asymmetrical warfare with loyalists would become a serious problem and, as soon as enough doom striders were sabotaged or captured to tip the balance, a second *coup* would no doubt take place.

Each political state must carefully analyze its needs when it comes to privateers. Those in danger of being overrun by an enemy with doom striders of its own may find privateers an attractive alternative to being crushed under the iron heel of the local bully nation, while others may find the arms stockpile not under their control to be too much of a liability.

With magic, on the other hand, there are ways to make privateers at least somewhat safe. So-called 'loyalty bombs' planted inside doom strider energy sources can be used as a threat to keep the privateers in line. See **Chapter 2: Construction**, for more information.

MERCENARIES

Though very similar to privateers, mercenaries owe nothing to individual political entities, preferring instead to offer their services to the highest bidders. For a mercenary to remain successful, he must stick to his contracts and perform as required. In some ways, this makes a mercenary more trustworthy than a privateer. The mercenary knows that his future livelihood and well-being is tied directly to how well



he fulfills the letter of his contracts. Though failure is often inevitable, an out-and-out betrayal or attempted *coup* is certain to do irreparable harm to a mercenary's reputation. For this reason, many kingdoms prefer to use mercenaries rather than take the chance on fielding privateers.

Mercenaries have the added advantage of mobility—they go where the money is, which means they are rarely in any given area long enough to become an issue. By the time they get comfortable and start thinking seditious thoughts about taking a run at the local king's throne, a lucrative offer is bound to come in from elsewhere and pull the mercenaries off to further adventures.

Illustrated by David Hendee

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Overall, mercenaries and privateers are quite similar in nature, though mercenaries are more self-sufficient and require stronger goodwill with many different factions to maintain their style of living. Which method a kingdom uses to protect itself often says a great deal about the kingdom.

A strong, wealthy kingdom generally has little trouble using privateers as border patrols or for dangerous missions. If the privateers get too dangerous, the strong kingdom can simply order its own doom striders (or other forces) out to deal with the problem and is often able to overwhelm the privateers if they act quickly. As an added bonus, the loyalty a strong kingdom engenders can create dangerous, fanatically loyal doom strider captains who are more than willing to put their machines to use devastating surrounding kingdoms.

Weaker kingdoms, however, are more likely to rely on mercenaries, who can be paid for a job and will then vacate the area. This type of kingdom has little use for keeping the mercenaries around, as the longer the mercenaries stay in one area the more likely they are to resist moving on.

OPERATING A UNIT

Doom striders rarely operate alone. While it is certainly possible for a single one of these machines to rain hell down on its opponents, it can be quite dangerous to stand alone. For this reason, doom strider units normally consist of 2 to 6 doom striders and their crews, all of which support one another. If funded by a government or other agency, the doom striders rarely have to worry about support services, repairs, or funding to keep their doom striders running. For mercenaries and privateers, things are quite different. This section offers some information to consider for those who want to operate a doom strider unit, giving players and GMs alike the information they need to play out a mercenary campaign.

FINDING WORK

The most important thing a doom strider unit can do is find work. For privateers, this means looking for enemies of the kingdom or monsters

with enough treasure to be worth the trouble of killing. For mercenaries, work comes in the form of contracts to carry out, as well as the occasional monster slaying. Neither type of unit can afford to sit idle for long, as skilled doom strider crews expect to be paid generously for their services.

With that in mind, there are two factors that will directly affect the ability of any group of doom striders to find work: location and reputation.

LOCATION AND VALUE

As with real estate, the most important detail in the business of warfare-for-hire is location. No matter your reputation, the value of your doom striders, or your kill-count, you cannot find work in isolated areas far from civilization. A unit of doom striders walking through the inhospitable wastes has little to no chance to find work. Because of this, most doom strider units pick either a large urban area to base themselves out of, or look for locations where there is a significant amount of military activity. It is in these types of areas that doom strider units can find work; there is enough money to hire them and there are enough folks with the political or military clout to do the hiring.

In order to keep things simple, areas are defined as the land surrounding the urban or military complex; usually out to a radius of 50 miles or so. If a military and urban complex with the same allegiance have overlapping areas (say a metropolis with a military base of the same kingdom within 10 miles or so), then the GM should use only the highest percentage chance to determine whether a location has any jobs for offer.

Of course, this is not written in stone. In a particularly fractious or politically hazardous area, there is no good reason why two rival towns or even rival leaders in the same town might want to hire doom striders to go after their supposed allies, but that is a subject for GM fiat: If you want it to happen, it happens!

The table below is an approximation based on the population of an area and the average wealth available in a given population size. If the area is disproportionately wealthy, or has a far larger military budget

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than it first appears (such as would be the case with some large frontier keep charged with keeping invaders at bay), then simply use a higher population count when determining the chance for an available opportunity. Conversely, destitute regions, or regions with very little experience with open warfare (such as those in a central area of a strong kingdom, far from any enemies) should be considered to have a much lower population. In general, a very militaristic area can be considered to have an effective population 10 times its actual population for the purposes of finding available work, while a peaceful city far from any conflicts can be considered to have only 10% of its actual population.

Area Population	% Chance of Job Available	Average Job Value
80	1%	100 gp
400	5%	200 gp
900	10%	1,500 gp
2,000	15%	5,000 gp
5,000	20%	30,000 gp
12,000	25%	75,000 gp
25,000+	30%	200,000 gp

The Average Job Value listed on the table above should be used as a starting guideline for negotiations. Doom strider unit negotiators can use the Diplomacy skill to attempt to increase the value of the job, by choosing how much they would like to increase it and then making the appropriate Diplomacy skill check. Note that the negotiator may add the unit's reputation bonus to this skill check. Negotiators may not Take 10 on this skill check.

If the skill check succeeds, the job's payout is increased by the amount shown on the table below. If it fails, however, the value is reduced by the same amount by which it would have been increased.

It is possible to attempt to raise the value of a contract more than once, but only until one of the attempts fail (and the contract holder typically expects to know the reason for the re-negotiation). Each successive attempt suffers a cumulative -2 (or higher)

circumstance penalty, depending on the rationale behind the renegotiation.

% Change	DC
1d10	10
2d10	15
4d10	20
6d10	25
8d10	30
10d10	40

REPUTATION

While location determines whether or not work is available in an area, reputation may determine whether or not the doom strider unit can secure a contract for the work. In areas where several doom strider units operate, it is quite likely that competition for contracts is fierce and a unit's reputation is the key to avoiding low-paying, high-risk work.

Reputation for a mercenary or a privateer unit is based on the unit's effectiveness in completing contracts, the value of its doom striders, and its trustworthiness. When first created, a doom strider unit has a reputation of zero, modified by the value of its doom striders, as shown on the table below.

Value: The total worth (in gold pieces) of all doom striders in the doom strider unit that are available for active duty.

Bonus: The bonus to the doom strider unit's reputation.

Value	Reputation
100,000	+1
300,000	+2
500,000	+3
700,000	+4
1,000,000	+5
1,500,000	+6
2,000,000	+7
3,000,000	+8
4,000,000	+9
5,000,000	+10

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Example Baseline: A new doom strider unit, with no contracts under its belt, and doom striders worth 500,000 gp, starts with a reputation bonus of +3.

Once the hypothetical doom strider unit starts taking contracts, however, it can gain or lose reputation at an alarming rate. Like hit points, reputation can drop below 0 if it is damaged; unlike hit points, there is no floor to a reputation's fall. A reputation of -30 is possible, though unlikely, so doom strider units must exercise caution when accepting contracts.

The action descriptions below contain information on how each type of action impacts the reputation of a doom strider unit. Wise commanders take note of these modifications and act accordingly if they want to be able to continue to land jobs to earn their keep.

Beat the Deadline: If the contract is completed at least one time unit before the deadline outlined in the contract, the unit receives a +2 to its reputation. For example, if the contract states a certain number of days, then beating the contract by a day grants this bonus. This bonus only applies if beating the deadline is desirable; if the contract specifies a date on which the contract must be completed, this bonus does not apply (see **Failed Condition**).

Betrayal: If a doom strider unit betrays an employer with which it has a current contract, the unit suffers an immediate -5 penalty to its reputation. For purposes of this action, betrayal consists of purposely working against the best interests of the contracting client.

Completed Condition: Some contracts specify conditions which must be adhered to during the completion of the contract. For example, a contract may specify that the unit must defeat a given enemy position on a specific date, no sooner and no later. Other examples include prohibitions against attack-

ing civilian or religious targets or requiring that the destruction of certain targets be performed under specific circumstances. Completing a contract while adhering to its conditions grants the unit a +1 bonus to its reputation for each condition.

Complete Primary Objective: If the primary objective, as outlined in the contract, is completed by the deadline laid out in the contract, the unit receives a +2 to its reputation.

Complete Secondary Objectives (Full): If all of the secondary objectives outlined in the contract are fulfilled and the primary objective is completed, the unit receives a +2 to its reputation.

Complete Secondary Objectives (Half): If at least one-half of the secondary objectives of a contract are completed by the doom strider unit (in addition to the completion of the contract's primary objective), the unit receives a +1 to its reputation.

Excessive Collateral Damage: This applies if the actions of the doom strider unit result in damage to the employer's property, staff, or subjects. Most contracts include a provision for acceptable collateral damage; damage above and beyond this amount results in a -1 to -4 penalty to the unit's reputation.

Expense Overrun: If the expenses during the course of a contract exceed the estimated amount by more than 10%, the doom strider unit suffers a -1 penalty.

Fail Primary Objective: If the primary objective for the contract is not completed, the unit suffers a -3 to its reputation. Note that it is impossible to receive any reputation modifiers for secondary objectives if the primary objective fails.



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Failed Condition: If the contract calls for specific conditions (see Completed Condition, above) to be adhered to during the mission, failing to follow those conditions results in a -1 penalty to the unit's reputation for every broken condition.

Missed Deadline: If the deadline for a contract is missed, the doom strider unit suffers an immediate -1 penalty to its reputation.

Wipe Out: If a doom strider unit ever suffers the loss of all of its doom striders during a single mission, it suffers a penalty to its reputation equal to twice the bonus gained for the value of the doom striders the unit lost. For example, a doom strider unit has 1,000,000 gp worth of doom striders, which provides a +5 bonus to the unit's reputation. If all of these doom striders are destroyed in a single battle, the unit suffers a penalty to its reputation equal to twice the bonus it gained. So, instead of gaining a +5 bonus to reputation, the lost doom striders now impose a -10 penalty to reputation.

Using Reputation

A unit's reputation score is used as a bonus to any Diplomacy skill checks made to secure a contract (see below). Because the difficulty of securing a contract is directly proportional to the value of the contract, only doom strider units with a strong reputation score will have a chance of garnering such highly paid work.

Reputation is also useful when dealing with other doom strider crews. When attempting to use Bluff, Diplomacy, or Intimidate skills against members of other doom strider units with a reputation lower than your own, you receive a circumstance bonus equal to the difference between your reputation and the other unit's reputation. If your reputation is lower than the other unit's, you suffer a penalty equal to the difference between your respective reputations.



Illustrated by David Hendee

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CONTRACTS

The wise doom strider unit leader ensures that his contract is in hand before he commits his men and machines to any conflict. While contracts issued by the local nobility do run the risk of being revoked at inconvenient times, they are at least proof that the doom strider unit had the permission, even the financial encouragement, of the local government to engage in mayhem.

In more lawful areas, contracts are also backed up by a court system and the higher powers of the land (kings, emperors, etc.). This gives the doom strider unit a fallback position if their employer decides to renege on a deal.

Most importantly the contract spells out what the doom strider unit is expected to do and what they will be paid for accomplishing the stated goals. This helps both the employer and the unit, keeping the expectations of both parties in sync. A good contract keeps both sides of the agreement happy and honest, making it a valuable tool, indeed.

A contract has the following major sections, each of which details a specific piece of the agreement.

The Parties Involved: This section simply spells out who is doing the hiring and who is doing the work. This section should contain:

- The name of the employer.
- The name of the unit commander.
- The number of doom striders and crews that will be assigned to the contract.

This sets the playing field for any further negotiations. The employer has put his name on the line and the doom strider unit has committed a specific amount of resources to the job.

The Primary Objective: Only the most foolish doom strider units sign a contract that does not clearly spell out their primary objective. This section of the contract explicitly details what objective the doom strider unit is expected to achieve. The objective must be spelled out in enough detail to avoid future conflicts, while still allowing some wiggle room for both sides to feel as if they have come out ahead.

While it is possible for a contract to contain more than one primary objective, most doom strider units try and shy away from such agreements due to their increased difficulty and the likelihood that some random event outside the unit's control will jeopardize additional objectives. Particularly vexing are linked objectives that become progressively more difficult as prior objectives are completed.

Secondary Objectives: Though not critical to a contract, the secondary objectives are things the employer would like for the doom strider unit to accomplish, if they are able to do so without jeopardizing the primary objective. These objectives are one of the primary sources of extra cash for doom strider units; negotiators for doom strider crews often encourage the employer to include as many secondary objectives as possible. While it is sure that the doom strider unit will be unable to complete all secondary objectives, the larger the number of objectives, the greater the chance the doom strider unit will complete one or more and pick up some extra gold in the process.

If the primary objective of a contract is to destroy all of an enemy unit's doom striders, a secondary objective might be to kill all the enemy unit's officers. While this is not critical to the success of the primary objective, it is a nice bonus for the employer and is something that could be reasonably accomplished given the primary objective.

Conditions: There are very few employers who are willing to give doom strider units *carte blanche* to accomplish their goals. In virtually all contracts, there are a number of conditions that limit the activities and provide some rules of engagement for a doom strider unit that accepts the contract.

Primarily, conditions revolve around time limits and property damage. The most common condition places a deadline on the contract, after which time any objectives not completed are considered a failure. This type of condition is most commonly mandated according to the military timeline of the employer. If he needs to get his troops across a bridge before winter, the doom striders guarding that bridge better be destroyed before the troops arrive.

A second type of time limit puts a definite start and end date on the contract. In these cases, the doom



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strider unit is being coordinated with other activities and it is just as important that the unit not begin too soon as it is that they not finish too late. These 'windowed contracts' are dangerous and difficult because the time limits are often quite severe and may not allow the doom strider unit the time it needs to prepare itself. Of course, they also pay handsomely and there are a number of doom strider units that fare quite well only working windowed contracts on tight deadlines.

Property damage conditions are common, as well. When doom striders start throwing around heavy firepower, it is not uncommon for a large chunk of land to become scorched and pitted from explosions. While this is of little concern on a battlefield, it becomes much more of a problem in populated areas or where agricultural properties are involved. The most common property damage condition demands that no hostile actions be taken in populated areas without prior approval from the employer and that hostile actions undertaken in agrarian areas be undertaken with reasonable caution. While it may be a calculated risk to use a wyrm throat in an orchard, using a starfire would earn the ire of an employer quite quickly.

Other conditions can be set to prevent damage to specific targets, such as religious sites. Prohibitions against firebombing temples are common in contracts, especially when the conflict may occur in an urbanized area.

While the above examples are some of the more common conditions on a doom strider contract, there is no limit to the conditions that can be included. Some employers demand that their own people not be harmed by the actions of the contracted doom striders, while others forbid the taking of prisoners ("Kill 'em all, let the deities sort 'em out!") as a condition of the contract.

Payment: For a doom strider crew, all the above information is useful and will help them complete their job to the employer's satisfaction. What they really want, though, is the reward at the end of a difficult mission. This section of the contract spells out how much the doom strider unit receives in payment

Conditions are a good way for a GM to turn an otherwise standard seek-and-destroy mission into something a lot more challenging. Hunting an enemy through the holy lands while not destroying any religious shrines can lead to difficult tactical choices, as can ambushes launched by the enemies in urbanized regions. Used wisely, conditions turn straightforward attacks into challenging adventures.

for each of the primary and secondary objectives. If conditions can alter the payments for objectives, this is detailed here as well.

An important factor here is when the payment will be made. Most employers tend to offer contracts that pay only after completion of objectives has been verified. This can take anywhere from a few weeks to months or, in the case of a doom strider unit not getting the time period for verification in writing, endless years. A smart doom strider negotiator makes sure there is a waiting period for the cash, but that the waiting period is reasonable—a month or so is standard in most realms.

EXPENSES AND SALVAGE RIGHTS

Doom strider units are not cheap to run (see Maintenance and Repair, below, for more information). Given the fact that doom strider engines typically burn magical items to generate energy, it can be critical to be sure the expenses of the unit are covered during the course of the contract.

Failure to negotiate the coverage of expenses can be crippling; even the most lucrative of contracts can quickly become worthless when expenses begin to mount. Reasonable employers often cover expenses totaling 10% or less of the contract's value per week, but rarely volunteer this information. Negotiators who do not push for expense coverage are dooming their unit to a life of poverty.

Salvage is another critical aspect of the doom strider business. An incapacitated enemy doom strider can be a gold mine, stripped for parts enemy doom striders can provide a substantial increase in profit (by selling the bits and pieces to other units) or re-

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duction in expenses (by using the stripped armor and other components to repair damage to friendly doom striders).

Many employers have gotten wise to this, however, and now dictate that salvaged profits be used to offset their expense payments. For privateers, this situation can be even worse, as their kingdoms may believe that the privateer is earning enough profit from salvage that he does not need to be paid to complete missions.

MAINTENANCE

Doom strider maintenance is not cheap. Simply keeping a single doom strider operational can burn up thousands of gold pieces each month in fuel (either magical items or slaves fed into vampiric harnesses), an expense that is unavoidable. Leaving doom striders idle is a possible way to reduce fuel expenses, but without power and a captain nearby, a doom strider can be quite easily destroyed, costing the unit hundreds of thousands of gold pieces. Doom striders must also be kept in operational order by regular care at the hands of an engineer, not to mention the workers and facilities needed to repair or upgrade a doom strider and its components. The following sections detail the maintenance needs of doom striders and provide would-be unit leaders with the information they need to keep their troops up and running.

Fuel: Even when a doom strider is not moving or performing other actions, it still requires energy. An arcanofurnace burns up 1,000 gp worth of magical items, each and every day. Prayer engines are clearly more efficient, but have a range severely limited by the strength of the worshipers who provide the power. Vampiric converters may be the most efficient of the doom strider power sources, but the owners of doom striders equipped with this type of power source is most likely going to have to contend with living fuel that attempts to escape or wreak havoc whenever possible.

Fuel, then, is the biggest limiting factor for the actions of a doom strider unit. Striders powered by prayer engines must remain close to the followers that

provide energy for them, vampiric converters need a steady supply of sacrifices (unless the crew is willing to sacrifice themselves, a counterproductive concept at best), and arcanofurnaces eat 1,000 gold pieces each and every day of operation. This is true even if the doom striders do nothing during the day but sit around and wait for some action. The clock never stops on fuel expenses, unless a doom strider unit is willing to shut down their doom striders completely and hope no one attacks them while they are powered off. This option is quite feasible for government forces, which can be protected by conventional armaments and soldiers while inoperative, but is not an ideal way to handle things for mercenaries or privateers, who must constantly worry about attacks by rivals or other contracted fighters.

Calculating the fuel costs for arcanofurnaces is easy; it costs 1,000 gp worth of magical items per day for every doom strider in the unit. Vampiric converters are more difficult and depend on the campaign world: What price can be placed on life? Most doom strider units who use this type of power also capture their own sacrifices, favoring a few powerful creatures over hordes of weaker creatures that are harder to keep an eye on and which provide less fuel per body. Prayer engines get off cheapest, as the worship of the faithful costs the church nothing.

Upkeep: Doom striders are delicate in many ways. Their infrastructure is composed of thousands of gears and levers, not to mention all the arcane circuitry that is used to transfer the power from the energy source to the rest of the strider. All of this intricate, involved machinery requires a dedicated engineer to keep running.

During each week in which a doom strider undergoes any activity—even something as simple as walking or lifting objects—it needs attention from an engineer to avoid a possible breakdown. Naturally, the more activity a doom strider undertakes during the week, the more attention it needs to keep it up and running.

To determine how much attention a doom strider needs, first calculate its active hours. During any hour in which the doom strider performs an action, it earns an active hour. If it walks for a full hour or

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simply spends a few minutes hoisting some material, it does not matter; the doom strider still earns an active hour. At the end of each week (or seven days if your campaign world has longer or shorter days), the GM should roll percentage dice (d100) for each doom strider in the unit. If the d% total is less than a doom strider's number of active hours, the doom strider suffers a breakdown at some point during the following week (roll 1d8 to determine the location of the breakdown). See **Breakdown** below, for more information about what happens when a doom strider is not properly maintained.

Characters with the Profession (doom strider engineer) skill can greatly alleviate the risk of by spending some time with a doom strider to keep it up and running. To determine how long an engineer must spend with a doom strider during the week to perform this skill check, see the table on this page. The engineer must pay the upkeep cost and then make a Profession (doom strider engineer) skill check (DC 10). If the check succeeds, the doom strider's number of active hours for the week is reduced by the skill check result minus 10 (minimum of zero). If the skill check fails, the number of active hours are not reduced by the ministrations of the engineer.

If a doom strider does not suffer a breakdown, its active hours carry forward to the next week, unless they are reduced to zero by the efforts of an engineer. Captains that do not take proper care of their doom striders soon find themselves stranded in a broken-down heap.

Note that each skill check for upkeep requires materials in addition to a skilled engineer. These materials take the form of spare parts, grease, simple magical accoutrements, and other vital items. These items can be purchased in any city in 500 gp packages, each of which weighs roughly 30 pounds.

Size: The size of the doom strider.

Time per Check: The number of hours an engineer must spend with the doom strider during the week before it can make a skill check for upkeep. More than one engineer can spend time with a doom strider, but it is the engineer with the lowest Profession (doom strider engineer) skill who must make the check for the week. Up to four engineers can pool

their time on a single doom strider, allowing them to get even a Colossal doom strider ready for the check in a relatively short period of time.

Cost per Check: This is the cost, in materials, that the engineer must pay in order to perform the skill check for upkeep. This is very important for doom strider captains to remember before they take off into the wilderness, where parts and other materials cannot be purchased.

Size	Time per Check	Cost per Check
Medium	1 hour	20 gp
Large	2 hours	50 gp
Huge	5 hours	100 gp
Gargantuan	10 hours	200 gp
Colossal	20 hours	500 gp



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1: THE CAMPAIGN

BREAKDOWN

If a doom strider breaks down, as determined above, it is in grave danger of destruction. It is treated as if it had no captain for purpose of attack and it cannot be used for any purpose. Its energy source ceases to work and the whole construct simply stands there waiting for an enemy to find it and take it apart.

Recovering from a breakdown takes a great deal of time and a bit of luck on the part of the doom strider engineer in charge or repairing the strider. First, the doom strider is inoperable for a minimum number of hours equal to twice Time per Check (based on its size as shown in the table above) plus an additional 1d10 hours. The engineer must also pay double the Cost per Check (taken from the table on page 16, based on the size of the doom strider). When the time has passed and the materials are paid, the engineer is allowed to make a Profession (doom strider engineer) skill check (DC 25). If the check succeeds, the doom strider is operational. If it fails, the engineer has not found the cause of the breakdown and must wait for time to pass and must pay the price in parts before he is allowed another skill check to repair the breakdown.

Once a doom strider recovers from its breakdown it can be used as normal but its active hours are *not* reduced by the repairs made to get it operational. The active hours can be reduced by an engineer with the correct parts on hand and the time necessary, however.

REPAIRS

Doom striders are quite powerful, but they are also prone to damage during battles. Unlike heroes, who can be healed with a simple spell or two after a battle, doom striders require repairs to get them operational. There are two types of repair that doom striders need: hit point repairs and component repairs.

Hit point repairs are by far the most commonly needed repair as virtually every doom strider needs to have them performed after every battle. To perform a hit point repair, a character with the Craft (doom strider) skill must make a skill check (DC 10). If

the skill check succeeds, the character has repaired 2d6 hit points of damage, provided he can pay 50 gp in materials (see above for where materials can be purchased) per hit point to be repaired. If he cannot pay the entire amount, he only repairs the hit points which he can pay for.

Component repairs come much closer to actually replacing the damaged part than they do to repairing it. To repair the damage to a component, a character with the Craft (doom strider) skill must make a successful Craft skill check using the system under **Putting it Together** (page 6), determining the 'price' of the repair as follows.

First, divide the cost of the component (in gold pieces) by the number of slots it requires to install. Reduce this number by 50% to find the 'per slot' repair cost. Multiply the number of slots by the per slot repair cost to determine the 'price' for the crafting check. Like other craft skill checks, repairs can be done in daily or weekly increments, provided the cost in materials is paid.

SALVAGE

As mentioned previously, salvage is important for doom strider units. It provides replacement parts for their own striders as well as supplemental income from the sale of redundant parts.

To salvage a component from a doom strider requires a successful Profession (doom strider engineer) skill check equal to the Creation DC of the component. It also requires a doom strider of at least Large size to help remove the component from where it lies, or an appropriate doom strider repair facility (see below). If the check succeeds, the component is removed in one hour per slot it occupies, plus 1d4 hours. If the check fails, the same amount of time passes, but the component suffers one slot of damage (which may destroy smaller components).



2: CONSTRUCTION

A doom strider is not a simple machine; one cannot simply stop by the local blacksmith and order one up. They require not only the hands of a skilled craftsman to shape the doom strider's body, armor, and weapons, but also powerful magicians and clerics to give the doom strider life. The following sections describe the process necessary to create a doom strider, as well as the materials and magical power needed to create one of these war machines.

All doom striders are composed of the same basic parts: a head, torso, limbs, and components. To build a doom strider, simply follow the steps below. Be sure to keep a total of the costs accrued during each step.

1. **Choose a construction material.** Using an exotic type of material for your doom strider can provide benefits, but also increases the cost.
2. **Choose a torso size.** The size of the doom strider's torso is used to determine its overall size category, as well as the number of limbs it can possess. See "The Torso" below, for more information.
3. **Pick a head.** Not all doom striders need heads, and no doom strider of size Medium or Large may be equipped with one. Heads on Huge or larger doom striders are an option but may be a requirement for certain components (see "Outfitting the Doom Strider" for more component information).
4. **Choose the number of limbs, and each limb's size.** Note that the maximum number of limbs is determined by the size of the doom strider's torso, as are the maximum and minimum limb sizes. See "Limbs" below, for more information.
5. **Total up the cost for the torso, head, and limbs, then multiply this amount by the cost modifier for exotic materials (if necessary).** See "Construction Materials" for more information. This is the base cost for the doom strider's body, which is used for the Craft (doom strider) skill checks for constructing the doom strider. See "Putting it Together" for more information.

6. **Select components for the doom strider.** These components must include, at a minimum, the following: one control mechanism for each crew member and one power source. Though armor and weaponry are critical to the battlefield success of a doom strider, they are not required to get a doom strider up and running. See "Outfitting the Doom Strider" for more information.

7. **Get out there and bust some heads.** Your doom strider is built, now go put it to use.

MATERIALS

All doom striders are composed of the same basic materials – wood, leather, iron, quicksilver, and other more arcane substances are used to create the majority of the body, armor, and internal components. However, it is possible to use more durable or lighter components when creating a doom strider, at an increased cost.

Adamantine, darkwood, and mithral are three of the most common exotic materials used in the creation of doom striders, and each provides its own benefits. Adamantine, for example, is much stronger and durable than mere iron, while mithral is far lighter. Darkwood is favored for its flexibility and low weight, especially for smaller doom striders in great need of agility and speed. The table below illustrates the benefits, and increased costs, for using these alternative materials in the construction of a doom strider.

Doom striders are not magic items in the traditional sense. Neither are they constructs. Rather, they are items which can make use of magical energies to power their own special abilities. This means that anyone can build a doom strider, provided they have the skills and knowledge to do so. Of course, without magical items to power the thing, the exercise could be pointless, but it is nevertheless possible for a horde of barbarians or a sect of holy warriors to create a doom strider of their own. Magical energy is the fuel of doom striders, but it is not how they are created.

2: CONSTRUCTION

TABLE 1: CONSTRUCTION MATERIALS

Material	Cost Multiplier	Bonus
Adamantine	×3	This material provides a +3 armor bonus to AC, +2 circumstance bonus to all melee weapon damage, and a +2 circumstance bonus to all Fortitude saves. Adamantine doom striders are more difficult to create than standard doom striders (+5 to DC).
Bone	×1	Bone increases the amount of energy produced by vampiric engines by 25%. It also reduces the total hit points of the doom strider by 25%, after all other hit point calculations are made.
Brimstone	×1	Doom striders built from brimstone gain a 25% increase in the amount of energy produced evil worshipers. However, the doom strider is treated as if one size category larger for purposes of determining any Armor Class and Attack penalties.
Darkwood	×1.5	Darkwood doom striders receive a 10-foot increase in their base movement rate.
Living Wood	×3	This technique, mastered by a consortium of druids and elven wizards, creates a doom strider from living wood. This incredibly resilient doom strider receives a +2 circumstance bonus to all Fortitude saves, as well as +1 deflection bonus to its Armor Class. The DC to create a doom strider of living wood is +5 harder than normal.
Mithral	×2	When constructed from mithral, a doom strider is treated as if it is one size category smaller for the purpose of determining Armor Class and Attack penalties. This increases the DC to create the doom strider by +3.
Sanctified Silver	×1.5	This blessed material provides the doom strider with the ability to channel divine energy from good-aligned worshipers more effectively. The base range for channeling spell energy becomes 1,000 feet, rather than 500 feet.
Necrotic Tissue	×2	Doom striders constructed with this material receive DR 2/- (which stacks with other forms of damage reduction) and any fear-like effects generated by these doom striders are more difficult resist (add +2 to their DCs). Reduce the hit points of any doom strider constructed from this material by 10%, and increase the DC required to create the doom strider by +3.

SIZE

All doom striders are measured in size categories the same as those used for monsters. Though many doom striders are extremely large—

both to intimidate foes and to incorporate as many weapons and other weapons and components as possible—there are a growing number of forces who enjoy the use of Medium-size and Large doom striders. These smaller weapons of war are still extremely powerful, serving as faster, lighter support on the

2: CONSTRUCTION

battlefield, or as the spearhead unit to lead standard troops into combat.

A doom strider's size category is determined solely by the size of its torso. A colossal torso with gargantuan limbs is still a colossal doom strider, while a gargantuan torso with colossal limbs is still a gargantuan doom strider. Keep in mind that the torso of the doom strider will also limit the size of the limbs it can support, as no doom strider can be equipped with limbs more than one size category larger or smaller than its torso.

Medium and Large doom striders are different from larger constructs – they house only a single individual, who wears the doom strider more than he pilots it. These are essentially a variant type of magical armor, equipped with powerful weapons and other devices to augment the combat abilities of the wearer.

TORSO

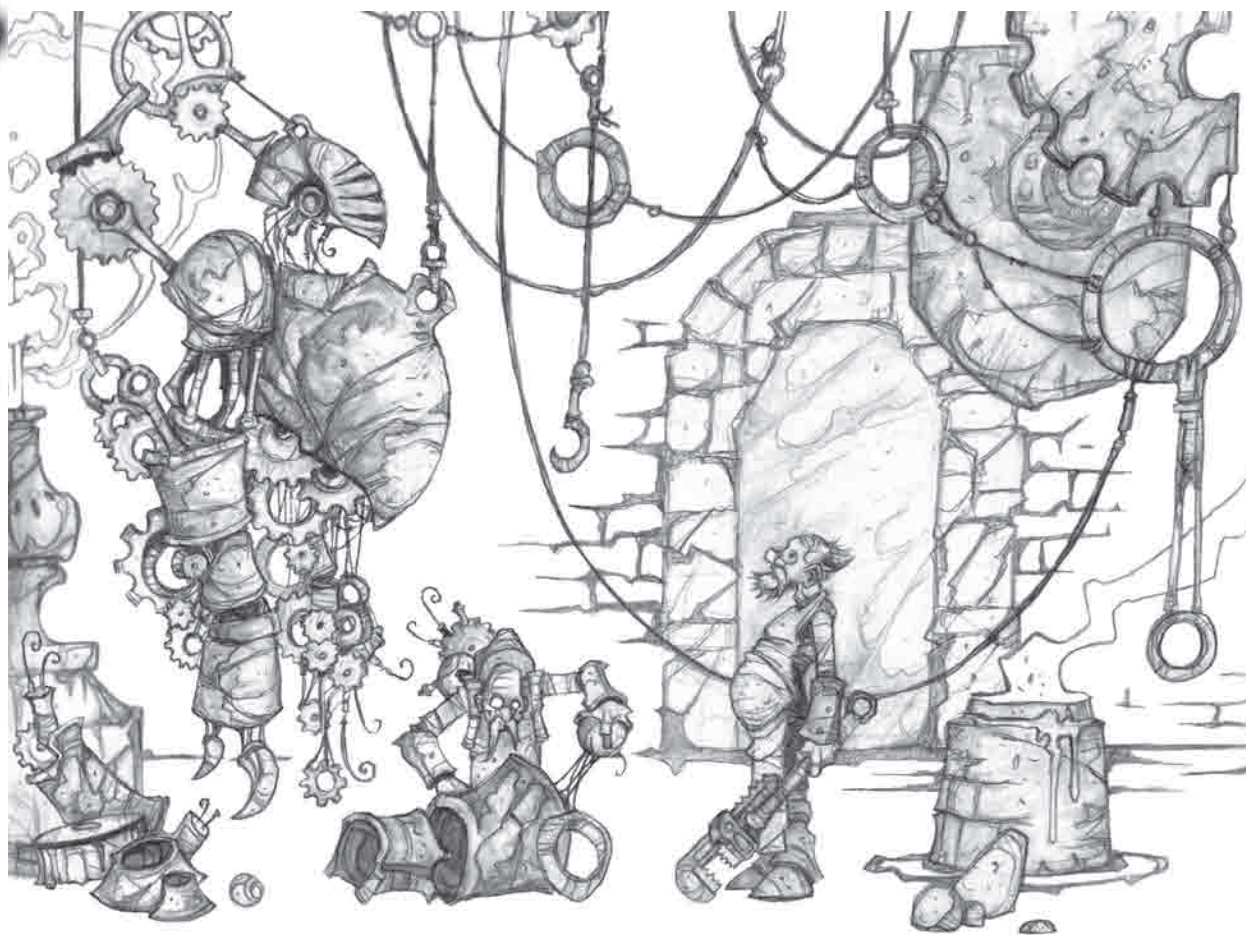
The most important piece of the strider is its torso. The torso contains the captain and the control mechanism, as well as the energy source. The torso also determines the overall size of the Doom Strider and the size of the other components that can be attached to it.

The table below details the different sizes of torsos available for constructing a doom strider and provides the necessary information for each type of torso. The sections of the table are:

Size: The size of the torso (Medium, Large, Huge, Gargantuan, and Colossal).

Cost: The cost of the torso in gold pieces.

Slots: The number of component slots available in the torso. Each type of component will use up a number of these slots, as detailed in the individual descriptions below.



2: CONSTRUCTION

There's nothing saying a doom strider cannot be piloted by a single individual. However, larger doom striders cannot take advantage of all of their weapons or possible attacks each round with only a single crewmember, because the captain is still limited to his normal number of attacks. Additional crew members allow the use of all of a doom strider's weaponry and increase the number of attacks it can make each round,

Limbs: The number of appendages (arms, tails, legs, etc.) that can be attached to the torso. This does not include the head, which is a separate hit location.

Min Size: The smallest size of appendage that can be attached to the doom strider.

Max Size: The largest size of appendage that can be attached to the doom strider.

HP X: To determine the doom strider's hit points, multiply the captain's hit points by this number.

AC/Att: The Armor Class and Attack modifier for a doom strider of this size. This applies to all attacks made by the doom strider.

Crew Space: The number of crew members the doom strider can accommodate. Each crewmember requires the addition of a control mechanism.

Space: The space occupied by a doom strider.

Maximum Dex Bonus: Each doom strider has a maximum dexterity bonus based on its size.

Strength Bonus: The bonus applied to the doom strider for performing Strength-related activities.

HEAD

The head of the Doom Strider is used primarily for doom striders through which spells can be cast. In doom striders with a focus on conventional weapons, the head is normally used as a small weapon mount, rather than wasting the money and space on link crystals or channel receptors.

The head of a doom strider must be either the same size category as the torso or one size smaller. Thus, a doom strider of Gargantuan size could have a Huge or Gargantuan head, but could not support a Colossal head. Note that Medium and Large torsos cannot support a head in any case – the head of the doom strider is really nothing more than an armored helm for the pilot of the doom strider.

The table below details the different sizes of heads

TABLE 2: DOOM STRIDER TORSOS

Size	Cost	Slots	Limbs	Min Size	Max Size	HP X	AC/Att
Medium	20,000	4	4	Small	Large	1	0
Large	30,000	6	4	Medium	Huge	1.5	-1
Huge	50,000	8	4	Large	Gargantuan	2	-2
Gargantuan	75,000	12	6	Huge	Colossal	4	-4
Colossal	100,000	20	8	Gargantuan	Colossal	8	-8

Size	Crew Space	Space	Max. Dex. Bonus	Strength Bonus
Medium	1	5-ft.	+4	+0
Large	1	10-ft.	+2	+2
Huge	1	15	+1	+5
Gargantuan	2	20	+0	+10
Colossal	4	30	-1	+20

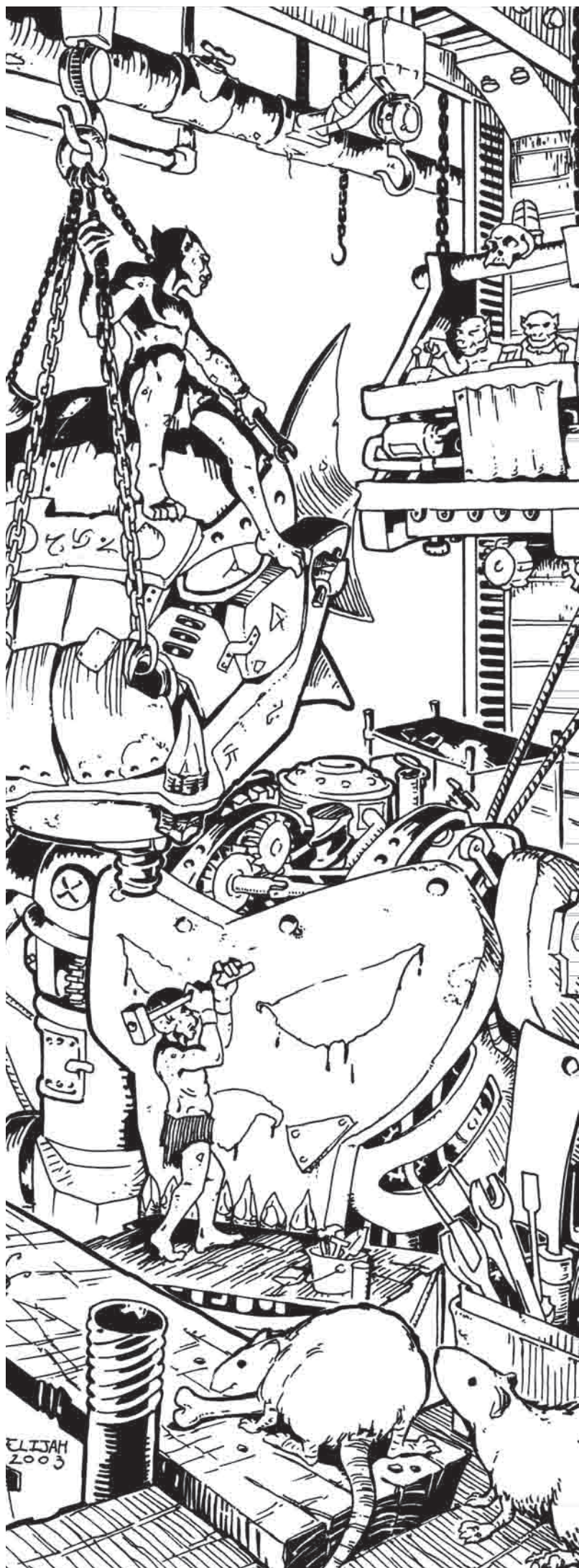


TABLE 3: HEADS

Size	Cost	Slots
Huge	10,000	1
Gargantuan	15,000	2
Colossal	20,000	3

available for constructing a doom strider and provides the necessary information for each type of head. The sections of the table are:

Size: The size of the head (Huge, Gargantuan, and Colossal).

Cost: The cost of the head in gold pieces.

Slots: The number of component slots available in the head. Each component uses up a number of slots, as detailed in the individual descriptions below.

LIMBS

Once the head and torso are selected, it is time to select the limbs. There are three types of limb: tails, arms, and legs, each of which has its own benefits and disadvantages.

Tails are the strongest of the appendages; they are capable of supporting the largest weapons and can also be used as powerful weapons in their own right. However, they are somewhat clumsy and cannot be used to climb or perform any other action that an arm with hands is capable of performing. Tails suffer a -2 circumstance penalty to all attack rolls—they simply are not as easy to control as arms in combat.

Arms are the least powerful and smallest of the appendages, but are critical for the use of non-integrated weaponry. A doom strider with arms can carry extra weapons and switch between them as needed, while striders without these appendages are limited to their installed weaponry. Note that all Medium and Large doom striders must be equipped with a number of arms and legs equal to those possessed by the pilots. This does not, however, allow a doom strider to have more arms and legs than what its torso allows—a centaur cannot pilot a doom strider of Medium or Large size for this reason, because it has

Illustrated by Elijah Walker

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TABLE 4: LIMBS

Arm Size	Cost	Slots	Damage	Reach
Medium	7,000	1	1d4	5
Large	12,000	2	1d4	10
Huge	15,000	2	1d6	15
Gargantuan	30,000	4	2d4	20
Colossal	45,000	6	2d6	30

Leg Size	Cost	Slots	Damage	Reach
Medium	15,000	1	1d4	5
Large	20,000	2	1d6	5
Huge	30,000	4	1d6	10
Gargantuan	45,000	6	2d4	15
Colossal	60,000	8	2d6	25

Tail Size	Cost	Slots	Damage	Reach
Medium	20,000	2	1d4	5
Large	30,000	4	1d6	10
Huge	45,000	6	1d8	15
Gargantuan	60,000	10	2d6	20
Colossal	100,000	12	2d8	30

a total of six limbs, while doom striders of this size can only support four limbs.

Without legs, a doom strider is immobile and unable to move about the battlefield. Immobile doom striders tend to be blown apart in short order, so this type of creation is quite rare, save as fortification defenses. In order to move, a doom strider must have at least two legs; a doom strider may never be constructed with fewer than two legs, if it has any legs at all. There is one final restriction on legs – in order for the doom strider to be able to move effectively, all of its legs must be of the same size. Doom striders equipped with legs of different sizes may as well have no legs at all, as they will be unable to walk.

Table 4: Limbs details each of the different limbs and different sizes of limbs available for constructing a doom strider and provides the necessary information for each type of limb. The sections of the table are:

Size: The size of the limb.

Cost: The cost of the limb in gold pieces.

Slots: The number of component slots available in the limb. Each type of component will use up a number of slots, as detailed in the individual descriptions below.

Damage: The damage caused by a melee attack with an unarmed limb.

Reach: The limb's reach distance, in feet.

CRAFT (DOOM STRIDER) (INT)

After determining the size of the torso, the head, and each of the appendages, it is time to put them all together. This process involves the Craft (doom strider) skill and a host of assistants to work with the engineer overseeing the process. The cost of hiring and housing assistants is taken into account in the cost listed in the tables above, with approximately five assistants working with the chief crafter for every 5,000 gp value of the war machine.

To create the body of the doom strider, total up the cost (as noted in the tables above; do not forget to include the cost multiplier for working with exotic materials) for the head, torso, and each of the limbs. This provides the base price of the doom strider for use in the crafting skill. The chief crafter must then follow the standard use of the Craft skill (detailed below), making checks each week using the Craft (doom strider) skill (DC 20).

To determine how much time and money it takes to make a doom strider, follow these steps:

1. Calculate the doom strider's price and then convert it into silver pieces (1 gp = 10 sp).
2. Pay one-third of the item's price for the cost of raw materials.
3. Make a Craft (doom strider) check representing one week's work. If the check succeeds, multiply your check result by the DC required to create the doom strider (normally 20, but special materials can increase this DC). If the result \times the DC equals the price of the item in sp, then you have completed the item. (If the result \times the DC equals double or triple the price of the item in silver pieces, then you've



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completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

Failure: If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: You can make checks by the day instead of by the week. In this case your progress (check result \times DC) is in copper pieces instead of silver pieces.

Repairing Items: You can repair a doom strider by making checks against the same DC that it took to make the doom strider in the first place. The cost of repairing an item is one-fifth of the item's price.

Fast Creation: You may voluntarily add +10 to the base DC (20) to craft a doom strider. This allows you to create a doom strider more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Take 10: You can Take 10 on the creation of a doom strider. Each time you do, it takes 10 weeks and costs 10% more in materials than a standard weekly check.

Take 20: You can't Take 20 on the creation of a doom strider.

Special: A dwarf has a +2 racial bonus on Craft (doom strider) checks that are related to the creation of doom striders composed of stone or metal.

TABLE 5: ABILITIES

Ability	Determine By
Hit Points	Doom striders have hit points equal to the captain's hit points multiplied by the Hit Point modifier for the size of the torso.
Initiative	Doom striders have initiative modifiers equal to the captain's initiative modifier.
Speed	Determined by the doom strider's size and number of legs as shown in Movement and Movement Rates, below.
Armor Class	The AC of a doom strider is equal to 10 + torso size modifier + any armor, shield, or deflector modifiers (see Outfitting the Doom Strider, below).
Attacks/Damage	Each of a doom strider's attacks should be calculated separately, using the captain's (or crewmember's) BAB + the torso size modifier + the doom strider's Strength or Dexterity modifier (as appropriate). Unarmed attacks cause damage based on the size of the appendage making the attack, as shown in the Limbs section, above. The damage modifier for all melee attacks is based on the captain of the doom strider.
Saves	The doom strider's saves have a base equal to the captain's saves. The AC/Att modifier is applied as a penalty to the doom strider's Reflex saves, but as a bonus to its Fortitude saves. Note that the maximum Dexterity bonus based on the size of the doom strider affects its Reflex save.
Abilities	The doom strider has ability scores equal to the captain's abilities, modified by any components installed in the doom strider.

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When the body is complete, the doom strider is still not quite ready to roll out on the field of battle. Though weeks and months have been spent on its construction, there are weeks yet to go to get the weapon ready for the battlefield. Weapons must be mounted, armor attached, and crew controls installed, before the doom strider will ever see combat.

THE DOOM STRIDER'S ABILITIES

A doom strider is treated as a creature with the same basic abilities as its captain (not the additional crewmembers. To determine the basic abilities of a doom strider, consult the table below. Note that the information provided in this table may be modified by components installed at a later date; blood batteries, for example, allow another member of the crew to provide the base hit points for the doom strider.

OUTFITTING THE DOOM STRIDER

Though the main body of the doom strider is an impressive sight, it is of precious little use if it is not outfitted with weapons, an energy source, and other items that transform it from an articulated statue into a powerful weapon of destruction. Each of the additional components needed to get a doom strider active is detailed in its own section, from the captain's controls to strength enhancers to the remote linkages. Simply select the items you need from these sections and pay the cost to have them installed in your strider. Installation is a simple process and normally requires one day per 5,000 gp value of the items being installed. Installation charges are figured in to the cost of the item in question; if the items are not installed by the seller, discount the purchase price by 10%.

COMPONENT LEGEND

The items detailed below have the following properties associated with them.

Cost: The cost of the component.

Dmg: The amount of damage the component inflicts. Weapons that come in various sizes have their damage listed for each size.

The careful reader will notice that virtually all items found in this section are created using the Craft (doom strider) skill and require no magical know-how, whatsoever. This is because doom strider components use technological means to manipulate the magical energy of the arcanofurnace (or other energy source) to produce a wide variety of effects. This can, at the GM's discretion have some interesting applications for a doom strider campaign, opening up the world of magic to those with no magical skills of their own. See **Chapter 1: Campaigns**, for further information.

Critical: The chances of a weapon inflicting a critical threat and the damage multiplier for all damage if a critical hit is confirmed.

Range Increment: An attack at this distance is not penalized for range, but each full range increment after the first inflicts a –2 penalty to the attack roll. Unless otherwise noted in the weapon's description, all weapons have a maximum range of five increments.

Slots: The number of slots a component takes up in a doom strider. Note that installed components do not change in size in relation to the doom strider in which they are installed. A shard cannon is the same size, whether installed in a Medium-sized doom strider or a Colossal doom strider.

Type: The type of damage a component causes.

Power Component: Some weapons require a power component, normally a magical item, in addition to energy from the doom strider's energy source.

Energy Cost: The number of energy points, per use, the component needs to function. This section also details information on how long a use lasts.

Craft DC: This is the Difficulty Class needed to craft the item using the Craft (doom strider) skill. Note that crafting these items uses the standard Craft skill procedure outlined in the *Player's Handbook*.

Mass Combat: If an item has a use in a mass combat situation, the mechanical adjustments are listed here. Note that mass combat refers exclusively to the mass combat rules found in the Bastion Press supplement, *Oathbound*[®]: *Arena*.

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ARMOR AND DEFENSES

The items listed below provide a doom strider with AC, additional hit points, and the ability to avoid damage. For the costs of these items, refer to **Table 6: Armor & Defenses**. Items with a paranthetical designator (x) in their title are illustrated on page 27.

Ablative Shielding (a): A combination of metal and wooden shields, these simple constructs provides the doom strider with additional hit points that protect it without the need for more expensive armors. While armor is more effective in the long run, these breakaway shields are very useful when funds are tight or when a doom strider simply needs to be able to stand up to more damage to fulfill its objective.

Each slot of ablative shielding increases the hit points of the doom strider by 5%, rounded down. These hit points are reduced first, before the doom strider begins to suffer actual damage. More importantly, any ablative shielding slots are destroyed before slots containing other components, even if the shielding's hit points have been totally reduced.

Armor (b): Armor may be installed in any slot, and each slot equipped with armor provides a +1 bonus to the doom strider's Armor Class. Heavily armored doom striders are not uncommon, as they represent a very expensive investment that is protected as cautiously as possible. Slots used for armor may not be used for any other components.

Avoidance System (c): Doom striders are not very agile constructs, which leaves them prone to suffering great damage from spells or attacks

with an area of effect, because they cannot leap out of the way or hurl themselves clear. This device was designed to temporarily remove control of the doom strider from its crew and direct it through a random set of evasive maneuvers. Because the piloting is handled by this system, there is no chance of the doom strider falling over, but it is out of the control of the crew for the remainder of the round in which it controls the doom strider.

An avoidance system has three possible states: on, off, and activated. Turning the avoidance system on or off is a free action that can be performed only by the captain. While *on*, the avoidance system is ready to take control of the doom strider at a moment's notice and the avoidance system requires one point of energy each round. If a doom strider with an avoidance system turned on is targeted by a spell or other attack that requires a Reflex save, the avoidance system immediately activates.

Once *activated*, the avoidance system makes the doom strider leap, duck, and perform other evasive

TABLE 6: ARMOR & DEFENSES

Item	Cost	Slots	Craft DC	Energy Cost
Ablative Shielding	500	1	15	—
Armor	1,000	1	15	—
Avoidance System*	1,000	1	30	—
Barbed Armor**	1,250	1	20	—
Crossbow Cluster	10,000	1	20	—
Crossbow Cluster (auto)	15,000	3	25	—
Dragonscale	Varies	1	25	—
Energized Armor	2,000	1	25	1 per 5 slots
Filtration System	10,000	1	20	1 per minute
Glyph Plate	3,000	1	25	—
Lightning Soul [◊]	5,000	1	25	1 (3 for overload)
Reactive Armor [†]	1,500	1	25	1 per round
Reinforced Infrastructure [‡]	1,000	Varies	15	—
Shiver Cloak	10,000	1	20	1 per round
Vine Armor	1,500	1	15	—

* Must be installed in torso.

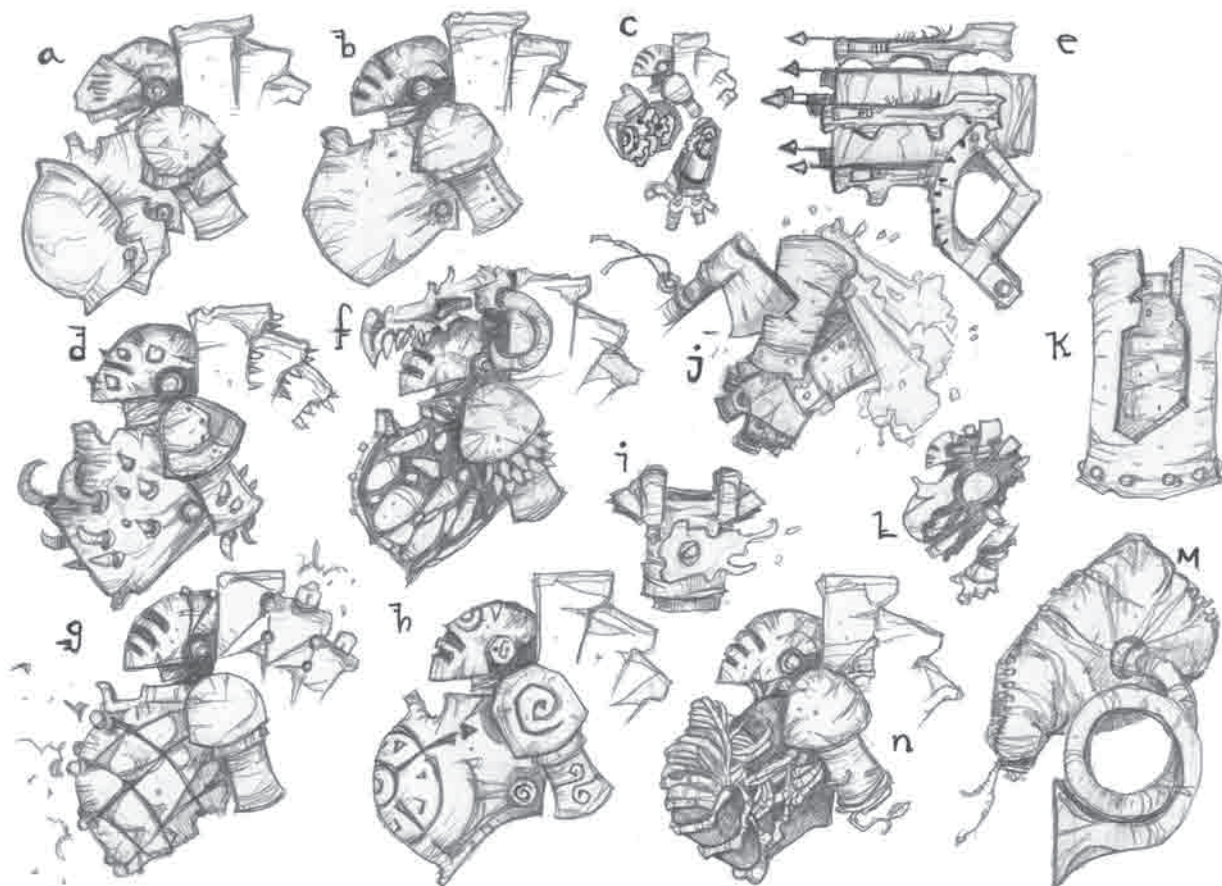
** Must be installed in half of all slots in the torso, plus one slot in each limb

◊ Must be installed in head or torso. Each control mechanism requires its own lightning soul

† Must be installed in one torso slot, and one slot in each limb.

‡ 1 slot for huge, 2 for gargantuan, 3 for colossal

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maneuvers for the remainder of the round. During this time, it is unable to make attacks, move, or perform any other action. When switched *off*, an avoidance system costs no energy points and cannot be activated.

Barbed Armor (d): This armor provides some minor offensive capability along with its protection. The surfaces of the armor plates are covered with assorted barbs and hooks designed to injure opponents who choose to grapple the doom strider, but they are also useful for catching and tearing away weapons used to make melee attacks against the doom strider.

Whenever an opponent makes a melee attack against a doom strider with natural weapons, the opponent suffers 2 hit points of damage. If a melee weapon is used to attack the doom strider, there is a chance it will catch on the barbs. If an attack misses by 3 or less, the weapon (if any) used to make the attack is snared on the barbs. It can be retrieved as a full-round action or as a partial action if the weapon's wielder beats the doom strider in a grapple

check. If the attack was made by a doom strider arm, leg, or tail, that appendage is snared just as if it were a weapon. If the attack was made by an unarmed creature, that creature is not snared on the barbs.

A snared weapon can also be abandoned – in this case, it remains attached to the doom strider until it is removed. The doom strider can remove the weapon at any time by retracting the barbs (a free action taken by the captain), or it can leave it in place. If the snared weapon is a mounted weapon, it obviously cannot be abandoned. In addition, a doom strider with a snared, mounted weapon or snared appendage loses its Dexterity bonus and cannot move until the weapon or appendage is freed. Likewise, the doom strider the weapon is snared on is unable to move until such time as the weapon is freed from the barbs.

The exception to this is if either doom strider is two size categories, or more, larger than the other. In this case, the larger doom strider can pull the smaller one around at one-third the larger doom strider's normal speed. If the smaller doom strider wishes to



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stop this movement, it must succeed at a grappling attempt against the larger doom strider. If the smaller doom strider does succeed, it stops the movement of the larger doom strider for that round only. While being pulled, the smaller doom strider receives no Dexterity bonus to its Armor Class and also suffers a -4 circumstance penalty to all attacks it makes.

To gain the benefit of barbed armor (other than the standard Armor Class bonuses it provides) at least one-half of the slots in the torso must be used for this type of armor and at least one slot in each limb (though not the head) must be equipped with barbed armor.

Crossbow Cluster (e): This item is detailed in the Weapons section on page 51.

Dragonscale Armor (f): Wrapping dragonscale around a suit of armor is a sure way to make it more durable and resistant to damage. When incorporated with the power of a doom strider, dragonscale armor creates an incredibly resilient defense. The skin of each type of dragon offers its own set of defensive and offensive capabilities when used to armor a doom strider, as shown below.

In order for a doom strider to gain the benefits of dragonscale armor, its entire torso must be protected by this type of armor. This means that at least one-half of the slots available for the torso must be used to mount dragonscale armor. See the table below for information on how many slots worth of armor a dragon of a given size can provide when slain and properly dressed. All slots equipped with dragonscale armor provide a +1 bonus to the doom strider's Armor Class in addition any other enhancements offered by the dragonscale. The benefits provided for each type of dragonscale armor are also provided below:

Black Dragonscale: Provides resistance to acid 15, ability to cast the *darkness* spell as if a caster of 10th level at the cost of 2 energy points. The *darkness* ability may be used 3 times per day.

Blue Dragonscale: Provides resistance to electricity 15. For the cost of 2 energy points, doom striders equipped with this type of dragonscale armor can surround themselves with lightning, which causes 1d6 hit points of damage to all targets within 5 feet

of the doom strider. A successful Fortitude save (DC 20), results in a target suffering no damage from this attack.

Bronze Dragonscale: Provides resistance to electricity 15. Doom striders equipped with this type of armor receive a +5 bonus to their Armor Class, in addition to all other armor bonuses (including those provided by the slots this armor is installed in).

Copper Dragonscale: Provides resistance to fire 15. Doom striders equipped with this type of armor receive a +5 bonus to their Armor Class, in addition to all other armor bonuses (including those provided by the slots this armor is installed in).

Gold Dragonscale: Provides resistance to fire 15. Doom striders equipped with this type of armor may cast the *bless* spell three times per day, as if a cleric of 10th level. The use of this ability requires no energy expenditure.

Green Dragonscale: Provides resistance to acid 15. The doom strider equipped with this armor can also become water tight and able to walk through water as if it was not there, for the cost of 1 energy point per round spent within the water. The water in no way hinders the doom strider, which can move at its normal movement speed across the bottom of a river or lake, but does reduce the range of all of the doom strider's ranged attacks by one-half.

Red Dragonscale: Provides resistance to fire 15. Doom striders equipped with this armor are able to generate a sphere of heat around themselves, inflicting 1d6 hit points of damage on all targets adjacent to them. A successful Fortitude save (DC 20) results in a target suffering no damage from this attack.

Silver Dragonscale: Provides resistance to acid 10, resistance to cold 10. Doom striders equipped with this type of armor receive a +5 bonus to their Armor Class, in addition to all other armor bonuses (including those provided by the slots this armor is installed in).

White Dragonscale: Provides resistance to cold 15. Doom striders equipped with this armor are able to cast the *fog cloud* spell (as if a caster of 10th-level) at the cost of one energy point.

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Dragon Size	Slots of Armor	Dragon Size	Slots of Armor
Small	2	Huge	8
Medium	4	Gargantuan	12
Large	6	Colossal	20

Energized Armor (g): The crystalline lattice of energized armor is naturally rigid and provides the same defenses as standard armor (+1 Armor Class for every armored slot). However, when energy is channeled into this type of armor, it provides a more potent defense that not only deflects damage more efficiently, but also inflicts damage to any other doom strider or creature foolish enough to make a melee attack against the glowing armor.

When activated, the crystalline lattice consumes one energy point per round for every five slots, or fraction thereof, in which it is installed. While energized, the armor also provides an additional +1 deflection bonus for every two slots in which it is installed. Any creature or doom strider who makes a melee attack, either with a weapon or with natural weapons, while the armor is energized automatically suffers 1d4 hit points of electrical damage.

Mass Combat: Energized armor causes 1d4 points of damage to any unit which attacks the doom strider in melee combat while the armor is energized.

Filtration System: Because poisonous or corrosive gases present such a danger to the crew of a doom strider, it was only natural that some enterprising engineer would develop a defense against such attacks. The filtration system encapsulates the crew area of a doom strider in an attempt to prevent exposure to harmful gasses. All crew members in the crew area of a doom strider equipped with a filtration system are granted a +6 circumstance bonus to all Fortitude saves to resist poisonous or corrosive gases.

Glyph Plate (h): This type of armor provides a powerful defense against magical attacks and is even able to absorb arcane or divine energy and redirect it to power a doom strider's weapons or other equipment. The glyph plate provides no physical defenses, however, making it useless against standard attacks.

Whenever a doom strider with one or more glyph plates installed is hit by a magical attack (either a spell or the magical energy type), there is a chance the glyph plate will absorb the spell. The more glyph plates installed on a doom strider, the greater the chance it absorbs the spell – the famed Witch Hunter mercenary company has several doom striders almost entirely covered with glyph plates to absorb the spells of their enemies.

To penetrate the defenses of a doom strider equipped with glyph plates, a spellcaster must make a successful caster level check (DC 10 + 1 per glyph plate installed). If the check fails, the spell is absorbed by the glyph plate, providing the doom strider with a number of energy points equal to the level of the spell minus three (a spell can provide zero energy points, but never negative energy points). These energy points can be spent in the same round they are absorbed, just as if they were energy points from the doom strider's energy source, but dissipate harmlessly if not used before the end of that round.

Mass Combat: Any unit using spells to attack the doom strider must make a successful caster level check, as noted above, or the attack is wasted and causes no damage. Glyph plates absorb one point of energy for every level of the spellcasting unit attacking them.

Lightning Soul (i): To prevent doom striders from being shut down by spells that affect the minds of the crew, engineers designed the lightning soul. This device attaches to each control mechanism in the doom strider, creating a link to every crew member. This device can be activated as a free action, at any time, even in response to a spell or other attack.

When activated, the Lightning Soul provides a +2 bonus to all Will saves during the current round. The device can be 'overloaded' to provide a +5 bonus to all Will saves for the current round, but if this occurs, all members of the crew suffer 1d6 hit points of damage as the device overloads their systems.

The Lightning Soul works by channeling raw magical energy into the crew in an effort to counteract any will-sapping spell effects.

Reactive Armor (j): This type of armor uses magical energy to strengthen certain points of the doom

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strider, helping it to better resist attacks that affect those areas. When in use, however, reactive armor reduces the overall effectiveness of the doom strider's defenses, making it much more likely to suffer damage from attacks which target other locations not currently protected by the reactive armor.

Whenever a doom strider suffers a hit to a particular location in combat (such as the torso or a limb) the captain must decide whether or not to activate the reactive armor. If the captain activates the armor, that location receives a +2 deflection bonus to its Armor Class for the remainder of that round. This increase in Armor Class occurs before the attack is resolved and can cause an attack that would otherwise have hit to miss.

Example: Slautheris fires his doom strider's nightmare lance at a doom strider piloted by his nemesis, Volsborok. Volsborok's doom strider has an Armor Class of 22 and Slautheris has an attack result of 23, after all modifiers. After determining where the attack is going to hit, it looks like Volsborok's doom strider is about to take a hit to the torso.

But Volsborok's doom strider has reactive armor and he decides to activate it. This increases the Armor Class of the doom strider's torso to 24, making it just a little bit too hard for Slautheris to hit it. This increase in Armor Class persists for the current round, only.

While the benefit from reactive armor is in effect, all of the doom strider's other hit locations suffer a -2 Armor Class penalty. Wise captains will use their

reactive armor to ward off only the most devastating attacks, because each use of the reactive armor makes the rest of their doom strider more vulnerable to attacks.

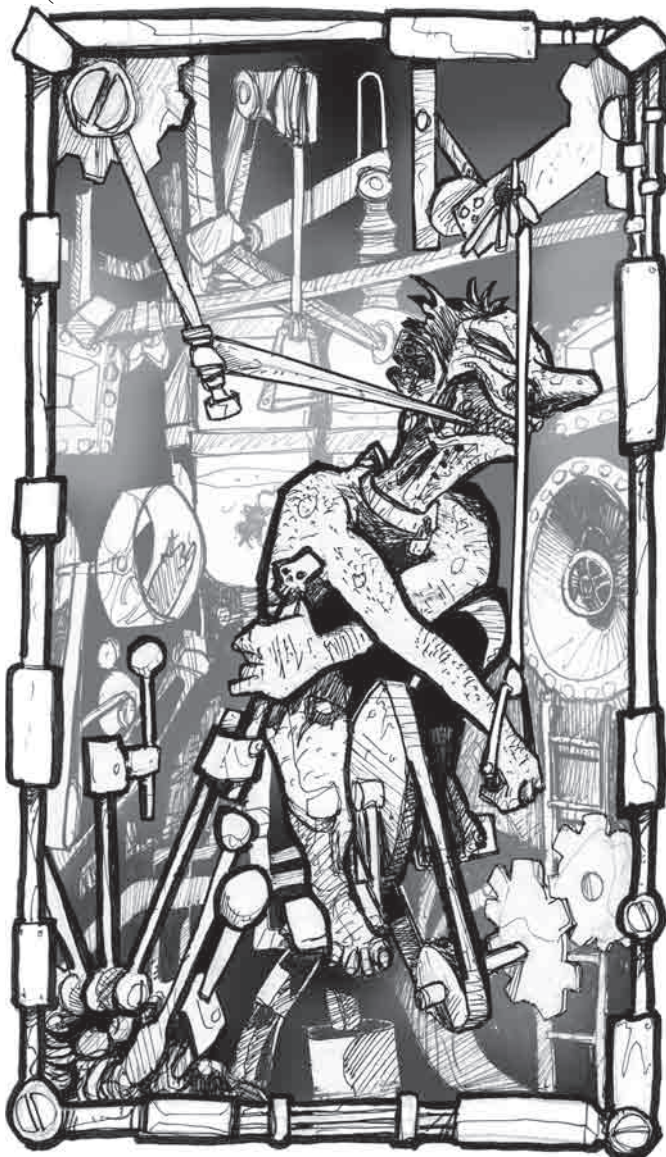
When a doom strider is operating with reactive armor activated, resolve attacks against the doom strider with the -2 Armor Class penalty in place. If an attack hits the location that is currently receiving the bonus to its Armor Class (as noted above), it may still miss, however.

To be effective, reactive armor works with other types of armor. A doom strider must have at least one slot of reactive armor in each hit location, as well as one other type of armor (which provides an armor bonus) in each hit location, as well.

Reinforced Infrastructure (k): When installed in a doom strider's limb or other body part, a reinforced infrastructure makes the doom strider much less likely to suffer a critical hit, and those hits it does suffer are less likely to be crippling in severity.

All attack rolls to confirm critical hits to doom strider hit locations equipped with reinforced infrastructures suffer a -4 circumstance penalty. In addition, when a critical hit is confirmed, its damage multiplier is reduced by one, to a minimum of 2.

Shiver Cloak (l): When activated, this device surrounds the doom strider with an aura of shifting light



Illustrated by Christopher Herndon

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and shadow, making it difficult to accurately target the construct. During each round in which this device is active, it provides the doom strider with concealment (20% miss chance). The protection provided by this device can only be penetrated by a *true seeing* spell or similar magic.

Stinging Cloud (m): This item is detailed in the Weapons section on page 56.

Vined Armor (n): Though not as adept at deflecting blows as metal armors, vined armor is quite effective at absorbing and dissipating damage. For every five slots used to mount vined armor, the doom strider receives DR 3/- and a +1 deflection bonus to its Armor Class. This type of armor is also resistant to electrical, acid, and fire damage, and has Energy Resistance 5/- against all attacks of this energy type.

CONTROLS

—Required for all doom striders of Huge or greater size—

The control mechanism provides the interface between the captain and his doom strider. The quality of this mechanism can greatly affect the ability of the captain to control his strider in difficult circumstances or the ability of crew members to use the weapons or limbs of the doom strider in combat or to perform other tasks. Even the best doom strider is of little use if its control mechanisms are not in good repair and of sufficient quality to let the crew members do their jobs.

Each doom strider has a number of ‘crew spaces’ as determined by the size of its torso (see **Table 2: Torsos**). Each crew space can hold a single Medium-size creature, or two small-size creatures and the control mechanisms they need to do their work. A Large creature requires two crew spaces, while a Huge creature requires three crew spaces and a Colossal creature needs no fewer than four crew spaces to accommodate their massive bulk. The designers of a doom strider can cram in as many crew members as they think will fit, keeping in mind that each crew member will need his or her own control mechanism, each of which eat up some of the doom strider’s available equipment slots.

When there is more than one control mechanism, the builder must tie each of the limbs (and all associated weapons and components) to one of the control mechanisms. While a control mechanism may control any or all of the appendages and attached components of a doom strider, each appendage is controlled by a single control mechanism. Note that while each of the doom strider’s arms and tails may be assigned to any controller, all of the doom strider’s legs must be assigned to a single control mechanism (which is normally the mechanism used by the captain).

For Example: Slaughtering’s doom strider has four arms and two legs. There are three control mechanisms — the captain’s controls and two additional control mechanisms for crewmembers. Two arms (and any items installed in those arms) are controlled by the first crewmember, while the other two arms are controlled by the second crewmember. The captain’s control mechanism has control over all other aspects of the doom strider. If one of the crewmember control mechanisms is destroyed, then the two arms controlled by that mechanism cannot be controlled by any of the other mechanisms.

Note that regardless of how many crew members are inside the torso, one of them must be nominated as the captain, who makes all Profession (doom strider captain) skill checks and is used as the basis for the doom strider’s hit points, saves, and other core abilities. In addition, the captain can seize control of the doom strider’s body at any time. This control allows the captain to move the doom strider as he sees fit and to make attacks with any of its appendages. The captain is not able to make attacks with weapons mounted to the limbs, however, unless they are integrated melee weapons.

Regardless of the size of the captain, no Medium or Large doom striders need control mechanisms. These types of doom strider are more worn than driven, with the limbs and other components of the doom strider conforming very closely to the body of the captain. Because of this, the captain receives no bonus or penalty to any maneuver checks or attack rolls made.

Table 7: Controls details each of the different types of controls available for constructing a doom strider and provide the necessary information for each of them. The sections of the tables are:

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TABLE 7: CONTROLS

Control	Cost	Creation		Maneuver	
		DC	Slots	Mod	
Mechanical, Poor	1,000	12	1	-4	
Mechanical, Low	2,000	14	1	-2	
Mechanical, Average	4,000	28	1	0	
Mechanical, Good	8,000	20	1	2	
Mechanical, Excellent	20,000	25	2	4	
Mental, Poor	20,000	25	3	0	
Mental, Low	40,000	25	3	2	
Mental, Average	60,000	30	3	4	
Mental, Good	80,000	35	4	6	
Mental, Excellent	150,000	35	4	8	
Grafted, Poor	2,000	15	1	-3	
Grafted, Low	4,000	17	1	-1	
Grafted, Average	6,000	20	1	0	
Grafted, Good	10,000	25	1	3	
Grafted, Excellent	25,000	30	1	5	
Organic, Poor	5,000	15	2	-2	
Organic, Low	10,000	20	2	0	
Organic, Average	20,000	25	2	2	
Organic, Good	50,000	30	2	4	
Organic, Excellent	75,000	30	3	6	
Remote, Poor	10,000	20	3	-6	
Remote, Low	20,000	25	4	-4	
Remote, Average	40,000	25	5	-2	
Remote, Good	80,000	30	6	0	
Remote, Excellent	150,000	30	8	2	
Automaton, Pilot +1	1,000	25	1	—	
Automaton, Pilot +2	2,000	25	1	—	
Automaton, Pilot +3	3,000	25	1	—	
Automaton, Pilot +4	5,000	25	1	—	
Automaton, Pilot +5	8,000	25	1	—	
Automaton, Attack +1	1,500	25	1	—	
Automaton, Attack +2	3,000	25	1	—	
Automaton, Attack +3	4,500	25	1	—	
Automaton, Attack +4	7,500	25	1	—	
Automaton, Attack +5	12,000	25	1	—	
Automaton, Siege Engineer +1	1,500	25	1	—	
Automaton, Siege Engineer +2	3,000	25	1	—	
Automaton, Siege Engineer +3	4,500	25	1	—	
Automaton, Siege Engineer +4	7,500	25	1	—	
Automaton, Siege Engineer +5	12,000	25	1	—	

Quality: The type of controls.

Cost: The cost of the controls in gold pieces.

Creation DC: The DC of the Craft (doom strider) check used when creating the mechanism.

Slots: The number of slots (in the torso) this control takes up.

Maneuver Modifier: The bonus (or penalty in some cases) provided by this control mechanism to all maneuver checks or attack rolls made by the captain or controlling crew member.

Control Automaton: By combining clockwork mechanisms with divination magic, the inventors of this device created a control module that executes a series of orders in sequence. Though no replacement for a crew member, control automation does allow an individual to pilot a doom strider that would normally require additional crew members to operate efficiently.

The control automaton can receive up to three orders, which it then executes on the doom strider captain's initiative, starting on the round after the orders are received. Issuing orders is considered a free action, but once the orders have been issued, the control automaton will not accept further orders until its queue is emptied.

Orders must be very simple and clear. The following are valid orders:

- Fire [this weapon] at [that target]. (For a control automaton with an Attack or Siege Engineer bonus)

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- Fire [this weapon] at [that target] when it comes within 500 feet (or any other distance). (For a control automaton with an Attack or Siege Engineer bonus).
- Move [a certain number of feet] in [this] direction. (For an automaton with Piloting skill)
- Stay [this far] from [that target]. (For an automaton with Piloting skill)
- Follow [that target]. (For an automaton with Piloting skill).

No other commands can be given to a control automaton – attempting to do so results in the automaton ignoring the command. If, for any reason, a control automaton can no longer carry out a command (such as if a target moves out of range of a weapon or is destroyed), it will simply ignore that command and carry on to the next command. Once a control automaton begins performing the commands it was given, it cannot be stopped until those commands have run their course.

Control automatons have senses the same as a human, for purposes of identifying and tracking targets and cannot be ordered to attack targets they cannot see. They can, however, launch indirect fire weapons at target areas, using the same rules as other siege engineers. The cost of a control automaton is based entirely on its expertise as a pilot and a combatant, as shown on **Table 7: Controls**.

Control automatons are very specialized pieces of equipment. It is not possible to combine functions within a single automaton, so there are no automatons that both fire weapons and pilot the doom strider.

er. Indeed, there are not even automatons capable of using both direct and indirect fire weapons, as these fall under two different bonus types.

Grafted Controls: While rarely used due to their invasive and rather disgusting nature, grafted controls provide the greatest degree of interaction between doom strider and crew. The cost is quite high, however, as the grafted controls create organic links

between the crew and the doom strider – crew members have tiny orifices created in their skin by the intrusion of the grafted controls. This causes crew members to take more damage when the doom strider suffers a hit in combat and has been known to lead to the death of crews that would have survived had they used more conventional control mechanisms.

If a slot containing this type of control mechanism is damaged in combat, the crew member using the control mechanism suffers full damage from the attack, rather than the half damage normally caused by damage to a set of controls.

Mechanical Controls: The most common and affordable type of control, mechanical controls allow

the crew to command a doom strider using an intricate system of levers, pulleys, wires, and chains. The legs of the doom strider are controlled by pressing down on pedals, weapons are aimed using levers and rods, and other aspects of the doom strider are similarly directed. Mechanical controls are reasonably compact, affordable, and reliable enough to make them the standard control mechanism in use for doom striders.



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Mental Controls: These incredibly intricate controls require no contact between the crew member and the controls, only proximity. The mental control guides the doom strider at the mental command of the crew member, allowing the strider to respond very rapidly and very accurately to commands. As an added bonus, the mental control provides a sympathetic feedback loop with the crew members, allowing them to sense the orientation and motions of the doom strider in much greater detail than is normally possible.

On the other hand, the mental control creates such a close link between crew members and their doom striders that it can be quite dangerous. Whenever a slot containing a mental control is damaged, the crew member using that control suffers an additional 1d6 hit points of damage.

Organic Controls: Much more expensive and difficult to create than mechanical controls, organic controls use living matter (including magically preserved muscle tissue and bones) to tie the doom strider more closely to the bodies of its crew members. This type of control mechanism provides a much more fluid reaction from the doom strider, at the penalty of drastically higher costs and increases in the number of slots needed to install the controls.

Remote Controls: In some cases, doom striders are sent into clearly hopeless battlefield situations. While such a sacrifice is very great, it may be an even greater loss if the crew of the doom strider is destroyed along with their magical armaments. To prevent the loss of valued personnel, the creators of doom striders developed remote controls.

These controls are quite bulky, do not provide very good control to the crew, and place a serious drain on the doom strider's arcanofurnace, but they do have several benefits. First, they allow veteran crew members to stay out of a doom strider they control. Second, they can be linked together (see "Strider Linkages" below) to allow a single crew to control several doom striders. In this way, a relatively small group of individuals can generate a tremendous amount of firepower, enabling small but wealthy kingdoms to field impressive numbers of doom striders. Last, but



not least, they allow doom striders to venture into areas that are otherwise too dangerous for humans — unstable cavern complexes or areas known to contain magical traps activated by living creatures, for example.

MISCELLANEOUS

AUGMENTATIONS

There are many pieces of equipment that may be installed in doom striders to provide them with expanded capabilities or to shore up their weaknesses. In this section, you'll find a broad selection

Illustrated by Scott Purdy

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**TABLE 8:
MISCELLANEOUS AUGMENTATIONS**

Item	Cost	Slots	DC	Energy
Cargo Container	5,000	1	15	—
Climbing Rig	10,000	1	20	1*
Damage Compensator (25%)	5,000	1	25	—
Damage Compensator (50%)	15,000	1	25	—
Damage Compensator (75%)	40,000	1	25	—
Detection Lamps	15,000	1	25	1††
Fearsome Mark	40,000	1	30	4**
Fire Protection	5,000	2	15	2**
Item Harness	50,000	1	30	1**
Jumpers	30,000	2	25	1-5‡
Limb Extender	20,000	2 or 3	20	—
Link Crystal	10,000	1	20	1*
Mindshaker Medallion	80,000	1	30	5**
Passenger Platforms	5,000	1	15	—
Power Coupling	5,000	1	20	—
Powered Torches	1,000	1	15	1*
RDFM	10,000	1	25	1‡
Speed Catalyst	20,000	1	20	1 [◊]
Spellcasting Array	30,000	2	30	1 [◊]
Strength Booster	19,000	1	20	—
Strider Linkage	50,000	2	30	1*
Targeting Beam	10,000	1	20	1*
Temple Banner	10,000	1	25	2*
Weapons Link	10,000	1	20	—

* Per round ** Per use † Based on strider size
†† Per 5 minutes of use ‡ Per attack
[◊] Energy use for these items is for every 5 feet of additional movement or per level of spell cast.

of items you can use to equip your doom striders, from damage buffers to protect the crew from attacks that damage their control mechanisms, to supportive infrastructures that allow the doom strider to absorb more damage than would otherwise be possible. Specific information on these items can be found in **Table 8: Miscellaneous Augmentations**. Items with a (x) in their titles refer to a specific illustration on page 41 as a reference to the augmentation.

Cargo Container (b): These external containers can seriously burden a doom strider, but do allow it to carry a considerable amount of extra material. Cargo containers cannot be used to store ammunition, but they can be used to hold supplies and spare parts the doom strider may need.

Each cargo container is attached to the outside of the doom strider – the slot required to install it is converted into a reinforced mount to hold the container. Containers can only be mounted on the torso of a doom strider.

Each container can hold 500 pounds of cargo. Note that each cargo container does contain the infrastructure and other enhancements necessary to carry the container when full. A doom strider equipped with four cargo containers can carry all four containers, even when they are fully laden, without suffering any encumbrance penalty. This does not increase the Strength score of the doom strider, however – it is simply geared to carry the weight in those specific containers.

Climbing Rig (a): A combination of hooks, chains, and gear-driven rotors allow doom striders to climb, albeit slowly. To use the climbing rig, the doom strider must first either be adjacent to a wall (or other vertical

surface) it wishes to climb. Keep in mind that the surface must be able to support the weight of the doom strider, which is often going to measure several tons, at best (see **Chapter 1: Campaigns** for information on doom strider weight and the types of structures that can support them). Assuming the doom strider is in position, it can begin climbing.

Each round, the captain of the doom strider must make a successful Profession (doom strider pilot)

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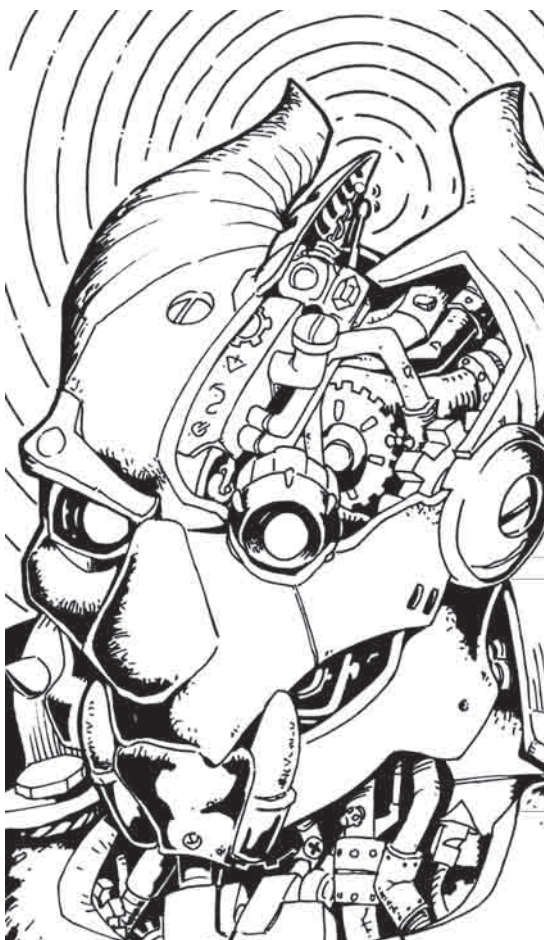
skill check (DC determined by the surface being climbed as defined in the **Skills** section of the *Player's Handbook*). If the skill check succeeds, the doom strider advances 10-feet (regardless of the size of the doom strider or its movement rate). If the skill check fails by 5 or more, the doom strider immediately loses its grip on the surface and falls to the ground below. A doom strider may not make any melee attacks while climbing, but may fire any of its missile weapons with a -2 circumstance penalty (except for those weapons which require the doom strider to remain immobile during the firing).

Depending on its size, a doom strider may need to install more than one climbing rig in order to climb at all. The table below notes the number of climbing rigs needed per for each of the doom strider size categories.

Size	Rigs	Size	Rigs
Medium/Large	1	Gargantuan	3
Huge	2	Colossal	4

The exact location of the rigs is not important, but at least one rig must be installed in the torso of the doom strider. If a doom strider does not install enough climbing rigs, based on its size type, it may not climb at all.

Damage Compensator (c): Damage to the crew, especially injuries that reduce the captain's hit points, can have a profound negative impact on a doom strider. Damage compensators provide a buffer between the crew members and the control mechanisms meant to protect them from damage to the controls.



Damage compensators come in three varieties, reducing the damage caused by hits on the control mechanism by 25%, 50%, or 75%. Note that these reduce only damage caused by a hit to the controls itself – spells or attacks that directly damage the crew are not affected by the presence of damage compensators.

Detection Lamps (d): Invisible creatures, especially those with the ability to cast spells or otherwise unleash destructive powers, are a great threat to an army. With their inability to deal with small targets, this can be especially true for doom striders, making the early detection of an invisible creature a very high priority.

To this end, the detection lamp was created. Normally housed in the head of a doom strider (to allow the strider captain to easily switch the direction the lamps are facing), these lamps produce a dim, blue light in a cone 200 feet long. Any invisible creature entering the cone is not only rendered visible, but is also illuminated with the equivalent of a *faerie fire* spell.

Though quite powerful, the energy consumed by these lamps is outrageous. The lamps require one energy point per minute of operation, making them very useful only in circumstances in which it is reasonable to suspect an invisible creature may be sneaking up on a doom strider's position.

If mounted in the head, the detection lamp can be swiveled up to 180-degrees at the beginning or end of a given turn, at no action cost to the captain or a crewmember. If mounted elsewhere, they can be rotated 90-degrees at the beginning or end of a given turn, but require a partial action from the captain or a crewmember. Note that the lamps cannot 'sweep' an

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area, they are only effective when focused on a specific section of the battlefield.

Fearsome Mark (e): When provided with power from the doom strider, the fearsome mark flares to life as a baleful brand of sickly green flame hovering over the doom strider. Any creature that can see the mark must immediately make a Will save (DC 15). If this save succeeds, a creature suffers no ill effects from seeing the mark and will not be affected by any further sightings of the mark for the next 24 hours, regardless of which doom strider ignites the mark. For those who fail their save, however, the mark is a dreadful sight indeed. Targets who fail their save immediately suffer a -1 penalty to all attack rolls and a -1 penalty to all saves versus fear effects. This penalty persists for 1d4 minutes.

Mass Combat: The fearsome mark is capable of keeping entire units at bay during the crush of mass combat. Each unit that can see the Fearsome Mark is required to make the appropriate saves or suffer the effects as noted above.

Fire Protection: Fire is a very real threat for a doom strider and designers who do not protect their inventions from this natural enemy are sure to see their creations engulfed in flames at some point. Fire protection consists of a series of magical sensors scattered over the body of the doom strider. When one of these sensors detects fire, it activates a magical fire-suppression item installed in the doom strider, hopefully extinguishing the flames.

During any round in which the doom strider is on fire (not merely hit by a flaming projectile, but on fire), the fire protection attempts to extinguish the flames. There is a cumulative 20% chance

each round that the fire is put out. If the flames are not extinguished, they continue to cause damage to the doom strider as normal.

Item Harness (f): This device allows a single magical item to be installed in a doom strider. This may be any type of magical item, from wands to wondrous items. However, items that normally provide a persistent effect (such as an *amulet of natural armor*) to their wearer or wielder only provide their effects for five minutes at a time and require regular infusions of energy from the doom strider to keep them operating.

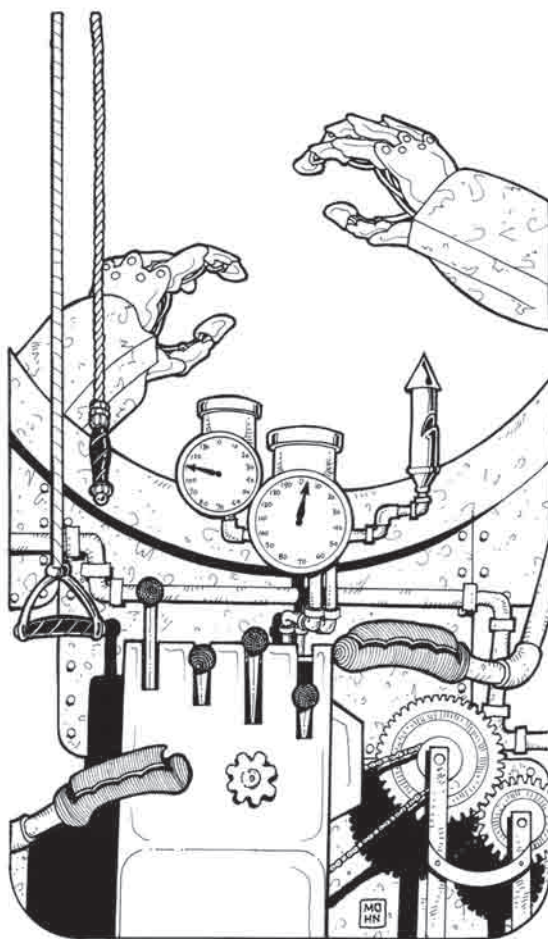
The items in an item harness work as they would if wielded by a character capable of using them, with the following exceptions:

Items that provide a persistent effect must be activated (requiring a standard action). Activation costs one energy point; at the beginning of the round immediately following the activation, the item provides

its effect to the doom strider (and only the doom strider, not the creatures inside it) and continues to do so for five minutes, at which point the item stops functioning and must be reactivated before it provides its benefits again.

Items that normally require activation, such as wands or staves, can be activated by the captain of the doom strider, regardless of whether or not she is of the proper class. Items that may only be used by creatures of a specific race or alignment, however, cannot be activated if the captain does not meet these requirements. Potions may not be used in an item harness, nor may scrolls.

Jumpers (g): There are times when it is necessary for a doom strider to get above



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the field of battle. Crossing rivers, reaching higher ground, or simply evading closing enemies are all good reasons for a doom strider to receive some sort of limited ability to jump.

The jumper uses the power of the arcanofurnace to propel the doom strider up and away, allowing it to gain limited flight. The energy cost for such a jump is high, however, and controlling the jump can be difficult.

Jumpers must always be installed in the torso, to keep the doom strider as stable as possible during its jump. When activated, a jumper expends a number of energy points based on the size of the doom strider, as shown in the table below:

Size	Energy Cost
Medium	1
Large	2
Huge	3
Gargantuan	4
Colossal	5

Activating a jumper is a full-round action and may only be executed by the captain of the doom strider. A jumper pushes the doom strider up to 20 feet into the air and allows it to move up to 50 feet in any direction. To safely land, however, the pilot must make a successful Profession (doom strider pilot) skill check (DC 20). If the skill check fails, the doom strider falls and suffers damage as normal, ending its movement prone in the square in which it attempted to land. The doom strider may stand or perform other movement actions during the following round, if it is still able to do so.

A captain can attempt to keep his doom strider in the air for additional rounds, but doing so is difficult. At the end of the first jump, the pilot must make a Profession (doom strider pilot) skill check (DC 25) to keep the doom strider from landing. If this check is successful, the doom strider remains at its current altitude at the point at which it would have landed.

If the check fails, however, the doom strider falls to the ground at the location at which it would have landed and suffers damage as normal. It may stand or

perform other movement actions during the following round, if it is still able to do so.

During the following the round, a hovering doom strider may either jump again or land in its current location. If the doom strider jumps again, the captain must make another Profession (doom strider pilot) skill check (DC 30) as noted above. The pilot may continue jumping from round to round, though the Profession (doom strider pilot) skill check increases by 2 for each jump after the second.

Limb Extender (h): Gear-driven, telescoping joints are used to enable a limb to stretch well beyond its normal reach. Limbs equipped with an extender are treated as if they were one size category larger than they actually are for the purpose of determining their reach.

Link Crystal (i): This enchanted crystal provides a source of communication between the captain and other doom striders with synchronized crystals. The captain speaks and the link crystal simply transmits his words to the ears of all other captains within 2,000 feet, provided their doom strider is equipped with a properly synchronized crystal.

On Huge or larger doom striders this device must be mounted in the doom strider's head – the interference from the torso disrupts the link and prevents communication while the sudden movements of the limbs are just as disruptive. For smaller doom striders (those of size Large or Medium), the link crystal can be placed in the torso.

MAGICAL AND EXCEPTIONAL WEAPONS OF GREAT SIZE

A doom strider can use magical weapons as easily as can a character, provided the captain or controlling crew member is able to use the weapon himself. When creating a magical weapon, the cost is increased for purposes of creating the base weapon (and its masterwork component) but not the cost of the enchantment itself.

The masterwork component for the weapon costs 300 gp, plus an additional 250 gp for every size category above Large.

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Link crystals can also be used to transfer information from a targeting beam, enabling doom striders to work together to more carefully target their attacks against their enemies. See the individual descriptions of components for information about their use with link crystals.

A link crystal expends one energy point from the arcanofurnace at the end of each round during which it was in use.

Mindshaker Medallion (j): Activating this device causes the doom strider to emit a nearly inaudible sound of such intensity it causes the ground to shake and bones to vibrate in sympathy. Living creatures within 50-feet of the doom strider which activates this device must immediately make a Will save (DC 20). Those who fail suffer 1d4 hit points of damage, and are stunned for 1d6 rounds.

Mass Combat: The medallion can affect any unit which has any part of its membership within 50 feet of the doom strider.

Passenger Platforms (k): These augmentations can only be mounted on the torso of a doom strider and enable it to carry additional passengers. These passengers receive no protection from attacks – the passenger platform is open to the air and simply contains seats for passengers. Each slot used can carry one medium-sized passenger, two small passengers, or one-half of a large creature. As with cargo containers, the passenger platform includes the augmentation necessary to carry the additional passengers without hindering the strider.

Power Coupling (l): This device allows a doom strider to transfer energy from its arcanofurnace to another doom strider or to a hand-held weapon or other device. To transfer energy, both doom striders must be equipped with a coupling and be in physical contact with one another (they must be in adjacent squares to maintain physical contact).

The power coupling can transfer up to five energy points each round from one doom strider to another – these energy points can be stored in the receiver's arcanofurnace (provided there is enough storage capacity) or can be used in the same round by the receiver.

When used to power a hand-held weapon or other device, the power coupling can transfer up to the capacity of the arcanofurnace each round to the item. If the doom strider is equipped with bottled lightning (see Power Sources, below), it can also use any stored energy points to power a hand-held device, even in the same round as energy is transferred from the arcanofurnace.

Powered Torches (m): Normally installed in the torso or head of a doom strider, this device provides the doom strider with a powerful, long-lasting source of illumination. When activated, the powered torch provides light in a 100-foot cone in front of the doom strider or, if installed in the head, in the direction the doom strider happens to be facing. Each activation requires one energy point and provides light for one hour.

Additional powered torches can be installed around a doom strider, creating cones of light that extend away in all directions, if so desired. Each additional powered torch requires one energy point per activation.

Reflexive Defense Firing Mechanism: Doom striders conduct a great deal of ranged combat, often firing at one another across the battlefield. When a doom strider comes under such bombardment, it is critical for the crew to respond as rapidly and forcefully as possible.

This device assists the crew by automatically firing available ranged weapons back at targets that have fired upon their doom strider. Though not terribly accurate, the reflexive defense firing mechanism provides a significant deterrent to those who would otherwise fire upon the doom strider with impunity.

The device must be attached to a specific ranged weapon on the doom strider. Whenever an enemy doom strider (or creature of Huge size or greater) fires upon a doom strider equipped with an RDFM-enabled weapon, the captain (or crewmember to which the weapon is assigned) is immediately allowed a Spot check against the attacking Doom Strider. If this spot check succeeds, the RDFM-enabled weapon immediately fires back at the target – neither the Spot check, nor the firing of the weapon, requires an action from the crew member who makes the Spot



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check. The RDFM-enabled weapon fires back using the Attack bonus of the crew member who controls it, but suffers a -4 circumstance penalty. All attacks made by the RDFM require the weapon to expend the appropriate number of energy points and do not allow the weapon to be fired more often than normal (weapons with reloading times, for example, may not be fired until the reloading time has passed).

An RDFM-enabled weapon may not be fired more than once per round, regardless of how many attacks are aimed at the doom strider. If the Spot check fails, the RDFM is unable to get a fix on the attacker and the weapon is not fired.

Mass Combat: The RDFM fires back at any unit that fires upon the doom strider.

Speed Catalyst: Though most doom striders are ponderous by nature, it is possible to briefly increase their speed by expending energy points. These devices improve the base speed of a doom strider by 5 feet per energy point spent for one round. At no time can a doom strider increase its based speed by more than 100% using a speed catalyst.

Spellcasting Array (n): This device must be installed in one arm or the head of the doom strider. It allows any crew member to cast spells from within the doom strider, passing the energy of the spell through the spellcasting array.

The array does more than simply transfer the energy of the spell, however, instead augmenting it with energy from the arcanofurnace or other power source of the doom strider. This has the effect of adding the following feats to any spell cast through the array:

- Empower Spell
- Enlarge
- Widen Spell

The addition of these feats to the spell does not change its effective level, because they are a direct result of the energy provided by the doom strider. Use of the spellcasting arrays costs one energy point.

Strength Booster: Used to increase the strength of the doom strider, these devices are powered by *gauntlets of ogre power*. For every strength booster installed, the doom strider's Strength is increased by +2 and there is no limit (other than the slots consumed) to the number of boosters that can be installed.

Strider Linkages: One of the most important advances in doom strider technology is the ability to control more than one doom strider from a single set of doom strider controls. Strider linkages provide the connection between the 'master control' and the other doom striders.

Any doom strider equipped with a remote control mechanism and a strider linkage can be controlled from a 'master control mechanism.' This master control mechanism can be any radio control mechanism, either inside a doom strider or at another location, but it must have a strider linkage, as well.

When controlling more than a single doom strider, the captain or crewmembers must execute the same commands to all doom striders. If one doom strider walks forward, all the doom striders must walk forward by the same amount. If one doom strider fires its weapons at a particular target, then all doom striders fire their weapons at that target.

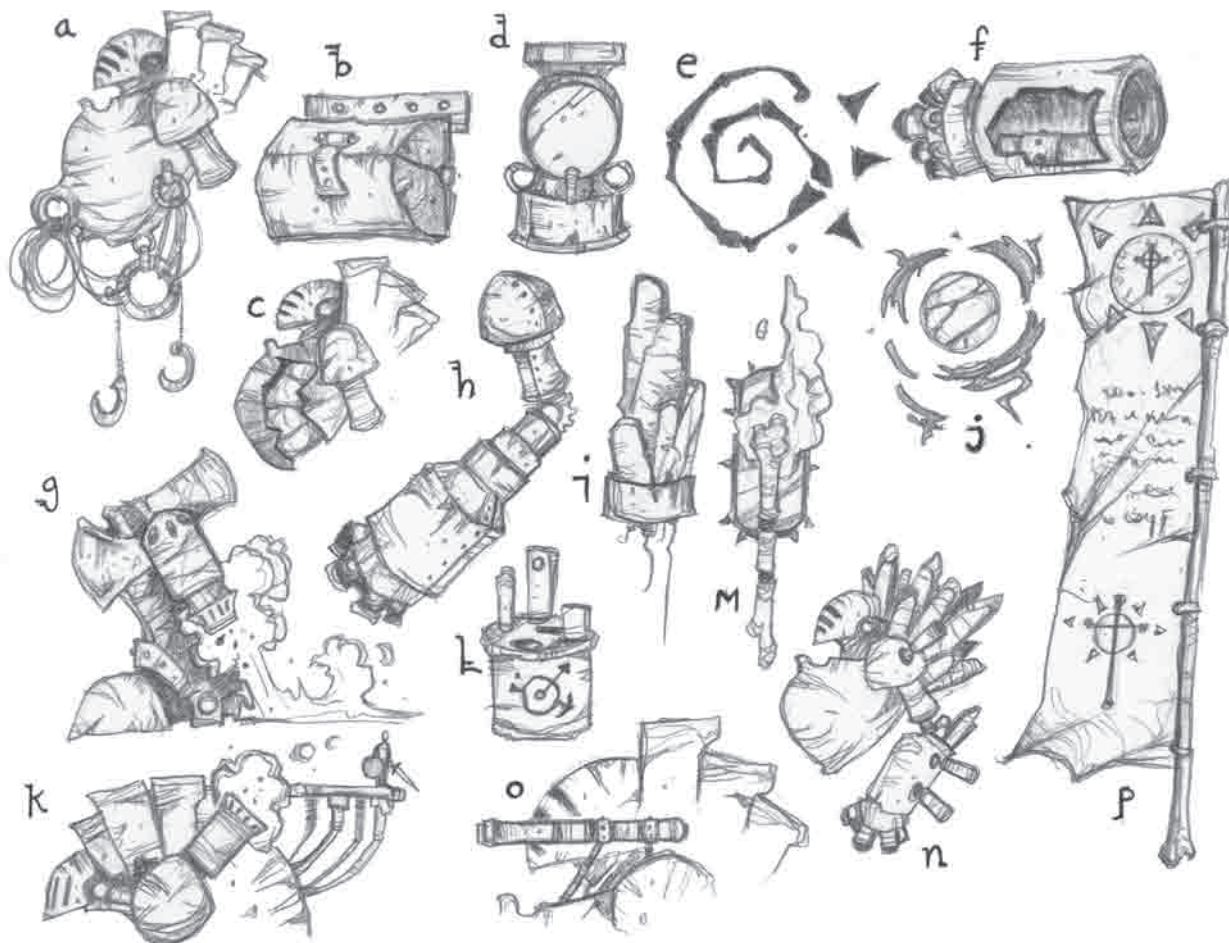
The number of doom striders controlled by a single master control can make things very difficult for the doom strider captain and his crew. To reflect the difficulty of managing additional doom striders, all Profession (doom strider pilot) skill checks made suffer a cumulative circumstance -1 penalty for each controlled doom strider after the first, and all attack rolls suffer the same penalty.

For Example: Slautheris is in control of his own doom strider and three other doom striders. All four of the doom striders are equipped with a remote control mechanism and a strider linkage, tying them all together. Whenever Slautheris must make a Pilot skill check, he suffers a -3 penalty (-1 for each of the additional doom striders other than his own) and his crew members suffer a -3 penalty to any attack rolls they make.

Despite the difficulties inherent in controlling so many doom striders at the same time, there are significant advantages, as well. The sheer amount of firepower this allows a single crew to control is enormous, allowing a very small number of individuals to rain death and destruction down upon their foes. It also enables small forces comprised of very skilled doom strider crews to take on much larger, less-skilled foes with a reasonable chance for success.

Targeting Beam (o): This device greatly assists siege engineers with their attacks, allowing them to

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more accurately target their weapons. When activated, this projects an illusion, allowing him to 'see' the path of his projectile before it is fired.

Activating this device requires the expenditure of 2 energy points, after which the crewmember or captain who activated it receives a +4 bonus to all Profession (siege engineer) checks made to target indirect fire weapons. This bonus lasts only during the round in which the item is activated and the round immediately following.

Targeting beams can also be used to provide more accurate targeting information to other doom striders. To use this tactic, all participating doom striders must be equipped with link crystals that are attuned to one another. One doom strider is nominated as the attack leader, and this leader receives the attack bonus generated by the other doom striders. The attack leader does not need to be equipped with a targeting beam, nor does it gain any bonus from the use

of a targeting beam in the same round in which this tactic is used.

All other doom striders involved in this tactic must make ranged touch attacks against the same target. These attacks must be made by the crewmember to which the targeting beam is assigned. This target must be in range of the weapons of the attack leader, but does not have to be visible to the attack leader. For each successful ranged touch attack, the attack leader receives a +2 competence bonus to all Profession (siege engineer) checks and a +2 bonus to all attack rolls, provided these checks and rolls are made against the target attacked by the other members of the attack. Note that this tactic requires the doom strider captain to hold his actions until after the last doom strider involved in the targeting attacks completes its actions.

If the target cannot be seen by the attack leader, he may only use indirect fire weapons (those which require a Profession (siege engineer) skill check, rather

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than an attack roll). The bonus applies only to attacks made by the captain of the doom strider, as only the captain can use the link crystal. The bonuses persist for the round in which the tactic is used, only. This tactic can be used in consecutive rounds, however.

Temple Banner (p): This massive banner juts from the back of the doom strider and emanates a powerful aura which benefits creatures of a specific religion. Any creatures that worship the deity associated with the banner (which is decided at the time of the item's creation) and are within 50 feet of the doom strider receive a +1 morale bonus to all attack and damage rolls as long as the banner remains active.

Activating the temple banner requires a standard action and the expenditure of 2 energy points. Once activated, the temple banner provides its benefits for five minutes before deactivating.

Mass Combat: During a mass combat situation, this banner is far more effective, providing its bonus to all units within 500 feet, provided they can see the banner. Note that a unit may not gain the benefits of more than one temple banner, regardless of how many such banners it can see.

Weapon Link: This device allows two or more doom strider ranged weapons to be fired as a single

attack. Linked weapons cannot be fired individually and must be of the same type – both either line of sight or indirect fire. The energy cost for both weapons must be paid at the time they are fired; the weapon link does not reduce these energy needs.

While any number of weapons can be linked together, there is a cumulative –2 penalty to all attack rolls for every weapon after the first. Because all attacks from all weapons are resolved with a single attack roll, linking too many weapons will result in a barrage of attacks that all miss the target.

ENERGY SOURCE AND ENERGY TRANSFER DEVICES (REQUIRED)

All doom striders must have an energy source of some sort. The most common is an arcanofurnace, which is capable of converting magical forces into energy the doom strider can use to fuel its attacks and move its enormous frame. There are other types of power, however, from the life force of the land itself to the prayer energy of the faithful. All doom striders must have one, and only one, power source selected from those detailed below.

Unlike other components, doom strider energy sources are created as magical items. At the end of

TABLE 4: ENERGY SOURCES

Type	Cost	Slots	Capacity
Arcanofurnace, Small	5,000	1	5
Arcanofurnace, Medium	10,000	2	10
Arcanofurnace, Large	15,000	3	15
Arcanofurnace, Huge	20,000	4	20
Arcanofurnace, Gargantuan	25,000	5	25
Arcanofurnace, Colossal	30,000	6	30
Channel Receptor	40,000	2	25
Prayer Engine	10,000	1	25
Vampiric Translator, Small	10,000	1	10
Vampiric Translator, Medium	20,000	2	20
Vampiric Translator, Large	30,000	3	30
Vampiric Translator, Huge	40,000	4	40
Vampiric Translator, Gargantuan	50,000	5	50
Vampiric Translator, Colossal	600,000	6	60
Vampiric Harness	10,000	1	--

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each description are the prerequisites required to create the energy source. The procedure is identical to the process for crafting other wondrous items. The cost, slots required, and capacity of each power source is detailed in **Table 9: Energy Sources**.

Arcanofurnace (Power Source): Doom striders are most commonly powered by arcanofurnace, which convert magical power into energy the strider can use. This is accomplished by ‘burning’ magical items or directly converting spells – in either case, the resulting power is measured in energy points.

All arcanofurnaces have a capacity, which indicates the maximum amount of energy they can contain, measured in energy points. Each point of energy can be used to provide basic motive force, to power weapons, or to activate one of the components of the doom strider. When an arcanofurnace depletes all the energy it can hold (as determined by its capac-

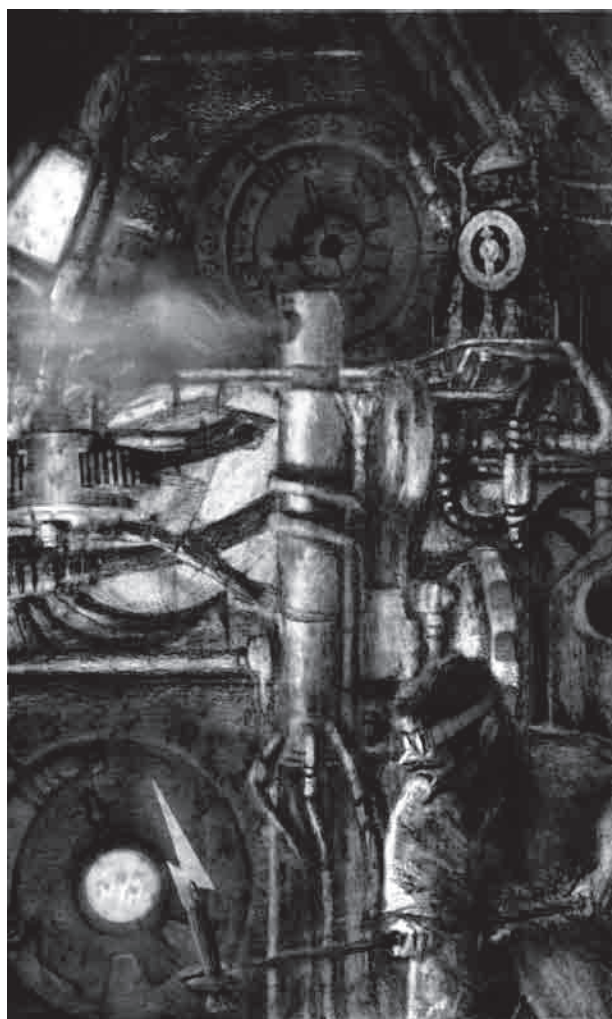
ity) it must begin converting more energy until its capacity is once again filled. An arcanofurnace can convert magical power into energy points while it still has some energy in storage, but it will stop the conversion process when its capacity is filled.

An arcanofurnace immediately transforms every level of spell energy transferred to it into one point of energy. An arcane or divine spellcaster may transfer energy to an engine by voluntarily sacrificing one of their available spell slots. The amount of energy that can be transferred in a single round is equal to the number of slots the arcanofurnace requires (detailed below). Transferring a 6th-level spell requires six rounds for a doom strider with a small arcanofurnace (which gains one point each round), and but a single round for a doom strider with a colossal arcanofurnace.

Magical items placed in a small arcanofurnace generate one point of energy per round for every 1,000 gp value of the item (rounded down). As with spell energy, this amount increases based on the size of the arcanofurnace (up to 6,000 gp per round for a colossal arcanofurnace). Any item placed in the arcanofurnace becomes useless slag after the first round of contact. Artifacts and relics are unaffected by being placed in an arcanofurnace, but they also cannot power it. Cursed items do not power a doom strider and render the arcanofurnace inoperable until the cursed item is removed (a standard action).

The maximum amount of energy an arcanofurnace can generate in a single round is equal to twice its slot requirement (and that would require both the sacrifice of a magical item into the furnace, and a spellcaster channeling magic into it). While the arcanofurnace doesn’t consume a magic item unless it has spare capacity, it is possible that a spellcaster can generate more energy than the strider can use (in which case it harmlessly dissipates).

Despite the great cost of powering a doom strider in this fashion, it is very convenient for groups of doom striders that expect to travel far from their spellcasting support, or for instances when the doom strider is expected to operate for long periods of time without support.



Illustrated by Joylon Minns

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The table below details each of the different sizes of arcanofurnace available for constructing a doom strider and provides the necessary information for each of them. The sections of the table are:

Size: The size category of the arcanofurnace.

Cost: The cost of the arcanofurnace in gold pieces.

Slots: The number of slots (in the torso) this arcanofurnace takes up.

Capacity: This is the number of energy points the arcanofurnace can contain.

Size	Cost	Slots	Capacity
Small	5,000	1	5
Medium	10,000	2	10
Large	15,000	3	15
Huge	20,000	4	20
Gargantuan	25,000	5	25
Colossal	30,000	6	30

Strong Abjuration; CL 10th; Craft Wondrous Item.

Channel Receptor: This powerful array of crystals and copper wires receives magical power from friendly spellcasters and transfers it to the arcanofurnace for conversion into energy points. The channel receptor can receive energy from up to 500 feet away without any reduction in the power produced. However, for every additional 500 feet, the sacrificed spell slot produces one fewer energy points, as some of the power bleeds away on its way to the receptor. This is treated the same as transferring a spell to the arcanofurnace in all other ways. The amount of energy transferred is determined at the time the process is complete, not at the time it is begun.

Example: Slaughtering is piloting a doom strider with a large channel receptor toward the enemy when he realizes he is low on energy. The spellcasters are currently 1,000 feet away. A wizard ally sacrifices an *ice storm* spell to provide three points of energy. *Ice storm* is a 4th-level spell, but since the doom strider is so far away it loses one point.

In order for a spellcaster to sacrifice a spell, the spell must be able to target the doom strider from the

caster's current position. Thus, spells with the 'Self' and 'Touch' ranges can't be used to power the strider. A channel receptor cannot receive more points of energy in a single round than the number of slots it requires to be installed. Thus, Slaughtering has received all the power he can for this round.

A channel receptor can also be used to allow a doom strider to serve as a conduit for a spell cast from outside of the doom strider. Any spell with a range other than 'Self' or 'Touch' can be cast by a spellcaster through a channel receptor. In order to use the channel receptor in this way, a spellcaster must meet the following criteria:

- Be within range of the doom strider that contains the target channel receptor
- Have a target for the spell within range of the doom strider. That is, the target must be within range of the doom strider as if the doom strider was casting the spell. The spellcaster must be able to see this target. This can effectively double the range of a spell cast in this way – the normal range from the spellcaster to the doom strider, then again from the doom strider to the target.
- Have approval of the doom strider captain

If all of the above criteria are met, the spell is cast as if the caster was standing at the doom strider's location for purposes of determining range. When a channel receptor is used in this fashion, it expends one energy point. The energy source in the doom strider must have enough energy left to pay this cost, or the spell is lost.

Strong abjuration; CL 10th; Create Wondrous Item.

Prayer Engine (power source): Communities with strong religious ties can greatly benefit their doom striders by channeling their faith to provide energy on the battlefield via the prayer engine. Each prayer engine installed in a doom strider must be dedicated to a specific deity. Though the prayer engine may be able to receive energy from members of other allied faiths, only the followers of that deity provide the most efficient source of energy. A prayer engine is dedicated when a cleric of the appropriate deity casts

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imbue with spell ability upon the engine. A prayer engine cannot be re-dedicated to a different deity, regardless of any other spells cast upon it by clerics of other faiths.

A prayer engine has the same statistics of an arcanofurnace. The capacity of the prayer engine is increased by the slot requirement of the power source if the captain is a devout follower of the god, and it is increased by twice the slot requirement if the captain is a holy warrior or priest of the church. Only devout followers of the god can operate the prayer engine. For example, a doom strider with a large prayer engine would have a capacity of 18 if a follower operated it, or 21 if a priest or paladin operated it.

When a prayer engine is used, there are only two methods that it can regenerate power. The first is by the number of faithful within 500 feet (as measured by their total Hit Dice or levels) and the second is through divine spell sacrifice by the captain or other

crew member. Spell sacrifice works exactly as it does for an arcanofurnace.

Worshippers Total HD and Levels	Energy Points Per Round
5-20	2
21-40	3
50-70	4
71-100	6
100-150	8
150+	10

The worshippers must all generally follow the deity to which the prayer engine is anointed to, and they must be within 500 feet of the doom strider for it to recharge each round. As would be expected, doom striders with prayer engines are the focal point of any holy war, as they represent some of the most efficient power sources available.

Illustrated by Yap Chong Aik

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Strong Transmutation; CL 12; Craft Wondrous Item

Vampiric Translator (power source): All living creatures are sources of power, but getting the power out of them can have unpleasant—often fatal—side effects. While most good- and neutrally-aligned characters would blanch at using the lives of others to power their doom strider, there are plenty of evil creatures who do not have such moral dilemmas.

Vampiric translators draw their power from one of two sources – either the doom strider’s captain and crew, or captives attached in harnesses to the outside of the doom strider. In either case, the result is the same: Whenever the number of energy points in the vampiric translator reaches half of its capacity, the doom strider immediately inflicts 1d8 hit points of damage to either a crew member (chosen by the captain) or a captive. The point at which the vampiric harness inflicts damage can be controlled by the captain, but it can only be performed once per round. This damage is transformed immediately into energy, which is then stored in the translator’s battery. Every point of damage caused generates one point of energy.

For example: Slautheris lost his own doom strider in a shoot-out with a group of Rostbrak cultists, but managed to incapacitate two of the enemy striders in the process. As the sole survivor of the battle, Slautheris needs a doom strider to get him out of the area so he can join up with his unit once again. He hops in the Rostbrak striders and spends the night in the control harness, attuning himself to the thing.

When he fires it up the next morning, the vampiric translator immediately inflicts 1d8 hit points of damage to Slautheris to generate power to store in its battery. The roll is a ‘5’ and 5 points of energy are collected.

Any energy in excess of the storage capacity of the translator is lost, though the damage is still caused to the captives or crew. The table below details each of the different sizes of vampiric translator available for constructing a doom strider and provides the necessary information for each of them. The sections of the table are:

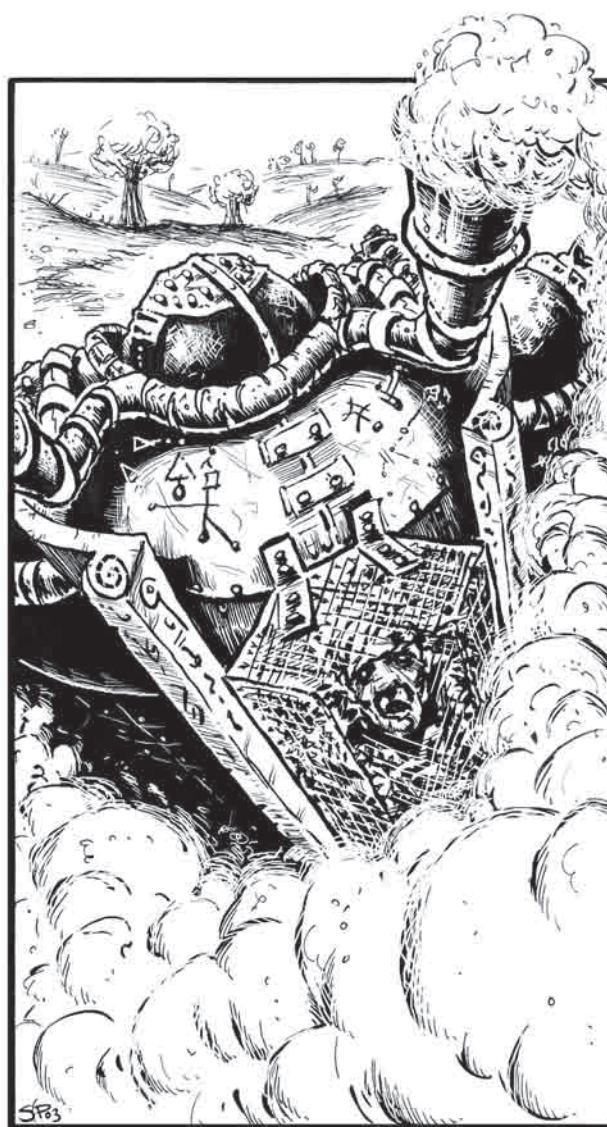
Size: The size of the translator.

Cost: The cost of the translator in gold pieces.

Slots: The number of slots (in the torso) this translator takes up.

Capacity: The capacity (in energy points) of the vampiric translator.

Size	Cost	Slots	Capacity
Small	10,000	1	10
Medium	20,000	2	20
Large	30,000	3	30
Huge	40,000	4	40
Gargantuan	50,000	5	50
Colossal	60,000	6	60



Illustrated by Scott Purdy

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Strong Transmutation; CL 15th; Craft Wondrous Item; *Slay Living*

Vampiric Harness: The vampiric harness is used to hold captives to the outside of a doom strider, providing a ready source of energy for vampiric translators without the need to tap into the life energy of the crew. Each harness can contain but a single captive, the size of which is limited by the size of the harness.

Creatures locked into a harness may make an Escape Artist skill check (DC 30) to attempt to free themselves, but doing so is taxing. If the skill check fails by 5 or more, the would-be escapee actually suffers 2d6 hit points of damage as the jagged restraining hooks tear into their flesh.

If the vampiric harness is ever struck as a result of a critical hit in combat, the creature in the harness suffers full damage before the harness suffers any damage at all. Only when a creature caught in a harness is killed will the harness suffer damage.

The actual size of creatures that fit in a vampiric harness is based on the size of the doom strider on which the harness is installed. Creatures within a vampiric harness must be at least two size categories smaller than the doom strider hit location to which they are attached. No doom strider may ever have more than two harness attached to its torso and one harness for each of its limbs.

Mass Combat: Any doom strider with hands can attempt to cram enemies from a unit into the vampiric harness. Doing so requires a successful Profession (doom strider pilot) skill check (DC 20). If the skill check succeeds, the attack causes a single point of damage to the unit and one of the units members is crammed into the vampiric harness to power the doom strider.

WEAPONS & ACCESSORIES

Doom striders are typically built to kill things as efficiently as possible. To that end, doom striders need weapons and they need them to be big, powerful, and impressive. In this section is a wide

selection of weapons with which to equip your doom strider, along with other options which can be used to make weapons even deadlier. A complete list of these weapons can be found on **Table 10: Weapons**. Letters in parantheses indicate that the weapon has an illustration (as shown on pages 50 and 55).

Beak (a): This weapon can only be mounted on the head and provides the doom strider with a powerful bite attack that can be made during close combat. This is treated as a standard melee attack.

Blizzard Thrower (b): When fired, the blizzard thrower unleashes a cloud of 3-inch long iron spikes in a 50-foot cone. While this weapon has a relatively short range, it packs a significant punch and can inflict serious injuries on doom striders who wander into its area of effect.

The blizzard thrower makes a single attack roll when the weapon is fired. The result of this attack roll is applied to all targets in the area of effect. The attacker then makes a single damage roll, which is likewise applied to all targets in the area of effect. Creatures which take up more than a single 5-foot square suffer damage multiple times, however, suffering the damage rolled plus one-half the damage rolled for each additional 5-foot square they occupy and which is within the blizzard thrower's cone.

Mass Combat: This weapon is horrifying in mass combat and wreaks havoc when fired into troops in formation. This weapon causes double its normal damage when fired against a unit in mass combat.

Ammunition does not occupy slots on a doom strider, but is stored in external racks on the doom strider. Each rack holds up to 10 pieces of ammunition (shells, spikes, or bolts) which can be used to reload the weapons carried by the doom strider. A doom strider can have a number of ammunition racks on each of its limbs and its torso equal to the one-half the total number of slots on that limb (an arm with 2 slots can carry one rack per limb, one with 4 slots can carry two racks). Racks are easily removable from a doom strider and can be salvaged along with their ammunition (see Salvage in **Chapter 1: Campaigns**).

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TABLE 10: WEAPONS

Name	Cost	Slots	Dmg	Crit	Range	Area	Type	Energy	Craft DC	Ammo Cap.
Beak	2,000	1	1d6	×2	0	No	S	None	15	—
Blizzard Thrower ¹	30,000	2	3d6	×3	50*	Cone	P	2	25	5
Bolt, Vine Clot	1,000	A	2d8	×3	100	No	P (C)	—	25	—
Chain Cannon ³	20,000	1	1d4*	×2	30	No	B	1	20	1
Close Combat Blades	20,000	2	2d6	×2	0	No	S	2	20	—
-Each Extra Blade	5,000	1	2d6	×2	0	No	S	2	20	—
Corrosive Cannon	40,000	3	1d4*	—	50	No	Acid	5	25	U
Crossbow Cluster	10,000	1	1d8	×3	20*	Special	P	1	20	1
-Autoload Version	15,000	3	1d8	×3	20*	Special	P	1	25	10
Devourer Pod	20,000	2	1d6*	×2	40	No	P	3	25	—
Force Caster	60,000	1	5d6	18-20/×3	15	No	Energy	4	25	U
Grappling Limb	10,000	1	*	*	0	No	B	—	20	—
Grinder Club	30,000	1	4d6	19-20/×2	0	No	B	2	25	—
Lash Hammer	40,000	2	3d4	×2	10*	Special	B	3	20	—
Life Shock	30,000	3	1d4 Con	--	50	Burst	Energy	5	30	—
Lightning Spike	5,000	A	2d6+1d4*	×3	100	None	P	2	20	—
Negative Energy Blaster	60,000	5	1d6+	NA	150	Burst (15')	Energy	4	30	U
Scroll Bolt	1,000	A	1d8+special*	×3	150	NA	P +	1	15	—
Shard Cannon ⁵	25,000	4	3d4	NA	75	20+5/die	S	2	20	10
Shell, Armor Piercing	200	A	3d6	×4	—	No	P	NA	20	—
Shell, Concussion	200	A	3d6	×2	—	—	B	—	—	20
Shell, Double	350	A	2d6/2d6	×2/×2	—	—	P	—	15	—
Shell, Flesh Tearer	200	A	2d6	18-20/×4	—	—	P	—	15	—
Shudder Fist	10,000	1	—	—	—	—	—	—	30	—
Starfire ⁶	50,000	5	1d4+fire	NA	50	20 ft. Burst	Energy	2	30	1
Stinging Cloud ¹	3,000	3	Special	NA	20	Radius	—	2	20	3
Surge Capacitor	10,000		+1d4	NA	—	—	—	1-5	25	—
Thundergun ³	30,000	3	By Ammo	By Ammo	200*	No	—	5	30	10
Troll Gum Cannon ⁵	40,000	4	1d8	×2	75	No	B	2	25	5
Water Cannon ⁴	70,000	3 (T)	2d4+1d4*	19-20/×3	20	No	P	3	20	10
Wyrn Throat ¹	30,000	2	By ammo	By Ammo	40	No	—	2	20	15

Ammo Costs: Shard and Water cannons have an ammo cost of 20 gp/shot. A starfire and troll gun cannon have an ammo cost of 500 gp. Stinging cloud has an ammo cost of 500 gp. All other weapons have an ammo cost based on the type of ammo they are firing.

Rate of Fire: All projectile weapons have a Rate of Fire of 1/round, except for the force caster (3/round); negative energy blaster and troll gun cannon (1/2 rounds); the thundergun and wyrn throat (2/round); and the water cannon (1/3 rounds).

A: Ammo slot C: Constricting

T: Torso slot

U: Unlimited

1 Reload Time of 1 minute

2 Reload time of 2 minutes

3 Reload time of 3 rounds

4 Reload time of 10 minutes

5 Reload time of 5 rounds

6 Reload time of 5 minutes

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Chain Cannon (c): This weapon was not designed to injure foes, but to trip them up and make them vulnerable to follow-up attacks. Any creature hit by the chain cannon suffers normal damage, but must also make a successful Strength check (DC 30) to avoid being tripped. Those who fail their save are immediately tripped and knocked prone.

If an attack with this weapon scores a confirmed critical hit, the target is also entangled and must spend 1d3 rounds to free themselves before they can stand or take any other movement action.

Mass Combat: While not terribly damaging, the chain cannon is able to inconvenience mass combat units by tripping them up and throwing them out of formation. When a unit is struck by a chain cannon, it suffers a -2 penalty to all actions it takes for the next 1d4 rounds and is unable to move during the round in which they are struck by the chain cannon.

Close Combat Blades (d): Grappling is dangerous for doom striders – they are unable to make the best use of their built-in weaponry while grappling and are at much greater risk of attack from ground forces while they are immobilized. Because of this, doom strider designers created the close combat blade, which makes it extremely dangerous to grapple a doom strider.

When activated, this device causes a set of jagged, serrated blades to emerge from strategic points across the doom strider's body. These blades whip back and forth in their sockets and rotate on the end of powerful gears. Any creature currently grappling with the doom strider, or being grappled by the doom strider, must make a Reflex save (note that both targets are denied their Dexterity bonus while grappling) to avoid suffering 2d6 hit points of damage from the blades. The DC of this save is determined by the number of locations in which the blades have been installed:

- One location: DC 15
- Two Locations: DC 17
- Three Locations: DC 20
- Four Locations: DC 25

Conventional Weapons, Mounted (e): A mounted melee weapon uses one-half of the slots for the arm

or tail to which it is mounted (legs cannot support mounted weapons) and may be up to one size larger than the appendage to which it is mounted. Thus, a huge tail could support a gargantuan weapon, while a gargantuan arm could support a colossal weapon. In addition, the doom strider may apply 150% of its Strength bonus to both damage and attack bonuses, just as if the weapon was wielded in two hands.

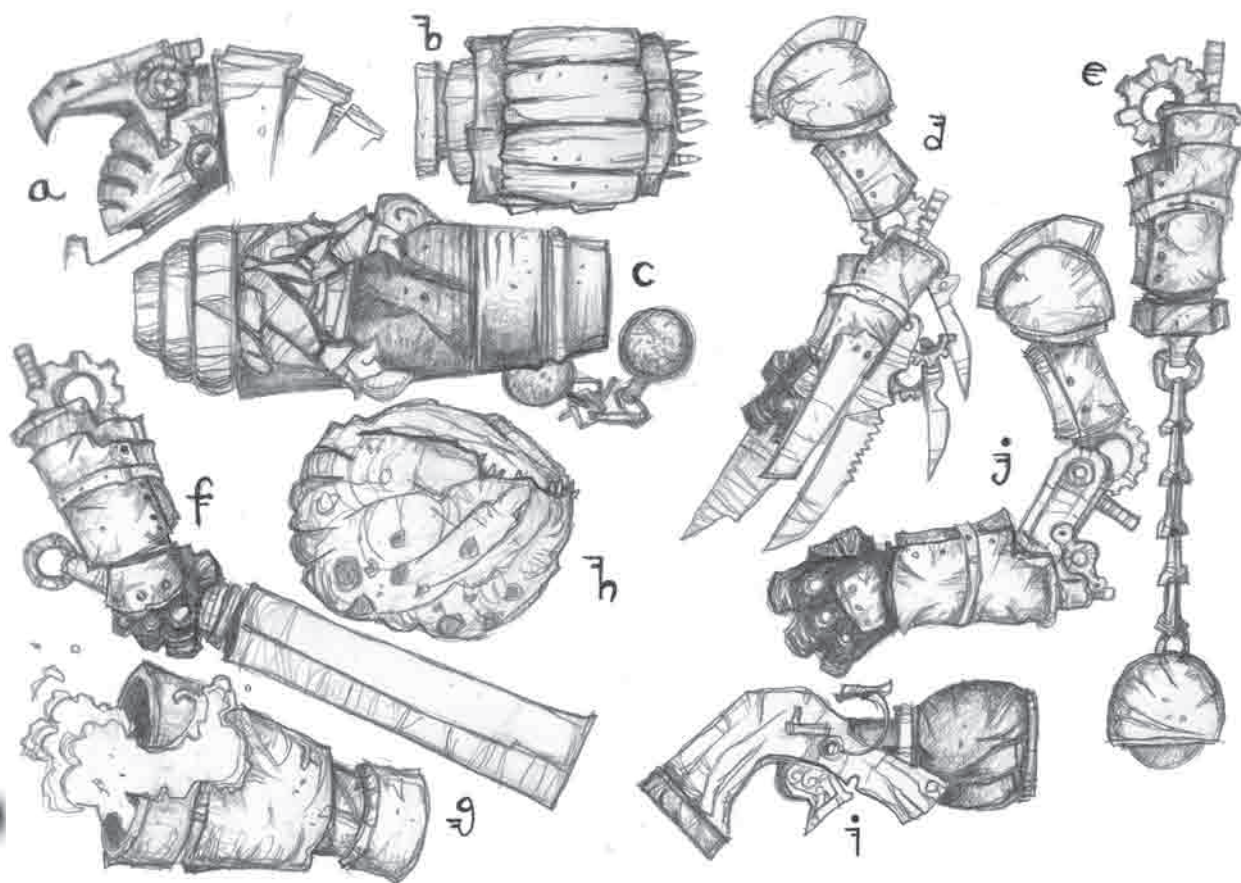
Another advantage to mounted weapons is the ability of the doom strider to use a mounted missile weapon on each appendage. This increases the cost of the weapon by an additional 2,000 gp. This additional cost pays for the automated loading and cocking mechanism, which allows the weapon to be fired once per round. Note that this applies *only* to conventional weapons used by the doom strider – the weapons listed in this chapter are already optimized for the doom strider's strength and are never considered mounted.

This increased power makes mounted weapons very powerful and popular, though it does reduce the ability of the doom strider to change its tactics in response to unexpected situations. Furthermore, a doom strider without two hands is unable to be used in salvage and cannot load its own cargo containers, nor can it reload its own weapons once their magazines have run dry. While this is perfectly acceptable for a doom strider that works with support crews capable of performing these functions, it can prove very limiting to doom striders that operate alone or in very small units.

Conventional Weapons, Unmounted (f): Doom striders with arms can use those arms to wield weapons that are not mounted to the war machine. This allows a doom strider to switch between a crossbow and a greatsword, for example, depending on his needs. An arm may wield any weapon equal to or less than its own size, but two arms are required to wield a weapon larger than either of the arms.

For example: Slautheris' doom strider has two arms, one size huge and one size gargantuan. He can wield a huge weapon in the smaller arm and a gargantuan weapon in the larger arm. If he wishes to wield a colossal weapon, however, he must use both arms. As with creatures wielding weapons with two hands, the

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doom strider may add 150% of its strength bonus when calculating attack and damage bonuses.

Melee weapons are the most reliable weapons available for doom striders and remain popular and efficient choices on these war machines. To determine the damage caused by a weapon, scale it up using **Table 2-2: Increasing Weapon Damage by Size** in the *DMG*.

To determine the cost of a weapon, double its cost for every increase in size category. A falchion (which starts as a large weapon) has a base cost of 75 gp. If it is increased to huge, however, its price is doubled to 150 gp. If it is again increased in size to colossal, its price doubles once more to 300 gp, and doubles again to 600 gp when the weapon's size is increased to gargantuan. Each size increase also cubes the weight of the weapon.

In general, melee weapons are used primarily against other doom striders or structures, where the massive strength of the doom strider can be targeted against a single target. With their enormous strength, doom striders are able to wreak great havoc against

these targets, quickly demolishing fortified positions and revealing the cowering troops within.

Corrosive Cannon (g): This weapon converts magical energy into a corrosive projectile that is especially effective against doom striders. To use this weapon, the doom strider must have a crew member capable of casting *acid fog*, a spell receptor array that can receive this spell, or a wand with the spell loaded in an item harness. When the spell is cast, the crew member must cast the *acid fog* spell immediately or receive the spell in the round in which the weapon is fired. If a wand is used to provide the power for the spell, one charge is used each time the weapon is fired. The spell is then converted by this weapon and a projectile is fired at a doom strider within range. This is treated as a ranged touch attack. If the attack succeeds, the target is covered in a magical, corrosive slime.

The target doom strider is entitled to an immediate Fortitude save (DC equal to the DC of the *acid fog* spell cast by the crew member or received by the spell receptor array). If this save is successful, the doom

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strider shrugs off the effects of the corrosive and suffers no damage. If the save fails, however, the doom strider loses 1d4 armor components from the hit location struck by the attack. The armor components are lost in random order, and this attack affects only armor components. Each round thereafter, the doom strider must make the same save. If it succeeds, the effects of the corrosive cannon end immediately, but if it fails it suffers the loss of an additional armor component from the affected area. The effects of the corrosive cannon persist for a number of levels equal to the spellcasting levels of the spellcaster who fires the corrosive canon, until the target doom strider makes a successful Fortitude save, or until all armor components have been lost in the hit location struck by this attack. The effects of the corrosive cannot reduce a target's Armor Class below 0.

Any reduction in Armor Class caused by the corrosive cannon must be repaired as detailed in **Chapter 1: Campaigns**. If the corrosive cannon misses its target, the energy from the projectile dissipates harmlessly in a cloud that stinks vaguely of rotting vegetation.

Mass Combat: This has the same effect against mass combat units as it does against doom striders – it eats away at their armor, lowering their defense rating just as it would a doom strider's Armor Class.

Crossbow Cluster: Because doom striders of Huge or greater size cannot target creatures who are smaller than Huge in size with their main weaponry, they need some system of close point defense to protect their legs from swarms of smaller creatures. The crossbow cluster is just such a defense, positioning ten heavy crossbows around a central mount. Though each cluster can only be used a single time before it must be reloaded (a manual operation), the deterrent it provides is often enough to keep unseasoned troops from swarming the legs of the doom strider.

When the cluster is fired, the captain or controlling crewmember makes an attack roll, which suffers a -4 circumstance penalty. This fires the crossbows, which pepper the area with bolts. Up to 10 creatures within 20-feet of the doom strider are targeted by these bolts and all attacks are resolved using the ini-

tial attack roll. If there are fewer than six targets in range, they are each attacked twice.

A crossbow cluster can be used to attack a doom strider, but the dispersion of the bolts which makes it so effective against foot soldiers makes it much less effective against doom striders. If used in this way, the attack suffers the same -4 circumstance penalty and causes a mere 2d4 hit points of damage if the attack succeeds.

The more expensive and larger crossbow cluster (listed in the chart) includes a mechanism that automatically reloads the crossbows and requires two rounds to do so.

Mass Combat: These weapons cause double their normal damage when used against mass combat units.

Devourer Pod (h): This combination of living creature and machine was originally designed by ogre magi to terrorize their foes. When fired, the pod flies erratically toward its target and begins chewing away at it upon contact. Powerful muscle fibers are attached to crushing mandibles, allowing the pod to continue chewing for days without any further guidance. More importantly, devourer pods that miss their targets can make short hops to attack large creatures that come near them, keeping the pod active on the battlefield even on a miss.

The devourer pod is an indirect-fire weapon and is used as such. If it hits its target, it latches on and inflicts 1d6 hit points of damage each round until the target falls or the pod is destroyed. Because of their large size, devourer pods ignore any creature that is not of the Huge size category or larger.

If the pod misses, determine its landing point as normal and mark it on the battle map. Whenever any Huge (or larger size) creature or doom strider comes within 30 feet of the pod's location, the pod lunges toward the creature and attempts to latch on. This is treated as a charge and the attack is resolved as a touch attack (the pod has a +10 bonus to its attack roll). If the pod hits, it has latched on to the target and inflicts 1d6 hit points of damage on the following round. If it misses, it lands next to the target and may make another attack next round.



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If a pod kills or disables its target, it will fall off and wait for another target to pass near. Pods are insatiable killing machines and can live for hours but, once fired, they are expended and cannot be recovered for later use as they literally starve to death during their battle frenzy.

The pod may be attacked by a doom strider who can see it. The pod has an Armor Class of 15 and has 50 hit points. If the pod is attached to a doom strider, that doom strider suffers one-third the damage caused to the pod in combat. Any attack at the pod that misses is considered a new attack against the doom strider and is resolved as normal. A doom strider that attacks a pod attached to itself suffers a -2 penalty to all attack and damage rolls.

Mass Combat: If a pod falls in amongst a mass combat unit, it causes its normal damage to that unit. A unit may attempt to destroy the pod in their midst, but suffers a -2 penalty to all attack and damage rolls they make while doing so.

Force Caster (i): Though it has a very short range, this weapon needs no ammunition and packs a considerable punch into a remarkably small size. The force caster is a favorite amongst the pilots of smaller doom striders, who are often able to sneak into range and deal devastating damage against those who captain larger constructs.

The force caster simply allows energy from the doom strider's energy source out of containment, which causes a flickering bolt of energy to be fired from the weapon. Focusing mirrors around the aperture of the weapon significantly increase the damage caused by forcing the energy into a more condensed and powerful state. While its short range limits its use as a strategic weapon, force casters remain a strong tactical choice.

More importantly, force casters can be focused on a target over the course of several rounds, greatly increasing their damage-causing potential. If a force caster hits an opponent, the crewmember that makes the attack must decide whether or not to focus the attack. If the attack is focused, only a trickle of energy is released from the force caster, causing no damage. During each round thereafter, the crewmember must declare whether he is unleashing the attack or con-

tinuing to focus the force caster. If the attack is unleashed, the crewmember must make another attack roll against the same target – if the attack succeeds, the force caster causes its base damage + 1d6 for every round of focusing. If the crewmember chooses to continue focusing, another attack roll is made – if it is successful, the crewmember must make the choice during the following round, otherwise the attack ends and the force caster is unable to focus on the target. Likewise, if the crewmember loses sight of his target during a round, the focusing attack automatically fails.

When the attack is finally unleashed, it uses only the standard number of energy points. When used wisely, a force caster can deal tremendous damage for a relatively low energy cost.

Grappling Limb (j): A properly equipped doom strider can be at a significant advantage over a living creature. This device improves the ability for a doom strider to grapple and enables the construct to inflict more damage during a grapple.

For each arm or tail to which this device is attached, the doom strider receives a +1 bonus to all grappling checks. In addition, for every two grappling limbs attached to a doom strider, that doom strider is treated as if it is one size category larger than its actual size. A huge doom strider with three grappling limbs, for example, will receive a +3 bonus to all grappling checks and will be treated as if it is a Colossal doom strider for the purposes of resolving grappling attacks. If successfully holding a target, the doom strider is also granted an additional point of damage for each grappling limb.

Grinder Club (a; page 55): This club-like weapon is tipped with rotating metal bands lined with steel studs. When powered up, the device spins rapidly and the studs catch on edges of armor or other protrusions to grind them away or tear them loose. Though it consumes a great deal of energy, the grinder club can inflict an enormous amount of damage when it punches through an opponent's armor.

This weapon can be installed on the tip of a tail or arm (requiring one slot and taking the place of a hand) or held in the hand like a standard melee weapon. A doom strider must be equipped with a

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power coupling (see *Miscellaneous Augmentation*) in order to provide energy to this weapon when it is used as a hand-held melee weapon. In the hands of a doom strider that is not equipped to power it, or in the hands of a creature that happens to snatch it up, the grinder club causes a mere 2d4 hit points of damage.

Lash Hammer (b; page 55): Composed of numerous weighted heads attached to lengths of chain, this weapon is designed to hit multiple small targets or to inflict serious injury to a single, larger target. The weight and balance of this weapon prevent it from being used effectively as a hand-held weapon; it must be integrated into arm or tail of a doom strider to be used.

When a lash hammer is used, it can either be swept through an area or targeted at a specific creature. When it is swept through an area, it crosses through five contiguous squares, and none of those squares may contain a creature of greater than Medium size. A single attack roll is made and compared against the Armor Class for all targets in the affected area. A single damage roll is also made, which is applied to the hit points of all creatures hit by the lash hammer.

If a lash hammer is used against a creature of Large size or greater, the attack is resolved as normal. However, the lash hammer inflicts its full damage against a struck target a number of times equal to the number of squares the creature occupies.

Example: Slaughtering attacks a doom strider that occupies four 5-foot squares. His lash hammer hits and will cause damage four times — once for every square the target occupies.

Mass Combat: Lash hammers cause double normal damage against mass combat units.

Life Shock (c; page 55): This device emits a powerful aura of magical energy designed to debilitate living targets. When activated, any living creature within 50 feet of the doom strider (including those encased in doom striders of their own) must immediately make a Fortitude save (DC 15) or suffer 1d4 points of temporary Constitution damage.

Mass Combat: This device damages all units which have any members within 50 feet of the doom strider.

Lightning Spike (d; page 55): This bolt must be fired from a crossbow of at least Huge size. If it strikes a target, it begins attracting lightning to its location. At the beginning of the round following the round in which the spike hit a target, the target is struck by a blast of lightning that causes 2d6 hit points of damage to the target and 1d4 hit points of damage to all targets within 30 feet of the doom strider's location. Each time the spike is struck by lightning, there is a cumulative 10% chance it will be destroyed. The spike's owner should make this check each round, just after the target suffers the damage from the lightning strike.

Mass Combat: Mass combat units can easily move away from the lightning blasts and will only suffer damage as long as they remain in the same location as the lightning spike.

Negative Energy Blaster (e; page 55): This weapon fires seething balls of negative energy at its opponents. While these missiles have no effect on inanimate structures, it is devastating to living creatures—such as the crew of a doom strider. Firing this weapon is treated as a ranged touch attack. If it succeeds, a 15-foot burst of negative energy erupts, centered on the designated target. If the attack fails, the crew member is unable to sufficiently focus the negative energy through the weapon and it dissipates harmlessly. Whenever a doom strider is hit by this weapon, regardless of its size, it is assumed that the crew is caught in the burst radius.

Any living creature caught in the burst radius must make a Fortitude save (DC 20). Those who succeed suffer 1d6 hit points of damage. Those who fail suffer 4d6 hit points of damage and must make a Will save (DC 15) to avoid losing consciousness for 1d4 rounds.

Mass Combat: This weapon causes double its normal damage against mass combat units.

Scroll Bolts (f; page 55): Though expensive, scroll bolts are widely regarded as an excellent alternative to deploying wizards or priests onto the battlefield. Scrolls containing a single spell are threaded into a copper rod, which is then loaded into a Huge crossbow bolt (which must be fired from a Huge crossbow). If the scroll bolt hits a target, the scroll dis-



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charges the spell it contains, otherwise, the scroll burns off harmlessly and the magical energy dissipates in a colorful spray of harmless light.

A scroll bolt can contain any spell that has an area of effect and causes hit point damage. Spells with a burst or emanation radius use the point of impact as their center, while spells with other areas of effect mark the beginning of the effect from the point of impact, with the rest of the area moving away from the direction in which the bolt was fired.

Shard Cannon (g; page 55): This weapon uses a *wand of fireballs* to hurl shards of twisted metal at enemy troops. Though capable of inflicting some damage against doom striders, the shard cannon is most effective when used against massed numbers of flesh-and-blood targets.

Firing this weapon requires a successful Profession (siege engineer) skill check (DC 15). If this check succeeds, the targeted area is affected by the blast from the shard cannon (see below for effects). If the check fails, however, roll 1d6 + 1 for every range increment of distance between the doom strider and the target location. Multiply this number by 20 to determine how many feet away from the target location the blast lands. Then roll 1d8 and consult the Grenadelike Weapons chart found in Chapter 8 of the *Player's Handbook* to determine the direction of deviation.

The shard cannon has a blast radius of 20 ft. + 5 ft. per die of damage normally caused by the *wand of fireballs* used to power the cannon. All targets in this area of effect are entitled to a Reflex save (DC 20). Those who fail their Reflex save suffer 3d4 hit points of damage, while those who succeed suffer one-half this damage.

Doom striders caught in the blast of this weapon suffer a mere 1d4 hit points of damage, as the small projectiles tend to bounce from its surface with no ill effects.

Mass Combat: This weapon is particularly effective against massed troops, causing double its normal damage against mass combat units.

Shell, Armor Piercing: This shell contains a heavy core designed to punch through the armor of enemy doom striders. When fired at doom striders, inani-

mate objects, or creatures wearing armor, this shell receives a +2 circumstance bonus to attack rolls and a +6 bonus to damage rolls. It does not receive this bonus against living creatures, only as a damage bonus against the armor they're wearing.

Mass Combat: This shell causes one-half its normal damage against enemy combat units.

Shell, Concussion: Intended to stun targets rather than simply kill them, the concussion shell explodes on impact, releasing a powerful concussive charge. Targets struck by this type of shell suffer half of the damage as nonlethal damage, while the other half is actual damage.

Mass Combat: This shell causes double normal damage against mass combat units.

Shell, Flesh Tearer: This shell is designed to fragment after puncturing soft tissues, erupting into dozens of jagged shards that devastate targets as they rip through their flesh. This weapon is worthless against constructs or targets that have more than a +10 armor bonus to their Armor Class.

Mass Combat: This shell causes triple normal damage against mass combat units.

Shell, Scatter: This type of shell is actually composed of dozens of smaller shells, all of which are fired at once. This type of shell scatters missiles through an area, potentially injuring anyone in the area of effect.

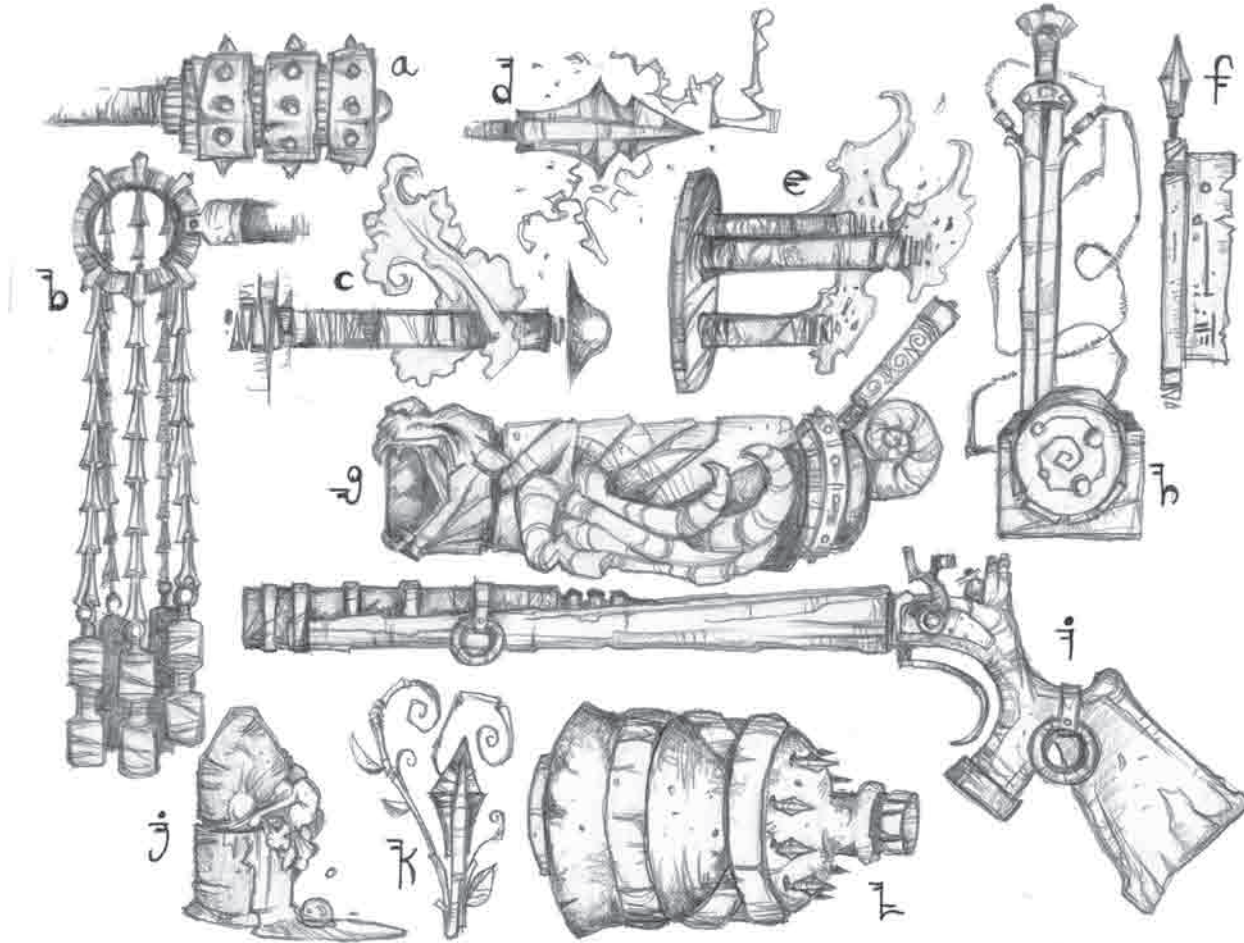
When this shell is fired, it fills a 30-foot cone. All creatures caught in the area of effect must make a successful Reflex save (DC equal to 10 + the attacker's Attack Bonus with ranged weapons) to avoid taking damage. Creatures who succeed suffer no damage.

Mass Combat: This shell causes one and one-half times its normal damage against mass combat units.

Shell, Double: Actually two shells in one, this ammunition is used to punch through two locations of a doom strider at once. On a confirmed critical hit, this weapon not only punches through the hit location, but also an additional location, determined randomly.

Shudder Fist: While melee attacks from a doom strider are certainly very powerful, this device makes them even more dangerous by allowing doom striders to inflict two hits at once. A shudder fist can only

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be mounted in the arm of a doom strider and only affects melee attacks made with that limb. This does not include attacks made with two-handed melee weapons, unless the doom strider has a shudder fist mounted in each of the arms used to hold the weapon and make the attack.

Whenever an attack with a shudder fist causes damage, the attacker is immediately provided with a second attack roll with a +5 circumstance bonus. If this second attack hits, it causes damage just as a normal attack, in addition to the damage caused by the initial attack. Note that the second attack provided by the shudder fist cannot score a critical hit.

Starfire: Fire can be deadly to doom striders; if a doom strider catches fire, it may continue to burn, causing damage to components and the arcanofurnace and, eventually, destroying the doom strider altogether. Starfire is designed to capitalize on that weakness, by greatly increasing the chances of a fire engulfing a doom strider. As an added bonus, starfire

is also incredibly dangerous to ground troops, as it can set them ablaze with even greater ease than it does doom striders.

A starfire weapon consists of a large tube filled with a thick, flammable paste. This paste is fired toward a target and splatters across anything it touches. The impact sets the paste alight, causing it to burn with a hellish intensity for several rounds. Even if the starfire misses its intended target, it catches fire on impact and burn ferociously until it is extinguished or burns itself out. Because starfire provides its own fuel, it burns even underwater or when in contact with otherwise flame resistant materials.

Firing this weapon requires a successful Profession (siege engineer) skill check (DC 20). If this check succeeds, the targeted area is splattered with starfire, which immediately begins to burn. If the check fails, however, roll 1d6 + 1 for every range increment of distance between the doom strider and the target location. Multiply this number by 20 to determine how



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many feet away from the target location the starfire lands. Then roll 1d8 and consult the Grenadelike Weapons chart found in Chapter 8 of the *PHB* to determine the direction of deviation.

Starfire has a splatter radius of 20 ft. All targets in this area of effect are entitled to a Reflex save (DC 20). Those who fail their Reflex save suffer 1d4 hit points of damage, while those who succeed suffer one-half this damage. Doom striders hit by starfire are immediately coated in the substance and immediately suffer 1d4 hit points per 5-foot square of their space encompassed by the splatter radius of the starfire.

Starfire burns for 4d4 rounds. During the first round, starfire inflicts 1d6 hit points of damage. This damage increases by 1d6 up to the midpoint of its duration and then decreases by 1d6 until its fuel is extinguished. For example, a 5-round duration of starfire inflicts the following damage:

- Round 1: 1d6
- Round 2: 2d6
- Round 3: 3d6
- Round 4: 2d6
- Round 5: 1d6

Any creature that suffered initial damage from the Starfire is entitled to a Fortitude save (DC 20) each round (after the first) to successfully smother the flames. Characters may take no other actions during the rounds in which they are burning and may move no more than 5-feet per round while ablaze. Immersion in water does not stop the burning, only getting it off the skin suffices or robbing it of oxygen ends the flames. A *quench* spell is also effective at stopping the flames (though any fire source in the area after the *quench* spell will reignite the remaining starfire).

Doom striders that are set ablaze are not entitled to Fortitude save, but must rely on magical means to extinguish the flames. On the other hand, they are far less susceptible to burning damage than living creatures, suffering a mere 1d6 hit points of damage each round they are ablaze, regardless of how long they have been burning.

Mass Combat: Starfire is brutally effective against mass combat units. Units suffer double the normal

damage. Mass combat units, however, receive a +4 circumstance bonus to all attempts they make to extinguish the fire.

Stinging Cloud: Another device used to protect doom striders from troops on the ground, the stinging cloud releases a cloud of fine, powdered pepper suspended in a clinging medium of sawdust. Those caught in the area of effect risk debilitating irritation to their eyes and lungs, not to mention the painful welts and blisters that result from exposure to the peppery cloud.

The stinging cloud can be activated as a partial action by any member of the crew. When activated, it creates a cloud of pepper with a 20-foot radius centered on the doom strider. Any creature caught in this cloud must immediately make a Fortitude save (DC 15) or be *dazed* for 1d4 rounds and *blinded* for twice that time. After this time has passed, the creature may act as normal, unless he is still within the peppery cloud, in which case another Fortitude save is required.

The cloud remains in the area in which it was activated for 1d4 minutes, hovering in the air like a reddish stain. Anyone that enters the cloud must immediately make a Fortitude save, as noted above.

Mass Combat: This cloud is large enough to discomfort entire units. When a unit fails its Fortitude save, it is considered dazed for 1d4 rounds, after which it may resume acting normally.

Surge Capacitor (h; page 55): This device can be attached to any mounted melee weapon, or to any doom strider limb with a power coupling installed, and is capable of channeling energy directly from the doom strider's power source into an enemy.

A weapon attached to a surge capacitor can be used with or without power. Without power, it causes normal damage for a weapon of its type and size. For every point of power used in the attack—prior to the attack roll—the weapon causes an additional 1d4 hit points of electrical damage if the attack hits. A maximum of five energy points can be spent in this way.

Thundergun (i; page 55): Designed by dwarven engineers and named after the distinctive rumbling roar it makes when fired, this weapon is capable of throwing projectiles an incredible distance with enor-

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mous force. While it requires an exorbitant amount of energy to fire, its incredible distance allows doom striders that wield it to begin firing on targets long before most weapons are in range to retaliate.

The downside to the thundergun is its inability to fire accurately on targets within 200 feet. The gears and other mechanisms used to give the weapon its incredible long-range accuracy begin to lose precision at such short distances.

Troll Gum Cannon (j; page 55): Troll gum is an alchemical mixture that combines troll tissue with a sticky organic froth that promotes growth. The result is a rapidly expanding, sticky, mess that can clog machinery, blind foes, and even suffocate those caught in its area of effect. The troll gum cannon is primarily used by smaller doom striders to put larger doom striders at a disadvantage, most often by gumming up the outer gears and fusing joints in a mass.

Any doom strider limb hit by a troll gum cannon immediately begins suffering effects from the rapidly expanding, fleshy froth. If a leg is hit, the captain suffers a -1 penalty to all Profession (doom strider pilot) skill checks. If both legs are hit by troll gum cannons, the captain suffers a -4 penalty to all Profession (doom strider pilot) skill checks. In addition, any location (limb, torso, or head) with troll gum on it is more difficult to use in combat. All crewmembers that make an attack that uses a troll-gummed limb suffer a -1 circumstance penalty to their attack rolls, or any Profession (siege engineer) skill checks made instead of an attack roll.

Troll gum inflicts this penalty on a limb until it is removed, which requires at least one hour per slot of the affected limb. Additional troll gum hits on the same location do not further incapacitate a doom strider, as the excess will simply drip off and be wasted.

If living creatures are hit by a troll gum cannon, they have much greater difficulty freeing themselves and may suffocate. A living creature hit by troll gum may only move at half speed until it frees itself from the trollish mess. Ripping free of the substance requires a successful Strength check (DC 25). Oil will also remove the troll gum, requiring 2 pints of oil and

two full-round actions to wither the stuff enough to allow the target to resume normal movement.

For creatures of Large size or smaller, there is a greater danger than the reduced movement, however. After three rounds in the troll gum, creatures of Large size or smaller are unable to breathe, as the troll gum froths up to cover their nose and mouth. Victims may attempt to hold their breath, using the rules for Drowning found in the *PHB*.

Mass Combat: Troll gum is dangerous against mass combat units, because it can quickly prevent them from moving and is able to whittle away at their numbers. Any unit hit by the troll gum suffers normal damage during the initial round and must make a Fortitude save (DC 20) at the start of each round thereafter. If the save succeeds, the unit has destroyed the troll gum and may act freely. If the save fails, however, the unit is mired in troll gum and may not move during the current round; in addition, the unit suffers 3d4 points of damage. When a unit is destroyed, the troll gum remains on the field, seething. Any unit that moves through the troll gum suffers 1d4 points of damage and must be making the saves as noted above.

Vine Clot Bolt (k; page 55): Druids have long known the power of living things over the inanimate—simple lichens slowly break down even the mightiest of mountains and the roots of plants worm their way through solid rock to shatter it over the years. Thanks to magic, this process is greatly accelerated and the vine clot applies the power of plants to warfare.

This bolt's head is actually a highly condensed pod of thorny vines, specially treated in an alchemical nutrient solution to prevent it from drying out and becoming brittle. Upon contact with a doom strider (or other creature of size Huge or greater), the vegetation begins growing at a greatly accelerated rate and attempts to constrict the movement of the target.

There are two effects from this bolt; the first lasts for 1d6 rounds after the round in which the target is struck, the second persists until the vines are cleared off the target. During the first phase, the target must make a successful Strength check (DC 30) at the start



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of each round. If this check is successful, the target is able to continue moving normally. If the check fails, however, the target's base movement rate is reduced by 5 feet. This reduction in base movement rate remains in effect until the end of the second effect. If, at any time, the base movement rate of the target is reduced to 0, the target must immediately make a Dexterity check (DC 20). If this check succeeds, the target is simply immobile. If the Dexterity check is a failure, the target falls over (see page 62 for information on the effects of falling on a doom strider).

As the first effect of the bolt comes to an end, the secondary effect begins. The vines begin to constrict as they dry out. At the beginning of every round, starting in the round immediately following the end of the first effect, the target must make a successful Fortitude save (DC 20). If this save is successful, the target has successfully sloughed off the vines and suffers no further ill effects. Its movement rate is restored to normal and the target is no longer affected by the vine clot bolt in any way.

If the Fortitude save is failed, however, the subject suffers 1d6 hit points of damage and must continue making Fortitude saves each round until one of the saves succeeds.

Mass Combat: The vine clot bolt is unable to target individual members of a unit with any effectiveness. This bolt causes its normal damage against mass combat units, but its secondary effects are easily avoided.

Water Cannon (1; page 55): Looking much like a steel wine cask, this weapon can be mounted only in the torso of the doom strider and is normally positioned above one of the doom strider's shoulders. The weapon generates enormous pressure in its barrel through the use of a *decanter of endless water*. When the pressure reaches its maximum, the weapon can be fired, releasing a volley of bolts at a target.

Though the weapon has a very short range, the sheer number of bolts fired can wreak havoc on an enemy doom strider. On a successful hit, the water cannon inflicts its normal damage, plus an additional 1d4 hit points of damage for every two points by which the attack roll (after modifiers) exceeded the Armor Class of the target. This weapon can never inflict more than 10d4 hit points of damage. All dam-

age caused by this weapon is considered base damage for the purposes of determining damage inflicted by a critical hit. Thus, a shot from the water cannon that causes 4d4 hit points of damage would inflict 8d4 hit points of damage on a critical hit.

This weapon can only be fired every three rounds — after it is fired, it takes some time for the *decanter of endless water* to build up the needed pressure to fire the weapon again.

Worm Throat: The worm throat is a projectile weapon designed for use at close range against heavily armed attackers. The weapon is capable of firing much heavier projectiles than the Thunder Gun and has gained a popular reputation amongst doom strider captains who spend a good deal of time in constrained terrain where close combat is more likely.

The Worm Throat is useless at ranges beyond 200 feet, but up to that point it is quite accurate. It gains most of its power from the size of the projectiles it can hurtle at the opponents, and from the fact that several worm throats can be bundled together to create a devastating weapon that fires a massive barrage of missiles at foes.

The price and other information listed for the worm throat is the cost for a single barrel. Up to five additional barrels (for a total of six) can be attached to the base worm throat, for a cost of 2,000 gp per additional barrel. These barrels must be purchased at the same time as the first worm throat; they must be added as the weapon is created and cannot be built on later.

The advantage of additional barrels is twofold. First, all of the barrels for the worm throat can be discharged at once, creating a withering hail of fire from the weapon. This will create a lengthy reload time, but can inflict tremendous damage against a single target. Second, additional barrels allow the worm throat to continue firing each round, rather than having to wait for the significant reload time. Because it takes two rounds to reload a worm throat, having three or more worm throats installed allows the weapon to be fired once each round without the need to worry about downtime for reloading.

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Doom striders follow the same rules in combat as a creature or character, with a few key differences, which are described in the sections below.

ENERGY COSTS

Most actions the crew of a doom strider takes expend energy to one degree or another. Moving, making attacks, and firing weapons all expend energy from the doom strider's energy source, limiting the amount of activity a doom strider can engage in each round.

THE BATTLE GRID

Doom strider battles can be played out on the same battle grid you use for standard encounters, but the great ranges of doom strider weapons and their enormous size may make it cumbersome. The following tips may prove useful when using a battle grid to play out doom strider battles.

Bigger Squares: If you are dealing primarily with large doom striders and creatures of a similar size, you can safely increase the size of a given square to 20 feet. Though this loses some precision you would enjoy while using a grid that is 5-feet to the square, it saves a considerable amount of space on the grid without changing the strengths and weaknesses of the doom striders or their enemies.

Obviously, this solution does not work as well when smaller creatures or doom striders are in use and you need to know *where* in that 20-foot square the wizard is hiding. This option is best used when all opponents are of the same size.

Variable Squares: Another tactic is to draw a square in the center of your battle grid and make all of the spaces inside this square equal to 20 or 50 feet. In this way, the distances across the battlefield remain the same, while allowing doom striders and other combatants around the edge of the battlefield to engage in close combat without a loss of detail in scale.

This option is best used when there are many sides in a battle, involving long-range missile fire and close-

in fighting. To complement this type of battle grid, you may find it convenient to have a second battle grid using 5-foot squares and use this to track the movement of creatures who enter the 'long range' squares on the main battle grid.

COMBAT STATISTICS

Doom striders have combat statistics just like those for creatures and characters. A doom strider, in essence, is an augmentation of its captain. The following sections explain the exceptions or expansions of the existing rules for combat, allowing you to integrate doom striders easily into any combat.

ATTACK ROLL

Standard attack rolls are made for most doom strider weapons, including direct-fire missile weapons. These attack rolls work exactly as an attack made by a character or creature, though there are attack bonuses and penalties for different sizes of doom strider and doom striders equipped with various modifications. See **Chapter 2: Construction** for more information.

Some weapons, particularly those which resolve their attacks using indirect fire, do not use standard attack rolls. Instead, attacks with this type of weapon are made using the Profession (siege engineer) skill. Rules for these types of weapon are found in the descriptions of the weapon themselves.

Attack Bonus: Striders use the attack bonus of the crew member who makes the attack, modified for the Strength and Dexterity modifiers of the doom strider. See **Chapter 2: Construction** for more information on the Strength and Dexterity of a doom strider.

All but the smallest of doom striders must contend with the size modifier. Doom striders suffer the size penalties noted in the **Attack Bonus** section of the combat chapter of the *Player's Handbook*.

DAMAGE AND CRITICAL HITS

Doom striders suffer damage just as creatures do. Any time a doom strider suffers damage, some of this is passed on to the captain. For every die of damage the doom strider suffers from an attack,



no matter what type of die it is, the captain suffers 1 hit point of subdual damage. The link between captain and doom strider is a close one, and what hurts one hurts the other.

When the captain suffers hit point damage (but not subdual damage), the doom strider's hit points may be reduced. If the doom strider's current hit points are lower than the captain's hit points times the doom strider's hit point modifier, the doom strider's hit points remain as they are. If, on the other hand, the doom strider has hit points greater than the captain's current hit points times the modifier for the doom strider's size, its hit points are reduced until they are equal to the captain's current hit points times the multiplier for the doom strider's size.

If the captain's hit points are reduced to zero, the doom strider is considered to have hit points equal to zero, as well. Until it can be reactivated with a new captain, or the current captain is healed, it is in great danger of destruction. Despite their great power and immense size, doom striders are highly dependent on their captains for their survival.

When a doom strider's hit points are reduced to zero, it is considered inactive – it can perform no actions and its arcanofurnace begins leaking energy at the rate of one point per round. A doom strider that is reduced to –10 hit points is downed, falling to the ground (and causing 1d6 hit points of damage to all crew in the process). A doom strider reduced to –50 hit points is considered destroyed, its torso ruptured and its limbs shattered. All crew members inside the doom strider when this occurs suffer 4d6 hit points of damage immediately, no saving throw allowed.

A doom strider that suffers a critical hit, however, does not suffer additional damage. Instead, randomly determine which part of the doom strider was hit, using the table below.

Roll	Affected Part
1	Head
2 – 6	Torso
7 – 8	Limbs

Illustrated by Christopher Herndon

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If a limb is hit, randomly determine which limb is struck, with each limb having an equal chance of sustaining the critical hit.

Next, roll the appropriate die (as shown on the doom strider record sheet) to determine which slot was damaged. If the item in that slot takes up only one slot, it may be destroyed. If the item in the slot takes up more than one slot, then it is only damaged until its last slot is damaged by a critical hit.

When an item is going to be destroyed as a result of a critical hit, the captain of the doom strider is entitled to a Fortitude save (DC 20). If this save succeeds, the slot is not destroyed and the item continues to function.

If the Fortitude save fails, however, the slot is destroyed and the item along with it. When a slot and the item it contains are destroyed, it becomes useless. The destroyed item no longer provides any benefit (including any benefits from armor installed in the now-destroyed slots). Even worse, if an appendage suffers the loss of all its slots, it is considered destroyed.

Any weapons held by an arm that is destroyed are immediately dropped to the ground. If one-half of the doom strider's legs are destroyed, the captain must immediately make a Profession (doom strider captain) skill check (DC 25) or the doom strider falls prone. In this case, the crew immediately suffers 2d6 hit points of damage.

If a doom strider remains standing on half of its original number of legs, the captain must make the same check each round, which requires a move-equivalent action. If this check fails, or the captain does not take the move-equivalent action, the doom strider immediately falls over, with the consequences detailed above.

When the last of a doom strider's legs are destroyed, it falls to the ground and the crew within suffers 2d6 hit points of damage.

SPECIAL: THE ENERGY SOURCE

If the power source of a doom strider is destroyed, things get ugly fast. Any remaining energy points are released in a blast of eldritch power. This blast covers a radius of 10 ft. + 5 ft. per energy point

still contained and causes 1d4 hit points of damage for every energy point contained in the arcanofurnace when it explodes. Creatures outside the doom strider when this occurs are allowed a Reflex save (DC 15) for half damage. Any creatures *inside* the doom strider, however, suffer the full, maximum damage, with no saving throw allowed.

SPECIAL: DAMAGE TO THE CREW

If a slot containing a control mechanism is damaged, the crewman or captain using that mechanism also suffers damage. One-half the normal hit point damage caused to the doom strider by the attack is also inflicted on the crewman or captain currently using the control mechanism.

Note that this damage to the captain may also reduce the doom strider's hit points, as detailed above. In addition, if the captain is killed, the doom strider shuts down immediately; see above for more information about the relationship between the doom strider and its captain.

If a crewmember is killed, his position may be assumed by another crewmember, if needed.

ABILITY DAMAGE

When a captain suffers ability damage, this is reflected in the doom strider's abilities. At all times, the doom strider's abilities are equal to the abilities of the captain, multiplied by any ability multipliers, plus or minus any ability modifiers. It is critical to remember that the doom strider abilities with multipliers are multiplied before additive or subtractive multipliers are applied. For example, a doom strider that multiplies hit points by 3 and provides a +10 hit point bonus first multiplies the hit points by 3, then adds 10 hit points to that total. Adding or subtracting before multiplying can severely distort the true strength of a doom strider, positively or negatively.

DAMAGE WITHOUT A CAPTAIN

A doom strider without a captain is in dire danger of being destroyed. These doom striders are treated as relatively delicate machines that can be crippled with a little effort. A doom strider without a captain has a number of hit points as shown on the



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table below – this number is modified by any ablative shielding or other modifications (such as construction material) made to the doom strider. Any attack against a doom strider without a captain automatically hit and all damage caused by such attacks must be repaired normally. For this reason, it is rare for a doom strider to go more than a few days without being attuned to a captain, making the doom strider considerably harder than it would otherwise be.

OVERCOMING DAMAGE REDUCTION

All doom strider attacks are considered magical for purposes of overcoming damage reduction. By default, all attacks made by a doom strider are assumed to have a magical bonus equal to the number of energy points spent to make the attack, for purposes of overcoming damage reduction. Thus, a melee attack that requires 1 energy point to make is considered an attack made by a +1 weapon, even though the attack itself receives no magical bonus to hit or damage rolls. This is a side effect of the magical energy that permeates the body of a doom strider at all times while it is active.

A captain or crewmember can, if they choose, up the bonus for purposes of overcoming damage reduction by expending additional energy points on the attack. Each additional energy point spent in this way increases the bonus of the attack (but only for overcoming damage reduction) by +1.

ARMOR CLASS

The Armor Class of a doom strider is determined as detailed in **Chapter 2: Construction**. To reiterate, the size of a doom strider determines its base Armor Class, which is further modified by the number of armor components installed on the doom strider. Shirking armor components is a fast way to lose a doom strider, so most are as heavily armored as possible.

TOUCH ATTACKS

Because most doom striders are so massive, it is relatively easy to get in close enough to deliver a touch attack. The doom strider's touch armor class is equal to its base armor class plus any Dexterity modifiers. Armor components do not provide any bonus

to touch armor class unless it is specifically stated in the component's description.

Any spell that can be delivered via a touch attack can be delivered to the captain of a doom strider by making a touch attack against the strider. The link between captain and strider is strong enough to transfer the energy of the spell directly to the captain. Because of the insulating factor of the doom strider and its power supply, however, the captain receives a +2 saving throw against any spells delivered in this way.

No other crew member can be targeted by a touch attack; their connection is strictly mechanical and is not as intimate as that shared by the captain.

HIT POINTS

A doom strider's hit points are always a reflection of the hit points of its captain. The doom strider—powerful as it is—should never be regarded as more than a tool of the captain, for it is the captain that provides its basic abilities and determines the ultimate strength of the doom strider. See **Chapter 4: Captain & Crew** for more information about the relationship between doom strider and captain.

A doom strider's hit points are always equal to the captain's current hit points multiplied by the doom strider's hit point multiplier. If the captain suffers an injury that reduces his hit points (subdual damage is disregarded for this purpose), the hit points of the doom strider may be reduced. If the doom strider's current hit points are greater than the captain's hit points times the hit point multiplier, the doom strider's current hit points are reduced until they are equal to the captain's current hit points times the hit point multiplier. Otherwise, the doom strider's hit points remain as they are.

Remember, too, that for every die of damage the doom strider suffers, no matter the type of die, the captain suffers 1 hit point of subdual damage, as well.

SPEED

Each doom strider has a speed score, which represents the speed at which it can move on the battlefield. Unlike creatures, doom striders of Huge or greater size can only walk – they are not able to

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hustle or run. A doom strider of Huge or greater size also may not swim, climb, jump, or move in any other way save for walking. All doom striders may charge, but those of Huge size or larger are only able to charge up to their normal movement rate when doing so. Doom striders of Medium or Large size are able to hustle or run and may continue to do so for twice as long as would otherwise be possible. While a doom strider of Huge or greater size may take two movement actions in a turn, doing so requires a successful Piloting (doom strider) skill check (DC equal to the speed of the doom strider).

If the check fails, the doom strider stumbles and must attempt to recover. Recovery requires a successful Profession (doom strider pilot) skill check (DC 15) at the beginning of the following round. This check requires the pilot to take a standard action. If the skill check to recover fails, the doom strider goes to its knees; it may stand as normal on the following ground but is immobile for the remainder of this round. See “Movement” for further information about standing and kneeling doom striders.

Doom striders of Medium or Large size that charge may move up to double their normal rate, just as for characters or monsters, and may take a double move action without needing to make any Piloting (doom strider) check. While a doom strider of Medium or Large size may climb, jump, or swim, its pilot suffers the maneuverability penalty to all such skill checks.

In addition, doom striders are allowed to make a single turn of up to 90-degrees during a move. If they wish to turn more than once, or more than 180-degrees, this requires a Profession (strider captain) skill check, with a DC determined from the table below.

Maneuver	DC
Additional turn during the round	15*
Turn up to 135-degrees in a single turn.	20
Turn up to 180-degrees in a single turn	25

* Increase the DC by 2 for each additional turn

Other than the differences listed above, the doom strider moves as a creature. Doom striders are affect-

ed by terrain if moving overland, just as any walking creature would be.

During each round in which a Huge (or larger) doom strider moves, it expends energy points. Medium or Large doom striders must expend 1 energy point per movement action taken during a round. A Huge doom strider burns 2 energy points per movement action, a Gargantuan doom strider burns 3 energy points, and a Colossal doom strider burns 4 energy points for every movement action taken.

Each doom strider has a movement rate based on its base size and the number of legs it has, as shown on the table below.

Size	Movement Rate
Medium	30 feet
Large	30 feet
Huge	25 feet
Gargantuan	20 feet
Colossal	20 feet

Each leg (for the third or additional legs) add +5 feet

SAVING THROWS

Unless an installed component specifically states otherwise, the saving throws for a doom strider are equal to the captain's saving throws. It is possible that the Reflex save will be different, however, given the maximum Dexterity bonus imposed by larger doom striders.

INITIATIVE

The captain of the doom strider determines his own initiative and the initiative on which the doom strider moves. Initiative is determined as normal, though the captain may find he is somewhat slower than normal due to the Maximum Dexterity penalties of the doom strider.

Each crew member is also allowed to determine initiative for themselves, just as the captain does. This determines when the weapons or other items controlled by these characters are used during the round. Captains and crew members must coordinate carefully to make sure the weapons and other offensive



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tools are not rendered useless by careless piloting that moves the doom strider's target out of range.

If the captain of a doom strider is flat-footed, then the doom strider is considered flat-footed as well.

ATTACKS OF OPPORTUNITY

Doom striders with melee weapons or limbs that can be used for attacking threaten all areas within their reach, just as normal for a creature. If the crew members who control these limbs are normally able to take an attack of opportunity, then so too can the doom strider. Note that all doom strider limbs are considered weapons for purposes of determining threatened areas.

Doom striders also provoke attacks of opportunity as normal. In most cases, they only provoke attacks of opportunity when they pass through the threatened squares of other creatures. Doom striders are not considered to be 'casting a spell' while their crew wizards are working the spellcasting array, so concentration checks to cast on the defensive are unnecessary.

ACTIONS

Doom striders do not take actions; the crew members within them take actions, which the doom strider carries out for them. This is an important concept to remember: The number of crewmembers inside a doom strider can allow it to perform many more actions than a creature would be able to make. There are some restrictions on the number of actions that the crew members of a doom strider can make, as outlined below.

STANDARD ACTIONS

Characters can do the following with standard actions while within the doom strider:

- Make an attack with one of the doom strider's weapons. Note that the weapon must be one that is linked to the control mechanism of the character making the attack.
- Make an attack with one of the doom strider's limbs. All of a doom strider's limbs can be used to make attacks and are considered weapons

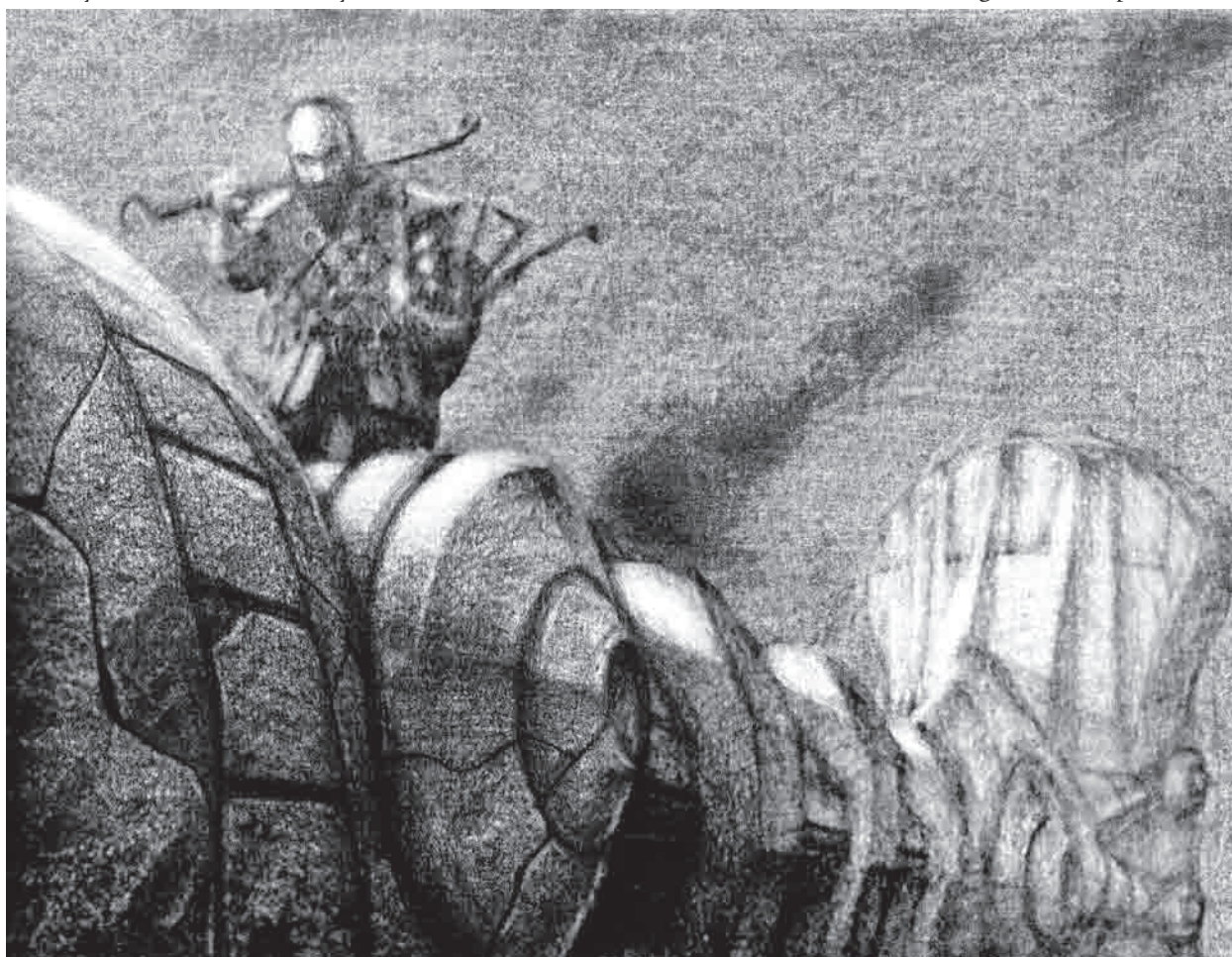
(that is, a doom strider is never considered to be making an unarmed attack, save when it is grappling).

- Activate one of the doom strider's other components (such as a crossbow cluster). Activating any component requires a standard action from a character at a control mechanism that is linked to the component.
- Activate a magic item other than a potion or oil. Remember, a magic item can only be used on targets outside the doom strider if it is directed through a spellcasting array. Additionally, magical items which normally affect the character have no effect on the doom strider they are in, unless they are the captain and the magic item changes their abilities or hit points.
- The Aid Another action is freely available to doom striders and their crews. Note that the entire crew of the doom strider may only perform a single Aid Another action during combat. If there are three crew members in a doom strider and one of them performs the Aid Another action during a round, no other crew members may use that action during the same round. In this case, it is as if the doom strider is a creature who performs the action.
- Doom striders may perform the bull rush action. A doom strider may only take one bull rush action each round and must abide by all restrictions related to movement while taking this action.
- Crew members inside doom striders can only cast spells at targets outside of the doom strider if the doom strider is equipped with a spellcasting array. Any number of spellcasters may use the array, but only if the energy cost for the array is paid at the time of use.
- Crew members can concentrate to maintain an active spell as normal. When a doom strider's crew member concentrates to maintain an active spell, it never triggers an attack of opportunity against that doom strider.
- Crew members may dismiss spells as per normal (and may only dismiss spells outside of the doom strider if their doom strider is equipped

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with a spellcasting array). This does not cause an attack of opportunity.

- Any crew member may take a standard action to drink a potion or apply oil. Keep in mind that the effects of a potion or oil are treated as the effects of a magical item when determining whether or not they affect the doom strider while the crew member is inside.
- Any crew member may attempt to escape a grapple, provided they are in a control mechanism that has control over one or more of the doom strider's limbs. Use the doom strider's ability scores and size and the character's attack bonus to determine the modifiers for an escape attempt.
- The crews of doom striders are unable to use the feint special attack; they simply lack the fine control necessary to use such a maneuver.
- The spell resistance (SR) of a doom strider, if any, cannot be voluntarily lowered. While in the seat of his doom strider, a captain may voluntarily lower his spell resistance, but this does not affect the overall spell resistance of the doom strider.
- The crew of a doom strider may attempt to stabilize a dying friend in the crew compartment with them, but the quarters are cramped and difficult to move around, imposing a -2 circumstance penalty to all such attempts.
- Doom strider crew members may make use of the overrun standard action. This is resolved normally, using the ability scores and size category of the doom strider.
- A crew member may read a scroll, but may only cast the spell from a scroll at targets outside of the doom strider if the doom strider is equipped with a spellcasting array and the energy cost for that component is paid.
- The sunder special attack may be used by the crew of a doom strider against a weapon or ob-



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ject, using the abilities and size modifiers for the doom strider and any appropriate weapon the doom strider is currently using.

- The captain, and only the captain, of a doom strider may make use of the total defense action.
- A character capable of turning or rebuking undead may only use this action if his doom strider is equipped with a temple banner.
- If a crewmember of a doom strider has any extraordinary abilities, these may be used but have no effect on creatures or other targets outside of the doom strider. In addition, if a captain uses any ability of this type, it only affects the ability scores and hit points of the doom strider he currently controls.
- Characters inside a doom strider may use any of their own skills, provided those skills do not require movement. Doom striders, subject to the judgment of the GM, do not typically use skills, even if the captain in control uses a skill. Doom striders do not have the fine control necessary to use skills, even when directed by a crewmember or captain. For example, a doom strider cannot use the Heal skill to tend the wounds of another, even if the captain is an expert healer.
- If a captain or crew member has access to any spell-like abilities, these may be used as a standard action. However, they have no effect on targets outside the doom strider unless they are channeled through a spellcasting array and the appropriate energy cost is paid. Additionally, they do not affect the doom strider in

any way, except as they affect the ability scores or hit points of the captain of the doom strider.

- Crew members and captains can make use of supernatural abilities, as well, but these abide by the same restrictions as spell-like abilities.

Movement Actions: Doom striders cannot move faster than their movement rate unless a specific piece of equipment allows them additional movement or a crewmember pushes the doom strider to move a little quicker than normal. See "Speed" above, for further information about doom strider movement. Thus, a doom strider captain could move his doom strider 50 feet in one round, while a crew member in

control of the left arm draws one weapon as a movement action and the crew member in charge of the right arm redirects an active spell.

If a crewmember directs the doom strider to move, that is considered a move action for the character and the doom strider as a whole. Thus, characters who direct the doom strider to move are unable to take a full-round action.

Doom striders are not able to take a 5-foot step as a free action. Crew members of a doom strider may use the following move actions.

- A spellcaster in a doom strider may direct or redirect an active spell, but doing so requires use of a spellcasting array (and payment of the appropriate costs for that array).
- A doom strider may be directed to draw or sheath a weapon as a move action performed by any crew member in control of an arm with a hand. Similarly, a doom strider with hands can reload its own hand or light crossbows. This action provokes an attack of opportunity. Note that a weapon cannot be sheathed and drawn in



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the same round, regardless of how many limbs or crew members a doom strider may have.

- Crew members can direct a doom strider to open a door, provided the door is no more than three sizes smaller than the doom strider.
- Doom striders may not ride or control a mount, regardless of its size.
- Given their immense strength, doom striders are often called upon to move heavy objects. Use of this action counts as movement for the doom strider, preventing it from moving during this round, though other crew members can safely take movement actions for other purposes.
- Doom striders with hands can be directed to pick up items. For medium and large doom striders, they can pick up any object that can be seen by a member of a race of that size. Huge and giant doom striders can pick up objects no smaller than a human head, gargantuan doom striders can pick up items roughly the size of a Small creature, and colossal doom striders cannot pick up objects that are smaller than Medium size.
- The captain of any doom strider can attempt to get the doom strider back on its feet after it is knocked (or falls) prone. A doom strider can rise from prone to kneeling as a movement action, and then use another movement action to rise from kneeling to standing. However, only one of these movement actions may be performed in a single round. To stand faster, the captain (and only the captain) can make a successful Profession (doom strider pilot) skill check (DC 20) to rise from prone to standing in a single round. This is a Standard action, however.
- Doom striders with hands that have arms can use shields, just like other creatures. A doom strider may only use a single shield, however. Crew members can use the ready or loose shield action to get a shield in hand or stow it for later use.

Full Round Actions

The crew of a doom strider is not prohibited from taking full round actions, but there may be restrictions due to their location that prevents such

an action from occurring in the cramped quarters of a doom strider. Crew members and captains may perform the following actions while in a doom strider:

- The full attack action is available to the crew of a doom strider. A doom strider crew member may not always get all of the iterative attacks to which they would normally be entitled, however, if the doom strider does not have enough weaponry to support the full number of attacks.
 - Each doom strider limb may make a single melee attack (punch, kick, tail bludgeon) per round.
 - If a doom strider is equipped with a melee weapon (such as a sword or morning star of the appropriate size), the crew member in control of that weapon may use the weapon to make a full-round attack just as if the crew member herself was in combat. Thus, a 15th-level fighter in charge of a doom strider's greatsword could make all three of his attacks in a round using the greatsword.
 - Weapon melee attacks are in addition to the attacks made by the doom strider's limbs. A doom strider can—if it has crewmembers with enough attacks available—kick, punch, tail bludgeon, and execute several attacks with a melee weapon.
 - All ranged weapons have a Rate of Fire. This is the number of times, per round, they can be fired. A weapon can never exceed this Rate of Fire.
- A doom strider can deliver a *coup de grace* just as a character can.
- Doom striders that become entangled in nets may attempt to extricate themselves in the same way as characters. Use the doom strider's size and ability scores when determining whether or not the doom strider can escape from the net.
- If a doom strider is equipped with a heavy or repeating crossbow of the appropriate size, it can reload this weapon as a full-round action for a crew member. While reloading, the doom strider cannot attack with two of its arms. Ranged weapons attached to those arms may attack as normal, however.



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- Doom striders cannot run.
- A doom strider cannot deliver touch spells to friendly doom striders, under any circumstances. The spells will not work on the doom strider (see spellcasting above). Doom striders can deliver touch attack spells, provided they are equipped with a spellcasting array and the energy cost is paid.
- Doom striders can withdraw from combat in the same manner as characters or other creatures.

FREE ACTIONS

The crew of a doom strider can take any of the free actions normally allowed as defined in **Chapter 8: Combat** of the *Player's Handbook*. This includes casting quickened spells though, the doom strider must be equipped with a spellcasting array and the energy cost must be paid.

- Doom strider crew members may delay their actions. This is most often used by crewmembers when following the lead of another doom strider or taking orders from individuals outside of the doom strider. Remember, all creatures inside a doom strider are considered to have the same initiative as the captain in combat, as long as they remain within the doom strider.
- Disarm, grapple, and trip attempts are all valid attack types and use the standard rules for creatures. When attacks of this type are made, use the relevant base attack bonus for the creature in control of the attack and the ability score and size modifiers of the doom strider making the attack.
- Doom strider crew members can use any feat they can normally use.
- Doom striders cannot take the free 5-foot step available to creatures.

WEAPON ATTACKS AND REACH

A doom strider's captain makes all attacks using conventional weapons using his Base Attack Bonus, modified by the Strength or Dexterity of the doom strider he is captaining. The doom strider is able to make all attack actions a character could make, provided it has a conventional weapon either mounted or ready for use.

Conventional weapon attacks may only be made against creatures more than one size category smaller than the attacking doom strider. The doom strider lacks the fine control necessary to target smaller targets using a conventional weapon. For attacks against smaller creatures, the doom strider must rely on unconventional weapons (such as the shard cannon). This is an important tactical problem with doom striders: Several smaller striders could get in close and maul a larger doom strider, because the larger strider would be unable to target them. This is why it is so rare to see an unescorted doom strider and why Medium and Large doom striders are still so common, despite their relative weakness compared to the larger constructs.

If more than one control mechanism is installed in the doom strider, all crew members may make their normal attacks for the round, but each appendage may only be used by a single crew member per round. Thus, a doom strider with three control mechanisms and two arms would only afford two of its crew members with attacks. The third mechanism can be used for movement or other actions, but it cannot be used to make an attack, because all of the appendages have already been used in combat.

Conventional melee weapons—whether mounted or not—have reach, based on the size of the smallest limb wielding the weapon, as shown on the table below. Any melee attack (including a grapple), regardless of whether the weapon is mounted or unmounted, requires the expenditure of 2 energy points.

Limb Size	Reach
Huge	10 feet
Gargantuan	15 feet
Colossal	20 feet
Mounted on Tail	+5 feet
Gargantuan Weapon	+5 feet
Colossal Weapon	+10 feet

MAGICALLY POWERED WEAPONS

Weapons that require the use of a power component (such as the shard cannon's need for a *wand of fireballs*) can be used by individuals

who are unable to use the power component itself. This applies to the use of weapons which require spells for power, as well; a corrosive cannon can be fired by anyone, but it must have the proper spell cast into it, first.

SPELLCASTING

The captain or crewmembers of a doom strider may cast spells from their control mechanism position. The crew area provides a clear enough view of the field of battle to allow spells to be cast from within the doom strider, and all spells are assumed to originate from a point at the center of the doom strider. See the section on Spellcasting Arrays in **Chapter 2: Construction** for further information.

Doom striders of Huge or greater size may not be targeted by spells which affect 'a creature.' The doom strider is not a creature, despite the fact that the crew is. Any spell that can target the crew may be used normally, but the crew of a doom strider cannot normally be seen while operating the doom strider, as they are concealed within the doom strider's torso. Smaller doom striders can still be targeted by spells, as these doom striders are only marginally larger than standard armor worn by characters and are treated as extensions of their captains, rather than as separate constructs. Spells with an area of effect can still affect the crew of the doom strider if they are caught in its area of effect.

SPELL RESISTANCE

All attacks made by a doom strider that are powered by a magical item or a spell are treated as magical attacks for purposes of overcoming spell resistance. In this case, use the level of the caster of the spell or the creator of the magic item in order to determine whether or not spell resistance is overcome.

SPECIAL MANEUVERS

Given their enormous size and immense strength, doom striders are able to make several special attacks, each of which is detailed below.

Grapple: Doom striders can grapple and use the same system as other creatures, with the following modifications. Doom striders cannot grapple a



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creature more than two size categories smaller than themselves; they simply lack the ability to effectively grapple smaller creatures. Second, doom striders with a more than two arms or tails gain a +2 circumstance bonus to all grapple checks, provided they use all their limbs while grappling.

Stomp: Doom striders may attempt to stomp on creatures that are at least two sizes smaller than they are. This is resolved as a standard attack. If the attack succeeds, it inflicts 1d6 points of damage for each size category difference (plus the Strength bonus of the doom strider) and the target must make a Fortitude save (DC equal to the captain's base attack bonus plus one-half the doom strider's Strength score) or be knocked prone.

Tail Sweep: Doom striders that are at least gargantuan in size and equipped with a tail may make a tail sweep attack. Each tail may only make a single such attack per round. A gargantuan doom strider makes a tail sweep that covers a half-circle with a 20-foot radius, while a colossal doom strider covers a 25-foot half-circle with its tail attack. Any creatures within the affected area that are two size categories or smaller than the doom strider are potentially affected by this attack.

The crewman or captain who makes the attack makes a standard attack roll, which receives a +4 circumstance bonus. The result is used to resolve the sweep attack against all creatures in the area affected by the tail sweep. Those who are hit suffer damage equal to the doom strider's current strength bonus (rounded down). Affected creatures must make a successful Reflex save to avoid being knocked prone, as well, with a DC equal to the captain's Base Attack Bonus plus half the doom strider's Strength score.

Smaller doom striders may use their tails to trip targets, but are unable to perform sweep attacks.

DOOM STRIDERS IN MASS COMBAT

Because they were designed to operate in large battles, doom striders are quite powerful when facing massed troops. While the above information details the use of

doom striders day-to-day battles with smaller units, huge creatures, or fortifications, this section details the use of doom striders in battles with thousands of units on each side. It is here that the doom strider can truly shine and its ability to scythe through massed troops becomes its greatest asset.

The following sections parallel those found in the Mass Combat chapter of the *Oathbound*®: *Arena* sourcebook and describe the manner in which doom striders adhere (and sometimes break) those rules.

Units: Each doom strider is considered to be a unit all its own.

Initiative: Doom striders use the level of their captain as their level. They are significantly more powerful than standard units, as their massed firepower and great size allows them to inflict significant casualties against massed forces.

Actions: While doom striders are more powerful than most units, they have a great deal of difficulty keeping up with units capable of performing more or faster actions. This is one of the primary reasons additional crewmembers are used in situations where the doom strider must deal with large-scale combats. For each crew member at a control mechanism, the doom strider is able to take one action per mass combat round. Note that the rules above still apply; no appendage or component may be used in more than one action per round. The following are the actions a doom strider may take during a mass combat round. Where these deviate from the rules presented in the Mass Combat chapter, the differences are detailed here.

Charge (Wade In): Doom striders are not terribly adept at charging, because they are not able to effectively increase their speed beyond their standard movement rate. On the other hand, when engaged in close combat, they are able to inflict serious damage to units. Thus, rather than a charge action, the doom strider may 'wade into' an enemy unit, stomping and thrashing its limbs as it goes.

When a doom strider wades in, make an attack roll as normal. A Huge doom strider receives a +2 damage step on the Damage Mitigation Table, while a Gargantuan doom strider receives a +3 damage

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step, and a Colossal doom strider receives a +4 damage step bonus.

However, the doom strider suffers a circumstance penalty to its Armor Class equal to the damage step bonus during the round in which this action is performed. Note that the doom strider must expend 2 energy points, in addition to any energy points required by the movement, in order to use the Wade In action.

Attacks: Each crewmember in the doom strider (including the captain) may make a single attack during each mass combat round. However, each appendage or item may only be used during a single attack during the round. Because each control mechanism only controls a specific set of appendages, this means that those appendages may only be used to make a single attack during the round.

Each doom strider may only target one unit at a time, but otherwise uses the rules for mass combat attack actions as presented in the Mass Combat chapter. See above for information about the energy costs for different types of attack.

Cast Spells: The crew of a doom strider simply does not have the number of spellcasters necessary to effectively cast spells during a mass combat turn. This option may not be taken by members of the doom strider's crew during any mass combat turn.

Defend: When doom striders defend, they are able to actively deflect incoming attacks at the cost of all attacks for the following round. When this maneuver is performed, the captain makes a regular Attack Roll. The result of this roll is added to the doom strider's Armor Class for this round, but the doom strider may not make any further attacks during this time. Note that defending costs the doom strider 3 energy points.

Move: When doom striders move during mass combat rounds, it burns 10 energy points per round. In addition, doom strider captains do not need to make checks to maneuver their doom striders and may make up to three turns (of any type) during this movement. To determine the distance a doom strider moves during a mass combat turn, quadruple its normal movement rate.

Retreat: If the doom strider performs the defend action in the round preceding its retreat, the opposing units do not gain a free attack when the doom strider retreats. Otherwise, the doom strider retreats as normal (see the Mass Combat chapter).

Support: Doom striders can provide support just as other units do.

Saving Throws: Doom striders use their captains' saving throws, as normal, during mass combat.

DAMAGE

Doom striders are powerful machines, capable of knocking men senseless with a single swipe of their massive tails or a hammering blow of their metal fists. To determine the damage a doom strider causes with an attack, simply double its normal damage, including damage bonuses from strength. Its weapons cause double their normal damage when fired into the mass of troops, unless otherwise noted, as they are specifically designed to shred through large groups of combatants.

In addition, during any round in which the doom strider rolls maximum damage, it may strike fear and dread into the heart of the damaged unit. This is treated as the Demoralize special ability in the Mass Combat chapter, with the required Will save DC equal to 15 + the captain's level.

MODIFIERS

When doom striders enter the scene, it is horrifying to troops on the ground. When the first doom strider enters the fray, all units within 500 feet of the doom strider must immediately make a Morale check. In addition, any unit attacked by three or more doom striders in the same combat turn must make a morale check.



4: CAPTAIN & CREW

A doom strider, while certainly a powerful construct that can significantly augment the strength of anyone, is limited by the strength and skill of its captain and crew. The captain is important to the doom strider, for it is his personal fortitude that determines the overall durability of the construct. Without a captain, a doom strider is simply a vulnerable collection of intricate gears and magical components.

THE ROLE OF THE CAPTAIN

In a doom strider, the captain is the ultimate authority. He is mystically bonded with his machine, his life force flows through the conduits and wires of the doom strider as surely as the energy produced by an arcanofurnace. Without its captain, a doom strider is nothing—an oversized, fragile suit of armor with a few weapons strapped on.

At its heart, a doom strider is simply a different type of magical armor. Though much more powerful than a simple chain shirt, a doom strider is still just a tool, unable to do much of anything on its own. It is the captain and—to a lesser extent—the crew that turns a doom strider into a weapon to be feared.

The captain is the key to all of this. When he binds himself to a doom strider, his life essence becomes intertwined with the construct, forging a bond that strengthens the doom strider and allows the captain to command it more effectively. Through this bond, the doom strider becomes more resilient and life-like. While still an inanimate collection of parts, it becomes an extension of the captain.

But just as the link between doom strider and captain strengthens them both, it can also weaken them. Damage to the captain weakens a doom strider, just as serious damage to the doom strider can lead to the incapacitation—even death—of the captain.

Fortunately for the captain, this link is much weaker when he is not in the control mechanism of the doom strider. A captain whose doom strider is destroyed while he is away from it is aware of the

machine's destruction, but will not be harmed by the 'death' of the doom strider. Similarly, a doom strider does not suffer damage when a captain who is out of the control mechanism is injured or killed.

The captain, then, is the heart of the doom strider. She provides the strength and skill necessary to turn the doom strider into a powerful weapon. In turn, she ties her life energy to the doom strider, making it a part of herself. Because of this, a doom strider cannot be operated until a captain binds herself to the doom strider.

THE BINDING

This is a relatively simple process; the captain takes a seat in the control panel and remains in contact with the doom strider over the next eight hours. This procedure mingles the energy of the doom strider with the captain's life force, creating the bond that brings the doom strider to 'life.' At the end of this time, the captain is considered bound to the doom strider and may then power it up and begin piloting it immediately.

Once bound to a doom strider, the captain remains bound until the link is severed, she dies, or the doom strider is destroyed. The captain can, at any time, sever the link between herself and the doom strider. Doing so, however, immediately shuts the doom strider down, reverting it to an inanimate state. Other crew members will be unable to make use of the doom strider's weaponry or move it until a new captain is bonded. If this occurs while the doom strider is in action, the doom strider immediately stops moving and its energy source will bleed away any stored energy at the rate of 1d4 energy points per round. See "Unbound Doom Striders" below, for more information.

When a captain dies, the link is also severed. If the captain was not in the control mechanism at the time of her death, there are no other ill effects on the doom strider outside of the need to bond a new captain. If the captain dies while in the doom strider's control mechanism, however, things become a bit more dangerous. The doom strider is reduced to 0 hit points, putting it one good hit away from a devastating end. Crew members are advised to evacuate the

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doom strider as fast as possible should their pilot be killed in action.

Lastly, if a doom strider is destroyed while the captain is still in the control mechanism, odds are better than good that she has been killed. The sudden feedback from a destroyed doom strider forces the captain to make a successful Fort save (DC 20) or be instantly slain by the sudden surge of energy through her system. Captains who succeed at their saves are not dead, but are reduced to 0 hit points and will certainly die if they do not receive medical attention as soon as possible (though see “Personal Gear” below, for more information).

Nature of the Bond: The bond is magical in nature, but it cannot be severed by normal magical effects such as *disjunction* or *anti-magic shell*. See Anti-Magic in the following chapter for more information about the effects of such spells on a doom strider and its captain. For all intents and purposes, the bond between a doom strider and her captain can only be broken by a *miracle* or *wish* spell, or in the ways outlined above.

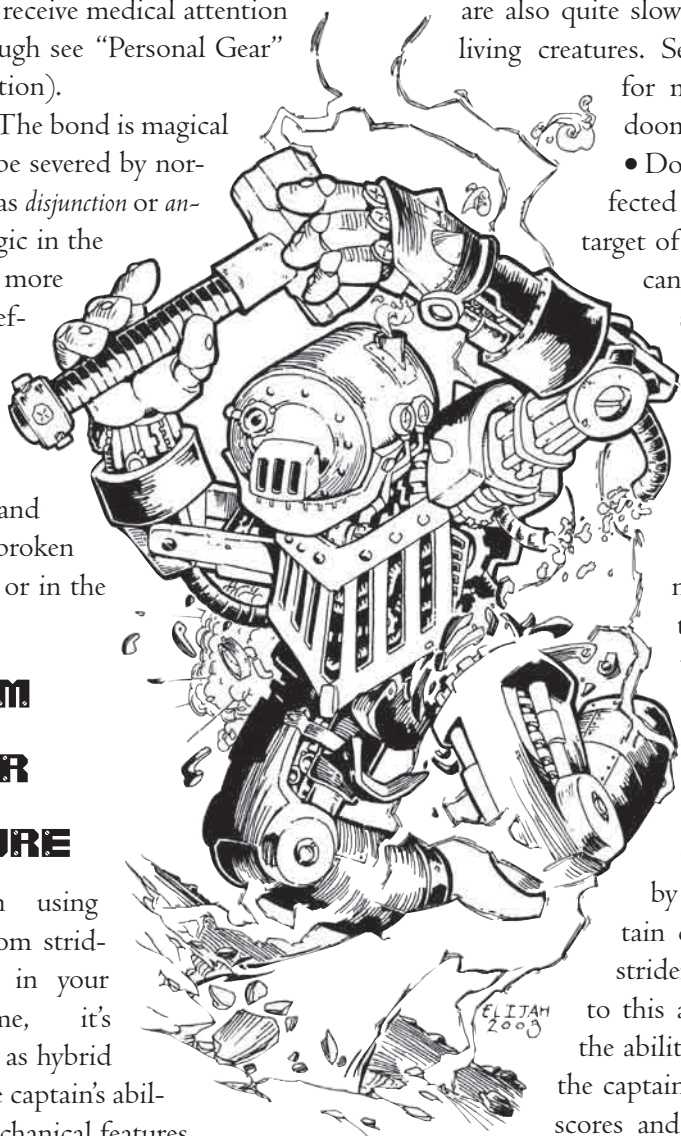
THE DOOM STRIDER AS CREATURE

When using doom striders in your game, it's easiest to think of them as hybrid creatures that modify the captain's abilities, saves, and other mechanical features. They work—except as outlined below—exactly as other creatures and follow all of the same rules for them. The differences are minor, but important to take into account. In order of importance, they are:

- Doom striders have hit locations. Unlike creatures, damage to a specific part of a doom strider's body is important to track. While doom striders do have an aggregate hit point total, critical hits cause specific damage to a doom strider's components. See **Chapter 3: Combat** for more information about critical hits.
- Doom striders cannot, normally, move faster than a walk and they can only take one move action each round. They are powerful, but they are also quite slow in comparison to most living creatures. See **Chapter 3: Combat** for more information about doom strider movement.

- Doom striders are not affected by spells that require a target of ‘a creature.’ These spells cannot target the doom strider, as it is not truly a creature. Similarly, the crew of a doom strider cannot normally be targeted by a spell that must target them specifically. Their connection to a doom strider treats all such spells as if they were targeting the doom strider, eliminating the usefulness of ‘creature’ targeted spells.

- Magical items worn by a crewmember or captain do not affect the doom strider. The only exception to this are items which increase the ability scores or hit points of the captain. The captain's modified scores and hit points are used to determine the ability scores and hit points of the doom strider. Thus, while a *cloak of resistance* provides no benefit to the doom strider, *gauntlets of ogre power* increase the Strength of the



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captain and therefore increase the Strength of the doom strider, as well.

- Crew members and the captain use their own Base Attack Bonus when they attack, but use the ability scores of the doom strider (Strength or Dexterity as appropriate) as modifiers. Magical items, spells, or special abilities that provide an attack bonus apply to attacks made by the captain or crew.

FEATS

Piloting a doom strider brings with it some new challenges and those who spend a great deal of time working with these constructs pick up a few new tricks. The following feats are of primary use while piloting a doom strider, but may prove useful in other contexts, as well.

BLOOD DONOR [GENERAL]

You are particularly adept at being a source of fuel for vampiric translators.

Benefit: Whenever you are used as the power source for a vampiric translator, you suffer 1 less hit point of damage than normal and provide an additional 2 energy points.

Your thicker blood also clots more easily than others, making you a much easier patient for the use of the Heal skill. Anyone who attempts to use the Heal skill to stabilize you or provide long-term care for you receives a +2 bonus to their Heal skill check. You are also somewhat more likely to stabilize if you do not receive first aid, giving you a 20% chance to stabilize without treatment each round.

Normal: There is normally only a 10% chance per round of stabilizing without receiving treatment.

FEEDBACK REGENERATION [GENERAL]

You can draw power from a doom strider to heal your own injuries.

Benefit: You are able to extract energy from the doom strider to repair damage to your own body. This process is slow, but it can be critical in keeping yourself conscious and the doom strider in opera-

tion. You may only use this ability while you are the captain of a doom strider and in the control mechanism. As a full-round action, you may extract 1d4 energy points from the doom strider's energy source and heal 1 hit point of damage to yourself in return. This process can be used as often as you like, provided the doom strider has the energy to pay for its cost.

If your power source is a prayer engine, you may extract a single point and heal yourself 1d6 points of damage.

HARDENED [GENERAL]

You suffer less damage when the doom strider you're in takes damage.

Benefit: Whenever you are a crew member, or captain, in a doom strider that suffers damage which will injure the crew, you suffer less hit point damage than normal. Reduce any damage caused by an injury to your doom strider by 2 hit points.

NATURAL PILOT [GENERAL]

You are particularly adept at the operation of doom striders.

Benefit: You receive a +2 bonus to all Profession (doom strider pilot) or Profession (doom strider engineer) skill checks.

SCAVENGER [GENERAL]

You are able to see through the junk and find the best parts when salvaging a doom strider.

Benefit: You are quite skilled at getting the best bits out of other doom striders. You receive a +2 insight bonus to all Profession (doom strider engineer) skill checks you make when scavenging.

SURGE CONTROL [GENERAL]

You have so mastered the intricacies of doom strider operation that you are able to generate more benefit from energy than would normally be possible.

Benefit: Using this feat is a free action and may be done as often as you like, provided the doom strider is able to provide the necessary energy. When this feat is used, any energy points expended to increase the ability of an attack to overcome damage reduc-

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tion (see **Chapter 3: Combat**, Overcoming Damage Reduction) apply to all further attacks made by the doom strider during the current round, rather than only the current attack.

Normal: When energy points are spent to overcome damage reduction, they apply only to a specific attack, not to all attacks made from that point on during the same round.

VENT CONTROL [GENERAL]

You have mastered the art of using the natural exhaust from your doom strider's energy source to damage other targets.

Benefit: Doing this does waste some energy, as you must temporarily increase the rate at which energy is used up by your doom strider, but many find this trick to be worthwhile. Venting the exhaust causes 1d6 hit points of damage to all targets within 5 feet of your doom strider. A Reflex save (DC 20) is required to avoid this damage. Using this feat is a full-round action that uses up 2 energy points from your doom strider.

MONSTER FEATS AND CAPTAINS

Doom strider captains can learn several monstrous feats (found in the *MM*) that they can use while in a doom strider. To use any of these feats, the captain must meet all prerequisites while piloting the doom strider. The available feats are: Awesome Blow, Multi-Attack, Multi-Weapon Fighting, and Snatch. Note that for purposes of Multi-Attack, the doom strider's arms, legs, and tails are all considered natural weapons. Doom striders may only initiate Snatch attacks when making attacks with an arm that is equipped with a hand.

SKILLS

The following are new skills an individual needs in order to get the most out of a doom strider.

PROFESSION (DOOM STRIDER PILOT)

You are trained in the intricacies of doom strider operation, able to urge the construct to heroic acts deep in the throes of combat. Individuals without at least one rank in this skill cannot operate

a doom strider above Large size and suffer a -2 penalty to all actions made while operating a Medium or Large doom strider.

Check: This skill is required to successfully operate a doom strider under difficult circumstances. See **Chapter 2: Construction** and **Chapter 3: Combat** for more information about circumstances under which this skill is used.

Action: Varies, but always pertains to the doom strider.

Try Again: Not usually, varies by the specific action.

Synergy: You receive a +2 bonus to all Profession (doom strider pilot) skill checks if you have 5 or more ranks in the Balance skill.

PROFESSION (SIEGE ENGINEER)

(Wis; Trained Only)

You are skilled in the complex construction and operation of doom strider weapons.

Check: This skill is required to use some doom strider weapons (most often those which use indirect fire). See individual weapon descriptions for more information about how this skill is used in conjunction with different weapons.

Action: Using a doom strider's weapons.

Try Again: No

PROFESSION (DOOM STRIDER ENGINEER) (Wis, Trained Only)

You are trained in the assembly, care, and maintenance of doom striders.

Check: This skill is required to repair or otherwise work on a doom strider.

Action: Repairing or making changes to a doom strider.

Try Again: Varies by action type.

Synergy: You receive a +2 bonus to all Profession (doom strider engineer) skill checks if you have 5 or more ranks in the Profession (doom strider pilot) skill.

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PRESTIGE CLASSES

The following are prestige classes designed for use with doom striders. The captain is a master of controlling a doom strider and getting the most out of these giant machines. The engineer is skilled at repairing (and damaging) doom striders, with a keen eye toward both the mechanical and magical aspects of these intricate creations. Finally, the crew member is a generalist that can fit into a doom strider in many different roles with enough skill to make a real difference on the battlefield.

DOOM STRIDER CAPTAIN

The captain of a doom strider is more than merely its pilot; he is the very life of the construct. This prestige class provides an individual with the physical training they need to get the most out of their doom strider, but also enables them to lead their crew members and other doom striders more efficiently.

Hit Die: d10

REQUIREMENTS

To qualify to become a doom strider captain, you must fulfill the following criteria:

Feats: Leadership

Skills: Diplomacy 5 ranks, Profession (doom strider pilot) 10 ranks

CLASS SKILLS

The doom strider captain's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (doom strider pilot) (Wis), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 4 + Int Modifier

CLASS FEATURES

All of the following are class features of the doom strider captain prestige class.

Bonus Feat: The doom strider captain may select any of the fighter bonus feats as bonus feats, as well as the following additional feats: Blood Donor, Feedback Regeneration, Hardened, Natural Pilot, Surge Control, and Vent Control.

Command: As a full-round action, the captain can issue commands to the crew of his doom strider, providing them with a +1 morale bonus to all attack and damage rolls.

Flawless command: You are able to impart a +2 morale bonus to all attack and damage rolls made by any crew members in a doom strider you are piloting. Using this ability is a free action.

Lead by example: As a full round action, you can coordinate the activities of up to three other, allied doom striders (provided they are all equipped with link crystals). As a result of your leadership, the captains and crews of these doom striders receive a +2 bonus to all attack and damage rolls, and all Profession (siege engineer) or Profession (doom strider pilot) skill checks they make during the following round.

DOOM STRIDER CAPTAIN (DOC)

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Command
2	+2	+3	+1	+1	Narrow Profile; bonus feat
3	+3	+3	+1	+1	Target Weakness; bonus feat
4	+4	+4	+1	+1	Partial Deflection; bonus feat
5	+5	+4	+2	+2	Flawless Command; Lead by Example

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Narrow profile: At the beginning of any round, you can indicate any one doom strider on the field of battle. Your doom strider receives a +2 circumstance bonus to Armor Class against attacks made by this doom strider.

Partial deflection: You receive a +2 circumstance bonus to all Fortitude saves made to avoid the destruction of a component as a result of a critical hit.

Target weakness: You are able to fire ranged weapons at the weak points of enemy doom striders. To use this ability, you must have scored a critical hit against your target in the past three rounds. When this ability is used to make an attack, that attack hits the same hit location as the previous critical hit, provided the attack hits at all.

MASTER ENGINEER

While there are usually quite a few engineers associated with a group of doom striders, the master engineer is normally tied to a single doom strider, which he cares for with slavish devotion. Master engineers are also competent doom strider crew members and have no qualms about contributing to a fight as well as the clean-up afterwards.

Hit Die: d6

REQUIREMENTS

To qualify to become a master engineer, you must fulfill the following criteria:

Skills: Appraise 4 ranks, Disable Device 6 ranks, Profession (doom strider engineer) 10 ranks

CLASS SKILLS

The master engineer's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Knowledge (Int), Listen (Wis), Profession (doom strider engineer) (Wis), Speak Language (Int), Spellcraft (Int).

Skill Points at Each Level: 4 + Int Modifier

CLASS FEATURES

All of the following are class features of the master engineer prestige class.

Boosted efficiency: By making a successful Profession (doom strider engineer) skill check (DC 20) you are able to eke an extra 2 energy points out of the energy source of a doom strider you are currently operating (as captain or crew member). This works with all energy sources, increasing the capacity and current charge by 2 points.

Crosswire: You are able to reroute the input from one control mechanism to different components of a doom strider. Doing this essentially combines the areas of control of two control mechanisms, which can be very useful if a control mechanism is destroyed or if a crew member suffers a debilitating injury. Use of this ability requires a successful Profession (doom strider engineer) skill check (DC 20). If the check succeeds, one control mechanism can now be used to control both sets of components for 1d4 hours.

Damage Control: When a component is destroyed as a result of a critical hit, you can attempt to get repair the weapon. This ability may only be used in the

MASTER ENGINEER (Eng)

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+0	+2	Boosted Efficiency; Rapid Repair
2	+1	+1	+1	+3	Crosswire; Improved Siege Engineer
3	+2	+1	+1	+3	Scavenger; Weapon Tuning
4	+3	+1	+1	+4	Damage Control; Smooth Operation
5	+3	+2	+2	+4	Energy Pulse; Efficient Conversion

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round immediately following the component's destruction. Use of this ability is a full round action.

To use Damage Control, you must make a successful Profession (doom strider engineer) skill check (DC 20). If this check is successful, the component you are working on was not truly destroyed, only damaged enough to keep it from working. The component is once again available for use, but a second destruction destroys it completely.

Efficient Conversion: You are skilled at operating an energy source at the peak of its efficiency. As a full round action, you may attempt to recharge the furnace by reclaiming some of the energy naturally lost in the process of converting magical, divine, or necromantic energies into power for the doom strider. This requires a Profession (doom strider engineer) skill check (DC 20). If you succeed at this skill check, the doom strider automatically gains a number of energy points equal to one-half your total ranks in this skill (up to the maximum capacity allowed by the power source). This ability may only be used once per minute.

Energy Pulse: You are able to overload the energy source of your doom strider to produce a powerful pulse of energy. Use of this ability immediately reduces the energy stored in your doom strider to zero and causes 3d6 hit points of damage to all targets within a 30-foot radius of your strider. This also causes 2d6 hit points of damage to the captain and all crew members in the doom strider.

Improved Siege Engineer: You receive a +2 bonus to all Profession (siege engineer) checks you make while operating a doom strider or a doom strider weapon used to attack another doom strider. This benefit does not apply when you use this skill in any other way.

Rapid Repair: You are able to repair the damage caused to doom striders at an accelerated rate. By accepting a -5 circumstance penalty to your Profession (Doom Strider Engineer) skill checks, you are able to reduce the time needed for repairs by 25%.

Scavenger: You receive a +2 insight bonus to all skill checks made to salvage components from a doom strider. This bonus stacks with the Scavenger feat bonus.

Smooth Operation: By making a successful Profession (doom strider engineer) skill check (DC 15) you are able to improve the balance and overall functioning of a doom strider for the next 5 rounds.

During this time, all Profession (doom strider pilot) skill checks made by the captain or crew of the doom strider receive a +2 circumstance bonus.

Weapon Tuning: You are able to boost various aspects of a doom strider's integrated ranged weaponry for a short period of time. To use this ability, you must succeed at a Profession (doom strider engineer) skill check (DC 20). If this skill check succeeds, you may make any of the following modifications to a weapon, which remains in effect for the remainder of this round and the next round. Only you may fire a weapon that has been modified in this way.

- Increased range. You may increase the range increment of the weapon by 25%. This increase also raises the energy cost of the weapon by 1.
- Increased damage. Attacks with a weapon modified in this way inflict an additional 1d6 points of energy damage. This modification increases the energy cost of the weapon by 1.
- Increased accuracy. You receive a +2 insight bonus to all attack rolls made while this modification is in effect. This increases the energy cost of the weapon by 2.



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5: ALLIES & ADVERSARIES

This chapter contains information on several doom strider units, which can be used in an existing campaign as allies, competitors, or enemies, at the whim of the GM. Each unit contains all the information needed to drop them into your campaign, including statistics, adventuring equipment, and their preferred doom strider (all doom strider schematics are found in the following chapter.)

THE WITCH HUNTERS

An older, experienced group of mercenaries, the Witch Hunters are adept at finding and destroying magic users of all types. Whether you need a wizard's tower razed or an evil temple blown up, this group of mercenaries is the right choice for the job. In addition to the unit members detailed below, the Witch Hunters have a support staff of varying sizes. When operating near civilization, this unit generally has a half-dozen engineers on hand to care for their doom striders, along with a hired healer or two, and usually a single wizard if Reiella feels such is necessary. Further from towns or other settled areas,

REIELLA FLICKERTHORN

When most of his home city was destroyed by a rampaging pack of enemy wizards and sorcerers, Reiella vowed to devote his life to bringing such reckless destruction to heel. Since purchasing this doom striders and putting together his unit, Reiella has sold his services in a dozen nations, each time accepting tasks to bring down out of control spellcasters and their minions.

While serenely calm in most circumstances, Reiella is a demon in the control mechanism and many other mercenary units have come to fear his unmistakable, all-out style of fighting. Reiella handles all negotiations for his unit, despite their grumbling that he sometimes accepts a little less payment than a job is worth.

Reiella Flickerthorn: male elf wiz 13; CR 13; medium humanoid; HD 13d4; hp 33; Init +2 (+2 Dex); Spd 30 ft.; AC 14, touch 14, flat-footed 12;

BAB +6; Grp +5; Atk +7 melee (1d8-1/19-20, +1 *longsword of spell storing*); Full Atk: +6/+1 melee (1d8-1/19-20, +1 *longsword of spell storing*); Space/Reach 5 ft./5 ft.; SA --; SQ Elf traits, familiar; AL LN; SV Fort +4, Ref +6, Will +9; Str 8, Dex 15, Con 10, Int 20, Wis 12, Cha 12.

Skills and Feats: Concentration +16, Craft (doom strider) +21, Decipher Script +21, Knowledge (doom striders) +13, Knowledge (history) +13, Profession (doom strider pilot) +18, Spellcraft +21; Martial Weapon Proficiency (longsword), Martial Weapon Proficiency (rapier), Martial Weapon Proficiency (longbow), Martial Weapon Proficiency (shortbow), Scribe Scroll, Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Far Shot, Point Blank Shot,

Racial Traits: Immunity to magic sleep effects, +2 saving throw against enchantment spells or effects, low-light vision, +2 on listen, search, and spot checks, search check when within 5 feet of secret or concealed doors

Spells Prepared (6/5/5/5/5/3/2/1): 0 – *daze, detect magic, flare, light, message* (x2); 1st – *cause fear, color spray* (x2), *grease, obscuring mist*; 2nd – *blur, darkness, detect thoughts, fog cloud* (x2); 3rd – *blink, clairaudience/clairvoyance* (x2), *fireball, lightning bolt*; 4th – *arcane eye* (x2), *hallucinatory terrain, lightning bolt* (enlarged), *ice storm*; 5th – *cloud kill, fireball* (empowered), *interposing hand*; 6th – *bull's strength* (mass), *forceful hand*; 7th – *invisibility* (mass).

Spellbook: Reiella's spell book contains all of the spells above, as well as the following: 1st – *alarm, comprehend languages, disguise self, mage armor, magic missile, ray of enfeeblement*; 2nd – *arcane lock, ghoul touch, obscure object, web*; 3rd – *heroism, keen edge, nondetection*; 4th – *fire shield, globe of invulnerability, rainbow pattern*; 5th – *dominate person, mirage arcana, prying eyes, wall of force*; 6th – *circle of death, true seeing*; 7th – *grasping hand, hold person* (mass), *spell turning*

Possessions: 3 *cloudkill* scrolls (812 gp, 5 sp each), 3 *Bull's Strength* (mass) scrolls (975 gp each), 3 *fireball* scrolls (487 gp 5 sp each), all scrolls scribed at 13th level; *amulet of natural armor* +2 (8,000 gp), +1 *longsword of spell storing* (normally stores a *lightning bolt* spell) (8,000 gp), *ring of counterspells* (currently contains *lightning bolt*) (4,000 gp), *ring of sustenance* (2,400 gp), *wand of magic missiles* (5th-level, 20 charges remain)(3,750

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gp), 2 potions of *cure serious wounds* (750 gp each), 425 gp.

HUNDRAG THE BURNER

Hundrag joined the Witch Hunters after his last unit was destroyed by a rampaging lich and its minions. Though disfigured by an explosion in his last doom strider, Hundrag has a sunny disposition at odds with his appearance. In most cases, he is more likely to crack a joke than take a shot at someone. Hundrag is a soldier, though, and follows orders when they are given.

Hundrag the Burner:

male dwarf ftr 5/bar7; CR 12; medium humanoid; HD 5d10+25 + 7d12 + 35; hp 131; Init +5 (+1 Dex, +4 Imp. Init); Spd 20 ft.; AC +15, touch +11, flat-footed +14; BAB +12; Grp +15; Atk +14 melee (1d10+5/X3, +2 *dwarven waraxe*); Full Atk: +14/+7 melee (1d10+5/X3, +2 *dwarven waraxe*) or +14 ranged (1d6+3/X3, +1 *composite shortbow* (+2)); Space/Reach 5 ft./5 ft.; SA --; SQ dwarf traits, rage 2/day, uncanny dodge, trap sense +2, Improved Uncanny Dodge, Damage Reduction 1/-; AL NG; SV Fort +16, Ref +6, Will +5; Str 17, Dex 12, Con 20, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +13, Intimidate +12, Jump +8, Profession (doom strider pilot)

+16, Survival +4; Improved Initiative; Iron Will, Power Attack, Multiattack, Improved Bull Rush, Cleave, Great Cleave, Improved Sunder

Racial Traits: 20 ft. movement in heavy armor, under heavy load; darkvision 60 ft., stonecunning, Weapon familiarity (*dwarven urgosh*, *dwarven waraxe*), +4 on ability checks to avoid being tripped or bull rushed while standing on the ground, +2 bonus to saves against poison, +2 save against spells or effects, +1 bonus to attacks on orcs or goblinoids, +4 dodge bonus against giants, +2 bonus to appraise



Illustrated by David Hendee

5: ALLIES & ADVERSARIES

checks (stone or metal only), +2 to bonus to craft checks (stone or metal only).

Possessions: +2 dwarven waraxe, +3 mithral shirt, +2 cloak of resistance, +1 composite shortbow (+2), 15 sleep arrows.

SHOCK

Rescued by Reielli during a hobgoblin raid on his village, Shock has never really recovered from the violence he witnessed. Naturally quiet and stealthy, Shock is a brutal fighter when it is necessary and the rest of his unit is more than a little concerned that the gnome is starting to like the fighting a bit too much.

Shock is rarely seen away from the rest of the unit and, like Fear, is never introduced to clients if such a meeting can be avoided. While on business, Shock is disciplined and ready to take orders, but when left to his own devices he tends to get himself into one spot of trouble after another.

Shock: male gnome rog 10; CR 10; small humanoid; HD 10d6+30; hp 65; Init +4 (+4 Dex); Spd 20 ft.; AC 20, touch 14, flat-footed 16; BAB +7; Grp +5; Atk +9 melee (1d4-1/19-20/x2, +2 short sword); Full Atk: +9/+4 melee (1d4-1/19-20/x2, +2 short sword); Space/Reach 5 ft./5 ft.; SA Sneak Attack 5d6; SQ racial traits, trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge, defensive roll; AL NE; SV Fort +6, Ref +11, Will +4; Str 10, Dex 18, Con 16, Int 15, Wis 12, Cha 8.

Skills and Feats: Appraise +12, Balance +14, Bluff +4, Climb +12, Escape Artist +16, Hide +17, Move Silently +17, Profession (doom strider pilot) +17, Search +12, Sense Motive +6, Sleight of Hand +14, Spot +8, Tumble +14; Dodge, Combat Expertise, Improved Trip, Mobility

Racial Traits: small, low-light vision, weapon familiarity (gnome hooked hammers), +2 bonus to saves against illusions, +1 DC to all saves against illusions cast, +1 bonus to attack against kobolds and goblinoids; +4 dodge bonus against giant type creatures; +2 bonus to Listen, +2 bonus to Craft (alchemy); spell-like abilities: 1/day — *Speak with animals* (burrowing mammal only, duration 1 minute).

Possessions: ring of feather falling, +1 leather armor, +2 buckler, +2 short sword, 165 gp.

FEAR

Fear was another gnome rescued by Reielli. Where Shock became reclusive and stealthy, however, Fear took on a more martial calling and began training as a ranger. She now serves as a forward scout for the Witch Hunters and spends most of her time living off the land around the unit's current location.

Fear feels protective of Shock and does her best to look after him. While the two are not lovers, they could be, if Shock could let himself open up and let go of the tragedies of his past.

Fear: female gnome rng 11; CR 11; small humanoid; HD 11d8+11; hp 60; Init +5 (+5 Dex); Spd 20 ft.; AC 21, touch 16, flat-footed 16; BAB +11; Grp +9; Atk +13 melee (1d6/x3, +1 gnome hooked hammer); Full Atk: +13/+8/+3 melee (1d6/x3, gnome hooked hammer) or +19 ranged (1d4/x3, +2 shortbow); Space/Reach 5 ft./5 ft.; SA special attacks; SQ Favored enemies: humanoid (goblinoid) +6, Giant, Dragon; Wild Empathy; Combat Style (archery); Endurance, Animal Companion, Improved Combat Style; Woodland Stride; Swift tracker; Evasion; Combat Style Mastery; AL CG; SV Fort +8, Ref +12, Will +4; Str 10, Dex 20, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +10, Concentration +11, Handle Animal +8, Heal +11, Hide +13, Knowledge (geography) +11, Knowledge (nature) +8, Move Silently +15, Profession (doom strider pilot) +15, Search +7, Spot +9, Survival +12; Track, Point Blank Shot, Rapid Shot, Farshot, Manyshot, Dodge, Mobility, Improved Precise Shot.

Racial Traits: small, low-light vision, weapon familiarity (gnome hooked hammers), +2 bonus to saves against illusions, +1 DC to all saves against illusions cast, +1 bonus to attack against kobolds and goblinoids; +4 dodge bonus against giant type creatures; +2 bonus to Listen, +2 bonus to Craft (alchemy); spell-like abilities: 1/day — *Speak with animals* (burrowing mammal only, duration 1 minute), *dancing*

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lights, ghost sound, prestidigitation, caster level 1st; Save DC 10 + CHA Mod + spell level.

Spells Prepared (2/1): 1st – entangle, longstrider; 2nd – spike growth

Possessions: +2 studded leather, +1 gnome hooked hammer, +2 shortbow, 50 +1 arrows, Type I bag of holding, bag of tricks (gray), 80 gp.

THE LOST ANGELS

When their parents were slaughtered by assassins sent by another mercenary unit, this band of teenagers decided to get revenge. They attuned their parents' doom striders and took to the field of battle, learning as they went. While they do their best to look professional, their inexperience shows through during negotiations. When it comes time to fight, though, the kids have the goods.

The Lost Angels unit spends its time wandering the countryside looking for work while they pursue the unit that killed their parents.

PAYCE

The oldest of the Angels, Payce does her best to hold the unit together and keep her friends from becoming too depressed over their lot. While Payce is only average as a doom strider pilot, her people skills are excellent and her bardic abilities come in very useful when dealing with potential employers. Friendly and outgoing, Payce is also fiercely protective of her unit and will do anything in her power to protect them.

Payce: female human brd7/DoC 3; CR 10; medium humanoid; HD 7d6+14+3d10+14; hp 69; Init +2 (+2 Dex); Spd 30 ft.; AC 18, touch 12, flat-footed 16; BAB +8; Grp +9; Atk +10 melee (1d8+1/19-20/x2, +1 merciful longsword); Full Atk: +10/+5 melee (1d8+1/19-20/x2, +1 merciful longsword); Space/Reach 5 ft./5 ft.; SA bardic abilities; SQ bardic abilities, command, narrow profile, target weakness, hardened, natural pilot; AL NG; SV Fort +7, Ref +7, Will +7; Str 12, Dex 14, Con 14, Int 13, Wis 12, Cha 16.

Skills and Feats: Appraise +6, Diplomacy +16, Gather Information +13, Intimidate +9, Perform +13, Profession (doom strider pilot) +15, Sense Motive +11, Sleight of Hand +5; Mobility, Dodge, Combat Expertise, Leadership, Spring Attack, Whirlwind Attack

Bardic Abilities: Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*

Spells Prepared (3/3/2): 0 – dancing lights, know direction, messages; 1st – alarm, animate rope, comprehend languages; 2nd – enthrall, hold person

Spells Known: 0 – dancing lights, detect magic, know direction, messages, read magic, summon instrument; 1st – alarm, animate rope, comprehend languages, remove fear; 2nd – alter self, enthrall, hold person, suggestion, 3rd – charm monster, tiny hut

Possessions: +2 chain shirt, +1 merciful longsword, chime of opening, 435 gp.

CRAYN

Payce's brother, Crayn has not adapted to life after his parents' deaths as his sister. Battle is a release for his inner demons, but one that he heeds too well. The other Angels believe it is only a matter of time before Crayn either dies in battle or gets someone else killed.

Outside of his doom strider, Crayn is quiet and reserved. He knows all too well that the world is a dangerous place and its inhabitants are dangerous and untrustworthy. While those who earn his faith have a friend for life, few are able (or willing) to spend the time necessary to chip away at the walls he's built around himself.

Crayn: male human ftr 5/bar 3; CR 8; medium humanoid; HD 5d10+20+3d12+12; hp 79; Init +1 (+1 Dex); Spd 40 ft.; AC 18, touch 11, flat-footed 17; BAB +8; Grp +11; Atk +12 melee (2d4/18-20, +1 falchion); Full Atk: +12/+7 melee (2d4/18-20, +1 falchion); Space/Reach 5 ft./5 ft.; SA –; SQ fast movement, rage, uncanny dodge, trap sense +1; AL CN; SV Fort +11, Ref +2, Will +2; Str 16, Dex 13, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Jump +9, Profession (doom strider pilot) +12, Survival +6, Swim

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+9; Blindfight, Endurance, Diehard, Power Attack, Cleave, Multi-attack, Surge Control, Vent Control

Possessions: +2 *chain mail*, +1 *falchion*, *ring of jumping*.

RAYSA

Though only in her early teens, Raysa is already proving to be the best-rounded members of the Lost Angels. She has picked up the mechanical skills she needs to keep the doom striders in running order and is also honing her skills as an 'acquisitions expert.' Though still too young to fully appreciate her situation, Raysa knows how to be serious when the situation warrants. Her identity is concealed from most employers, more to protect her than to avoid explaining her youth to a potential employer. As the mascot and unofficial little sister of the unit, Raysa is used to being protected and watched over.

Raysa: female human rog 4/eng 4; CR 8; medium humanoid; HD 7d6+21+1d6+3; hp 52; Init +3 (+3 Dex); Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB +5; Grp +5; Atk +5 melee (1d6/19-20, +1 *short sword*); Full Atk: +5 melee (1d6/19-20, +1 *short sword*); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, scavenger, weapon tuning, damage control, smooth operation, trap sense +1, uncanny dodge, boosted efficiency, rapid repair, crosswire, improved siege engineer; AL NG; SV Fort +5, Ref +8, Will +6; Str 10, Dex 16, Con 16, Int 14, Wis 13, Cha 13.

Skills and Feats: Appraise +6, Balance +10, Bluff +7, Climb +6, Craft (doom strider) +6, Disable Device +13, Gather Information +5, Hide +13, Jump +2, Listen +4, Profession (doom strider pilot) +13, Profession (doom strider engineer) +11, Search +12, Sleight of Hand +12, Spot +11, Tumble +13; Dodge, Mobility, Scavenger, Spring Attack.

Possessions: +2 *leather armor*, +1 *short sword*, 6 potions of *cure serious wounds*. 430 gp.

TAYGER

The same age as Payce, Tayger does not share her zeal for the hunt. A critical hit to his doom strider caused serious trauma to his face and hands, which gave him plenty of time to convalesce and consider his lot in life. Tayger feels that it is doing more

harm than good to chase after the murderers, especially to young Raysa. Given a choice, he would like to turn the hunt over to someone else and have a go at a normal life for a few years.

He will not desert his friends, however, as they are now his only family. Though he may be unhappy about it, Tayger knows they need him and will not abandon them as long as they want him around.

Tayger: male human ftr 6/DoC 3; CR 9; medium humanoid; HD 6d10+12+3d10+6; hp 67; Init +4 (+4 Dex); Spd 30 ft.; AC 20, touch 14, flat-footed 16; BAB +9; Grp +11; Atk +11 melee (1d6/18-20, +1 *scimitar*); Full Atk: +11/6 melee (1d6/18-20, +1 *scimitar*); Space/Reach 5 ft./5 ft.; SA special attacks; SQ Command*, Narrow Profile*, Target Weakness*; AL NG; SV Fort +9, Ref +7, Will +3; Str 12, Dex 18, Con 15, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +5, Diplomacy +6, Profession (doom strider pilot) +17, Profession (siege engineer) +13; Point blank shot, Rapid Shot, Far Shot, Point Blank Shot, Precise Shot, Dodge, Feedback Regeneration, Leadership, Shot on the Run, Surge Control, Multi-Attack, Snatch

Possessions: +2 *chain shirt*, +1 *scimitar*, *brooch of shielding*, *handy haversack*, *potion of invisibility*, *potion of spider climb*, *potion of fly*, *potion of cure moderate wounds*, *potion of reduce person*.

*Doom strider captain abilities

THE BANSHEES

This pair specializes in jobs most doom strider captains would not even consider, with dungeon exploration and inside work their specialties. Using some of the smallest doom striders, Polosian and Maniris have proved themselves quite capable of working in close quarters time and again.

POLOSIAN

Polosian got into the doom strider business early on, convincing several of her employers to contribute to her purchase of a medium-sized strider that she continues to use to this day. Polosian brings the skills and negotiation talents to the Banshees and

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is smooth and polished even in the heat of battle.

Polosian: female half-elf rog 7/ftr 3; CR 10; medium humanoid; HD 7d6+7+3d10+3; hp 51; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 19, touch 14, flat-footed 15; BAB +8; Grp +9; Atk +11 melee (1d6+2/18-20, +1 scimitar); Full Atk: +11/+6 melee (1d6/18-20, +1 scimitar); Space/Reach 5 ft./5 ft.; SA special attacks; SQ special qualities; AL CN; SV Fort +6, Ref +9 Will +4; Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Appraise +5, Climb +9, Diplomacy +7, Disable Device +13, Gather Information +5, Hide +13, Intimidate +7, Profession (doom strider pilot) +13, Profession (siege engineer) +11, Search +6, Sleight of Hand +8, Spot +11, Tumble +13, Use Magic Device +7; Blindfight, Alertness, Combat Reflexes, Improved Initiative, Improved Critical, Dodge

Possessions: goggles of minute seeing, +2 leather armor, +1 scimitar, gloves of Dexterity +2, boots of striding and springing.

MANIRIS

Maniris was purchased out of a gladiatorial slave ring by Polosian, who was in need of some muscle at the time. After freeing the half-orc from slavery, Polosian trained her in operating a doom strider and the two became fast friends. Maniris has little use for talk and is present at negotiations only to back up Polosian with a strong physical appearance. Though Maniris has a good sense of humor and is fond of playing pranks on Polosian, few others ever get to see this side of the half-orc.

Maniris: female half-orc bar 10; CR 10; medium humanoid; HD 10d12+30; hp 95; Init +1(+1 Dex); Spd 40 ft.; AC 16, touch 11, flat-footed 15; BAB +10; Grp +15; Atk +16 melee (2d6/17-20, +1 keen greatsword); Full Atk: +16/11 melee (2d6/17-20, +1 keen greatsword); Space/Reach 5 ft./5 ft.; SA special attacks; SQ Fast movement, rage 3/day, uncanny dodge, trap sense +3, Improved Uncanny Dodge, Damage Reduction 2/-, Racial Traits; AL NG; SV

Fort +10, Ref +4, Will +4; Str 20, Dex 12, Con 16, Int 7, Wis 12, Cha 9.

Skills and Feats: Climb +7, Intimidate +13, Jump +8, Profession (doom strider pilot) +14, Survival +11, Swim +6; Power Attack, Improved Bull Rush, Cleave, Great Cleave

Racial Traits: Darkvision 60 ft., orc blood.

Possessions: +2 hide armor, +1 keen greatsword, boots of the winterlands, and rope of climbing.

SUN LORD'S CHOSEN

The Church of the Sun Lord stands at the borders of the wastelands, a shining beacon of faith and hope for those who follow the Blazing God. But the Church is at risk every moment of the day from its enemies, forcing it to mount powerful defenses. The Sun Lord's Chosen is a religious doom strider unit in the service of the Church of the Sun Lord. They operate near the temple, primarily, but may be dispatched for longer missions, especially when assisting pilgrims.

CALLIUS

The leader of the Sun Lord's Chosen, Callius is a devout priest and capable doom strider captain. Under his leadership, the Chosen have yet to lose a battle and have never seen one of their doom strider's fall in battle. Given his record, Callius' arrogance is understandable, if a bit worrisome to his teammates.

Callius tends to do the talking for his team and has no compunctions about telling others exactly where to take their problems if they offend him. He is also a zealot, prone to outbursts of rage against infidels and unbelievers. In battle, Callius is a powerful warrior with little sense of mercy; foes he downs tend to end their days under the heel of his doom strider.

Callius: human male clr 15/doc 5; CR 20; medium humanoid; HD 10d8+10+10d10+10; hp 120; Init +0 (+0 Dex); Spd 20 ft.; AC 23, touch 10, flat-footed 23; BAB +17; Grp +20; Atk +23 melee (1d8+3/x2, +3 morningstar of brilliant energy); Full Atk: +23/+18/+13 melee (1d8+3/x2, +3 morningstar of brilliant energy); Space/Reach 5 ft./5 ft.; SA

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special attacks; SQ special qualities; AL LG; SV Fort +15, Ref +6, Will +14; Str 16, Dex 10, Con 12, Int 13, Wis 18, Cha 13.

Skills and Feats: Climb +9, Concentration +7, Diplomacy +18, Heal +8, Intimidate +9, Jump +9, Knowledge (arcana) +5, Knowledge (religion) +5, Profession (doom strider engineer) +27, Profession (doom strider pilot) +23, Spellcraft +6, Swim +9; Eschew Materials, Extra Turning, Feedback Regeneration, Natural Pilot, Enlarge Spell, Improved Counterspell, Maximize Spell.

Spells Prepared (6/6/6/5/4/3/2/1): 0 – cure minor wounds, detect magic, guidance, light, mending, resistance; 1 – bane, bless, divine favor, entropic shield, sanctuary, shield of faith; 2 – aid, augury, bull's strength, darkness, resist energy, silence; 3 – daylight, dispel magic, invisibility purge, prayer, wind wall; 4 – dimensional anchor, lesser planar ally, sending, spell immunity; 5 – commune, flame strike, true seeing; 6 – heal, word of recall; 7 – resurrection.

Possessions: +3 morningstar of brilliant energy, +5 full plate of heavy fortification, ring of invisibility, 42 gp.

BRAGINOS

The spiritual leader of the Sun Lord's Chosen, Braginos does not often venture far from the temple. Though his defense of the church's holdings is fanatical, he rarely finds it necessary to venture off church grounds. Braginos does, however, follow the Chosen when necessary and has proven himself a valuable member of the team on several occasions. His facility with summoning spells and his ability to heal a large number of troops very quickly make him more useful in a support role, however.

Braginos: human male clr 15; CR 15; medium humanoid; HD 15d8+15; hp 82; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 dex), touch 12, flat-footed 10; BAB +11; Grp +12; Atk +12 melee (1d4+1/X2, club); Full Atk: +12/6 melee (1d4+1/X2, club); Space/Reach 5 ft./5 ft.; SA --; SQ --; AL LG; SV Fort +10, Ref +7, Will +13; Str 12, Dex 14, Con 13, Int 10, Wis 19, Cha 13.

Skills and Feats: Concentration +11, Knowledge (arcana) +8, Knowledge (religion) +9, Profession (doom strider pilot) +12, Profession (siege engineer)

+12, Spellcraft +9; Augment Summoning, Combat Casting, Brew Potion, Empower Spell, Extra Turning, Quicken Spell, silent spell

Spells Prepared (6/6/6/6/5/4/3/2): 0 – create water, cure minor wounds, guidance, light (x2), virtue; 1 – bless, command, divine favor, doom, obscuring mist, summon monster I; 2 – bear's endurance, bull's strength, eagle's splendor, owl's wisdom, summon monster II (x2); 3 – bestow curse, daylight, dispel magic, searing light, summon monster III (x2); 4 – death ward, divine power, imbue with spell ability, summon monster IV (x2); 5 – break enchantment, flame strike, summon monster V (x2); 6 – bull's strength (mass); heal, summon monster VI; 7 – control weather, summon monster VII; 8 – cure critical wounds (mass)

Possessions: restorative ointment, wand of monster summoning IV (17 charges), wand of cure critical wounds (23 charges), robe of useful items, elixir of truth, sustaining spoon

CANDIDA

A powerful paladin and beautiful woman, Candida is wholly devoted to the Sun Lord's service. There are many rumors that she found her way to the church after losing her husband and child to a plague, but she refuses to discuss the rumor and more than one aspirant has ended up with a severe thrashing when he pushed her too far on this subject.

Candida lives for service in the field and becomes irritable and anxious for action when confined to the temple for too long. She is often at the forefront of the Chosen, leading them into battle or simply directing them from one point to another.

While Candida could call a very powerful special mount, she currently refuses to bring a creature to her when she spends so much time in her doom strider. If she ever returns to her position in the cavalry, she will surely call her mount, but for now she rides only her strider into battle.

Candida: female human pal 16; CR 16; medium humanoid; HD 16d10+48; hp 136; Init +0 (+0 Dex); Spd 30 ft.; AC 21, touch 9, flat-footed 21; BAB +16; Grp +19; Atk +23 melee (1d8+3/X3 +4 warhammer); Full Atk: +23/18/13/8 melee (1d8+3/X3 +4 warhammer); Space/Reach 5 ft./5 ft.; SA smile evil 4/day; SQ aura of good, detect evil, divine grace, lay on

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hands, aura of courage, divine health, turn undead, special mount, *remove disease* 4/week; AL LG; SV Fort +13, Ref +4, Will +8; Str 16, Dex 9, Con 16, Int 10, Wis 16, Cha 15.

Skills and Feats: Concentration +13, Diplomacy +14, Knowledge (religion) +5, Profession (doom strider captain) +15, Sense Motive +17; Power attack, Cleave; Great Cleave, Improved Bull Rush, Improved Overrun, Surge Control, Vent Control

Spells Prepared (3/3/2/1): 1 – *bless weapon*, *divine favor*, *virtue*; 2 – *bull's strength*, *resist energy*, *shield other*; 3 – *Daylight*, *dispel magic*; 4 – *cure serious wounds*

Possessions: *helm of telepathy*, +4 full plate, +4 warhammer, 38 gp

LUCISIA

Highly skilled and mechanically adept, Lucisia is the only non-combatant in this unit. Given her ability to keep doom striders running Lucisia is a valued member of the temple. Her contributions to the church do not hurt her standing either, given the immense wealth left behind by her late husband. For Lucisia, every adventure is just another moment of excitement in her jaded life. While the Church has offered her salvation, she would likely be just as interested in carrying on with the unit for the experiences it offers.

Lucisia: female human exp 14/eng 5; CR 19; medium humanoid; HD 14d6+14+5d6+5; hp 85; Init -1 (-1 Dex); Spd 30 ft.; AC 9, touch 9, flat-footed 9; BAB +13; Grp +12; Atk +12 melee (1d3/x2, unarmed attack); Full Atk: +12/+7/+2 melee (1d3/x2, unarmed attack); Space/Reach 5 ft./5 ft.; SA special attacks; SQ boosted efficiency, rapid repair, crosswire, improved siege engineer, scavenger, weapon tuning, damage control, smooth operation, energy pulse, efficient conversion; AL CN; SV Fort +7, Ref +5, Will +11; Str 9, Dex 9, Con 12, Int 18, Wis 16, Cha 16.

Skills and Feats: Appraise +26, Climb +3, Craft (doom strider) +24, Decipher Script +23, Diplomacy +23, Disable Device +20, Forgery +21, Gather Information +20, Knowledge (arcana) +11, Knowledge (religion, *cross class*) +15, Listen +12, Profes-

sion (doom strider engineer) +26, Profession (doom strider pilot) +20, Spellcraft +11, Spot +22; Alertness, Endurance, Diehard, Deceitful, Leadership, Negotiator, Diligent, Skill focus (Profession).

Possessions: *carpet of flying*, *eyes of charming*, *cloak of ethereality*

PONDOL

Though Pondol's faith is only rarely called into question, his lifestyle tends to be a bit more suspect than the rest of the unit. While the others live on the temple grounds while not out on patrol, Pondol spends most of his off-duty hours carousing in town and frequenting the taverns. His love for gambling is well-known, especially as he seems to be borrowing against his future paychecks so often.

His indiscretions are tolerated, however, because he is an expert at dealing with the shadowy side of society. His contacts keep the church abreast of developments in nearby cities and his ability to acquire information through stealth and guile are of great benefit to the unit as a whole. Pondol is also occasionally employed as an assassin by the church, but he is quite resistant to performing these duties very often.

Pondol: male human rog 16; CR 16; medium humanoid; HD 16d6+32; hp 88; Init +8 (+4 Dex, +4 improved initiative); Spd 30 ft.; AC 20, touch 14, flat-footed 16; BAB +12; Grp +15; Atk +18 melee (1d6+2/18-20, +2 *rapier of wounding*); Full Atk: +18/+13/+9 melee (1d6+2/18-20, +2 *rapier of wounding*) or +17 ranged (1d4+2/19-20, +1 *dagger of returning*); Space/Reach 5 ft./5 ft.; SA sneak attack +8d6, crippling strike, opportunist; SQ trapfinding, evasion, trap sense +5, Improved Uncanny Dodge, slippery mind; AL N; SV Fort +7, Ref +14, Will +7; Str 16, Dex 18, Con 14, Int 10, Wis 14, Cha 9.

Skills and Feats: Appraise +15, Balance +14, Bluff +16, Decipher Script +5, Diplomacy +10, Disable Device +14, Disguise +10, Escape Artist +11, Gather Information +10, Hide +14, Move Silently +14, Open Lock +14, Profession (doom strider pilot) +18, Search +10, Sense Motive +12, Sleight of Hand +11, Spot +9; Improved Initiative, Dodge,



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Mobility, Improved Critical (rapier), Lightning Reflexes, Quick Draw, Weapon Focus (rapier).

Possessions: +4 *leather of shadow and silent moves*; +1 *dagger of returning*; +2 *rapier of wounding*; 4 *potions of reduce person*, 4 *potions of misdirection*, 2 *potions of fly*, *potion of nondetection*, *ring of mind shielding*.

TASOS

When Candida found Tasos, he was undergoing severe torture at the hands of a pack of gnolls. After freeing him, Candida discovered that Tasos had sustained serious brain damage, as well as being rendered mute by damage to his face and throat. She nursed him back to health and he has remained a loyal companion ever since. Sheltered by the church, Tasos has grown in strength and skill, becoming a powerful, dedicated fighter for the cause.

Tasos: male human bar 14; CR 14; medium humanoid; HD 14d12+70; hp 161; Init (+1 Dex); Spd 40 ft.; AC 13, touch 11, flat-footed 12; BAB +14 Grp +19; Atk +21 melee (1d8+5/×3, +2 *flaming burst warhammer*); Full Atk: +21/16/11 melee (1d8+5/×3, +2 *flaming burst warhammer*); Space/Reach 5 ft./5 ft.; SA special attacks; SQ fast movement, rage 4/day, trap sense +4, Improved Uncanny Dodge, greater rage, damage reduction 3/-; AL CG; SV Fort +14, Ref +5, Will +3; Str 20 (+2 from *gauntlets of ogre power*), Dex 12, Con 20, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +19, Intimidate +9, Jump +14, Listen +1, Profession (doom strider pilot) +16, Survival +15; Power Attack, Cleave, Dodge, Mobility, Spring Attack, Great Cleave

Possessions: +2 *flaming burst warhammer*, *gauntlets of ogre power*, *ring of protection* +2, *potion of cure serious wounds*.

THE BLOOD WATCH

This bloodthirsty unit is well known for its policy of accepting any mission that comes its way and its willingness to utterly destroy its targets. Using vampirically-powered doom striders, the Blood Watch rampages from region to region, hiring out to whoever can afford their services. While many good

men would like to avoid using the Blood Watch, more than one righteous king has found himself bringing on this elite unit when his back is against the wall.

SARNDILAR

The founder of this unit, Sarndilar takes great pains to keep her face and other features hidden at all times. She uses a variety of techniques to camouflage her voice and wears full-length, featureless robes to obscure her sex and general shape. Sarndilar is ruthless, both on the battlefield and at the negotiating table—she rarely fails to get her way. Her hold over the rest of the unit is based on fear and uncertainty; she constantly plays them off against one another to keep them in line and is always on the lookout for new talent to replace old and complacent members of the unit.

Sarndilar: female half-elf sor 18; CR 18; medium humanoid; HD 18d4+54; hp 99; Init +0 (+0 Dex); Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +9; Grp +8; Atk +9 melee (1d4-1/×2, *staff of necromancy*); Full Atk: +8/+3 melee (1d4-1/×2, *staff of necromancy*); Space/Reach 5 ft./5 ft.; SA --; SQ racial traits; AL NE; SV Fort +9, Ref +6, Will +12; Str 8, Dex 10, Con 16, Int 12, Wis 12, Cha 20.

Skills and Feats: Concentration +14, Knowledge (arcana) +11, Profession (doom strider pilot) +21, Spellcraft +22; Combat Casting, Improved Counterspell, Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Quicken Spell

Racial Traits: Immunity to *sleep* spells or effects, +2 racial bonus against enchantment spells or effects, +1 racial bonus to Listen, Search, and Spot skill checks, +2 racial bonus on Diplomacy and Gather Information checks, Elven Blood (character is considered an elf for all effects related to race)

Spells Known (6/8/7/7/7/7/6/6/5/3): 0 — *acid splash*, *disrupt undead*, *detect magic*, *read magic*, *daze*, *resistance*; 1 — *endure elements*, *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *shocking grasp*, *true strike*; 2 — *protection from arrows*, *detect thoughts*, *see invisible*, *scorching ray*, *ghoul touch*, *spectral hand*, *web*; 3 — *dispel magic*, *fireball*, *lightning bolt*, *sleet storm*, *hold person*, *vampiric touch*, *gaseous form*; 4 — *black tentacles*, *contagion*, *solid fog*, *wall of fire*, *animate dead*, *enerva-*

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tion, stonesskin; 5 – cloudkill, cone of cold, hold monster, mind fog, overland flight, teleport, transmute rock to mud; 6 – acid fog; chain lightning, create undead, disintegrate, dispel magic (greater), true seeing; 7 – control undead, finger of death, forcecage, hold person (mass), prismatic spray, vanish; 8 – create greater undead, horrid wilting, maze, sunburst, symbol of death; 9 – meteor swarm, prismatic sphere, wail of the banshee.

Possessions: Staff of necromancy, cloak of displacement, wand of charm person

GUTRIPPER

After winning her freedom from the gladiatorial pits where she earned her name, Gutripper wandered for several years before hooking up with Sarndilar. Though extremely disciplined and well trained, Gutripper is also sadistic and willing to fight others just to prove she can beat them. Though very effective in a fight, Gutripper has the unfortunate habit of completely destroying her foes' doom striders, making salvage difficult at best.

Gutripper: female human mnk 16; CR LE; medium humanoid; HD 16d6+16; hp 72; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21, touch 21, flat-footed 17; BAB +12; Grp +14; Atk +19 melee (1d6+5/19-20, +2 keen kama or 1d6+5/X2, +2 kama of ki focus); Full Atk: +12/+12/+7/+2 melee (1d6+5/19-20, +2 keen kama or 1d6+5/X2, +2 kama of ki focus); Space/Reach 5 ft./5 ft.; SA flurry of blows, greater flurry, ki strike (magic), ki strike (lawful), ki strike (adamantine), Quivering palm; SQ evasion, still mind, slow fall 80 ft., purity of body, diamond body, diamond soul; AL LE; SV Fort +11, Ref +15, Will +13; Str 20, Dex 18, Con 12, Int 10, Wis 14, Cha 18.

Skills and Feats: Balance +9, Climb +14, Escape Artist +22, Hide +23, Listen +14, Move Silently +14, Spot +14, Tumble +15; Stunning Fist 1 (bonus), Blind-Fight 1, Dodge 1, Improved Unarmed Strike, Deflect Arrows, Combat Reflexes, Improved Grapple, Improved Trip, Improved Initiative, Lightning Reflexes, Mobility.

Possessions: +2 keen kama, +2 kama of ki focus, ring of protection +2, belt of giant strength +6, 396 gold

DARNOL

This grungy little halfling is far tougher than he appears, a fact he uses to his advantage. Of all the members of the Blood Watch, Darnol is the least disciplined and the least trustworthy. On the other hand, he does manage to procure fresh fuel for the doom striders, most often in the form of other halflings or gnomes, which he can more easily transport.

Darnol: male halfling rog3/bar 12; CR 15; small humanoid; HD 3d6+3+12d12+12; hp 90; Init +5 (+5 Dex); Spd 30 ft.; AC 20, touch 16, flat-footed +15; BAB +15; Grp +11; Atk +16 melee (1d4+1/19-20, +1 short sword of speed); Full Atk: +16/+16/+11/+6 melee (1d4+1/19-20, +1 short sword of speed); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ trap finding, evasion, trap sense +4, rage 4/day, improved uncanny dodge, greater rage, Damage Reduction 2/-, Halfling traits; AL CE; SV Fort +10, Ref +12, Will +6; Str 10, Dex 20, Con 13, Int 14, Wis 12, Cha 12.

Skills and Feats: Disable Device +11, Gather Information +7, Hide +11, Intimidate +16, Jump +14, Listen +20, Move Silently +13, Open Lock +11, Profession (doom strider pilot) +23, Sense Motive +7, Sleight of Hand +11, Survival +18, Swim +5, Tumble +11, Dodge, Mobility, Spring Attack, Combat Expertise, Whirlwind Attack, Improved Trip.

Racial Traits: small size, +2 racial bonus to climb, jump, and move silently checks, +1 racial bonus on all saving throws, +2 morale bonus to saves versus fear, +1 attack bonus with thrown weapons and slings, +2 racial bonus on listen,

Possessions: +4 leather, +1 short sword of speed, cape of the mountebank, 450 gp.

HAROS

The mechanic of the Blood Watch unit, Haros spends more time with machines than he does talking to the living. Of course, the hump on his back and his perpetually snarling countenance are repulsing enough to keep others from approaching him, which makes him even more isolated. Still, if something needs fixing, Haros is the one to fix it.

5: ALLIES & ADVERSARIES

Despite the reputation of the Blood Watch as a bloodthirsty pack of deviants, Haros is well-known amongst other units as a master mechanic that can fix just about anything if the price is right. His freelance mechanical work brings in a significant amount of cash to the unit, which is the only reason that Sarndilar allows it to continue.

Haros: male human rog 12/eng 5; CR 17; medium humanoid; HD 12d6+12+5d6+5; hp 76; Init +4 (+4 Dex); Spd 30 ft.; AC 25, touch 16, flat-footed 21; BAB +12; Grp +13; Atk +13 melee (1d8+1/19-20, +1 *longsword of defending*); Full Atk: +13/+8/+5 melee (1d9+1/19-20, +1 *longsword of defending*) or +16 ranged (1d6/x3, +1 *shortbow of frost*); Space/Reach 5 ft./5 ft.; SA sneak attack +6d6; SQ trapfinding, evasion, trap sense +4, improved uncanny dodge, crippling strike, boosted efficiency, rapid repair, crosswire, improved siege engineer, scavenger, weapon tuning, smooth operation, damage control, energy pulse, efficient conversion; AL NE; SV Fort +5, Ref +8, Will +9; Str 10, Dex 18, Con 12, Int 16, Wis 14, Cha 12.

Skills and Feats: Appraise +23, Climb +17, Craft (doom strider) +23, Disable Device +24, Disguise +10, Hide +15, Listen +17, Move Silently +15, Open Lock +14, Profession (doom strider pilot) +24, Profession (doom strider engineer) +22, Search +6, Sleight of Hand +13, Spellcraft +13, Tumble +13; Dodge, Mobility, Spring Attack, Blood Donor, Hardened, Stealthy, Nimble Fingers.

Possessions: +1 *rapier of defending*, +1 *shortbow of frost*, +3 *leather*, +3 *buckler*, +2 *ring of protection*, *cloak of the bat*, *mask of the skull*, *band of the mage*

METAL FURY

Driven solely by a concern for profit, Metal Fury is a competent, if amoral, mercenary unit that has seen active duty in dozens of conflicts. Though professional to the core, Metal Fury is known for their lack of restraint in pacifying targets and their lack of concern over friendly fire incidents. They make it explicit in their contract that they do not work well with standard military units and have

been known to fire into melee situations when allied infantry charged the enemy.

Despite this, the unit has a reputation as a solid group of fighters capable of extraordinary feats if given enough room to operate as they see fit. For most governments, this simply means hiring the mercenaries and then looking the other way until they report a job well done.

Metal fury does not work with other doom strider units under any circumstances, an idiosyncrasy that costs them a few jobs here and there but protects them from rivals who might end up on the same contract.

GAKIN

The leader of Metal Fury, Gakin has a longstanding reputation amongst mercenary companies as a capable leader with a bit of a temper problem. As long as he is treated well and his contracts are paid as agreed, Gakin is the consummate professional. If, however, it appears things are going south, he is likely to engage in preemptive action meant to harm his employer while gaining as much benefit as possible for Gakin and his people.

Gakin is also extremely protective of his unit members and is more than willing to lay waste to an entire city if needed to save one of the Metal Fury's members. This devotion to his unit is often underestimated by others, and more than one mercenary unit has been destroyed after slighting a member of Metal Fury.

Gakin: male elf ftr 7/doc 5; CR 12; medium humanoid; HD 7d10+21+5d10+15; hp 127; Init +3 (+3 Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14; BAB +12; Grp +14; Atk +14 melee (1d6/18-20, scimitar); Full Atk: +14/+9/+4 melee (1d6/18-20, scimitar); Space/Reach 5 ft./5 ft.; SA ; SQ command, narrow profile, target weakness, partial deflection, flawless command, lead by example, elf traits; AL NE; SV Fort +10, Ref +6, Will +3; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 13.

Skills and Feats: Climb +12, Diplomacy (x class) +16, Intimidate +11, Profession (doom strider pilot) +18, Swim +9; Dodge, Mobility, Combat



5: ALLIES & ADVERSARIES

Expertise, Spring Attack, Leadership, Combat Expertise, Whirlwind Attack, Hardened, Feedback Regeneration, Improved Critical.

Racial Traits: Immunity to magic sleep effects, +2 saving throw against enchantment spells or effects, low-light vision, +2 on listen, search, and spot checks, search check when within 5 feet of secret or concealed doors

Possessions: *ring of invisibility*, *bag of tricks (tan)*, 1 *potion of cure moderate wounds*.

TURKO

A specialist at fighting in close, Turko believes in using his opponent's size against him. Always sensitive about his own stature, Turko was overjoyed when he was given the task of piloting a doom strider. Not only did it play to his natural strengths, it also allowed him to overcome issues with his size and leveled the playing field for him. Now, he takes every opportunity to get into his strider and take it out on the battlefield where he can dominate the field.

Turko: male Halfling ftr 11; CR 11; small humanoid; HD 11d10+11; hp 76; Init +4; Spd 20 ft.; AC 21, touch 16, flat-footed 16; BAB +11; Grp +13; Atk +18 melee (1d3+5+2d6/×4, +1 *vicious pick, light*); Full Atk: +16/+11/+6 melee (1d3+3+2d6/×4, +1 *vicious pick, light*) or +15/+10/+5 (1d3+5+2d6/×4, +1 *vicious pick, light*) and +13/+9 (1d3+3+2d6/×4, +1 *vicious pick, light*); Space/Reach 5 ft./5 ft.; SA special attacks; SQ special qualities; AL LE; SV Fort +8, Ref +7, Will +3; Str 16, Dex 18, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +8, Intimidate +6, Profession (doom strider pilot) +17, Swim +8; two weapon fighting, two-weapon defense, weapon finesse (pick, light), weapon focus (pick, light), weapon specialization (pick, light), Improved Two Weapon Fighting, Dodge, Mobility, Spring Attack.

Racial Traits: small size, +2 racial bonus to climb, jump, and move silently checks, +1 racial bonus on all saving throws, +2 morale bonus to saves versus fear, +1 attack bonus with thrown weapons and slings, +2 racial bonus on listen,

Possessions: 2 +1 *vicious light picks*, +2 *chain shirt*, 145 gp

YACE

Turko's partner, Yace is a more cautious fighter with a penchant for attacking at range. His doom strider reflects this, coming equipped with a variety of weapons most useful for launching a barrage of long-distance attacks to soften up enemy defenses. When working with Turko, Yace hammers the opposition to allow Turko to get into position to finish them off. When all else fails, Yace can cover the retreat of his fellows using his Troll Gum cannon to tie down the more difficult foes.

Yace: dwarf male ftr 12; CR 12; medium humanoid; HD 12d10+36; hp 102; Init +3 (+3 Dex); Spd 20 ft.; AC 21, touch 13, flat-footed 18; BAB +12; Grp +14; Atk +19 melee (2d6+9/19-20, +3 *greatsword*); Full Atk: +19/+15/+10 melee (2d6+9/19-20, +3 *greatsword*); Space/Reach 5 ft./5 ft.; SA --; SQ racial qualities; AL NE; SV Fort +11, Ref +7, Will +6; Str 15, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Profession (doom strider pilot) +16, Profession (siege engineer) +14; Power Attack, Cleave, Improved Sunder, Quick Draw, Great Cleave, Weapon Focus (greatsword), Weapon Specialization, Greater Weapon Focus, Improved Critical (greatsword), Greater Weapon Specialization, Combat Reflexes, Iron Will

Racial Traits: 20 ft. movement in heavy armor, under heavy load; darkvision 60 ft., stonecunning, Weapon familiarity (dwarven urgosh, dwarven waraxe), +4 on ability checks to avoid being tripped or bull rushed while standing on the ground, +2 bonus to saves against poison, +2 save against spells or effects, +1 bonus to attacks on orcs or goblinoids, +4 dodge bonus against giants, +2 bonus to appraise checks (stone or metal only), +2 to bonus to craft checks (stone or metal only).

Possessions: +3 *greatsword*, +3 *breastplate*.

FOSORA

Fosora is Gakin's daughter, though the two do not publicize the fact. She serves as her father's advisor and helps soothe his temper if he becomes

Illustrated by Joylon Minns





5: ALLIES & ADVERSARIES

too agitated, but he otherwise treats her as just another member of Metal Fury. No one is entirely sure who her mother is, not even Gakin. Fosora was literally dropped off at his doorstep in the middle of the night; Gakin has attempted to locate the mother several times, but to no avail.

Fosora loves her father dearly and is fanatically devoted to him. She fears that losing him would leave her all alone in the world and is desperate to prevent that from coming to pass. Fosora has undertaken her own investigations into who her mother might be, but so far even her magic has drawn a blank.

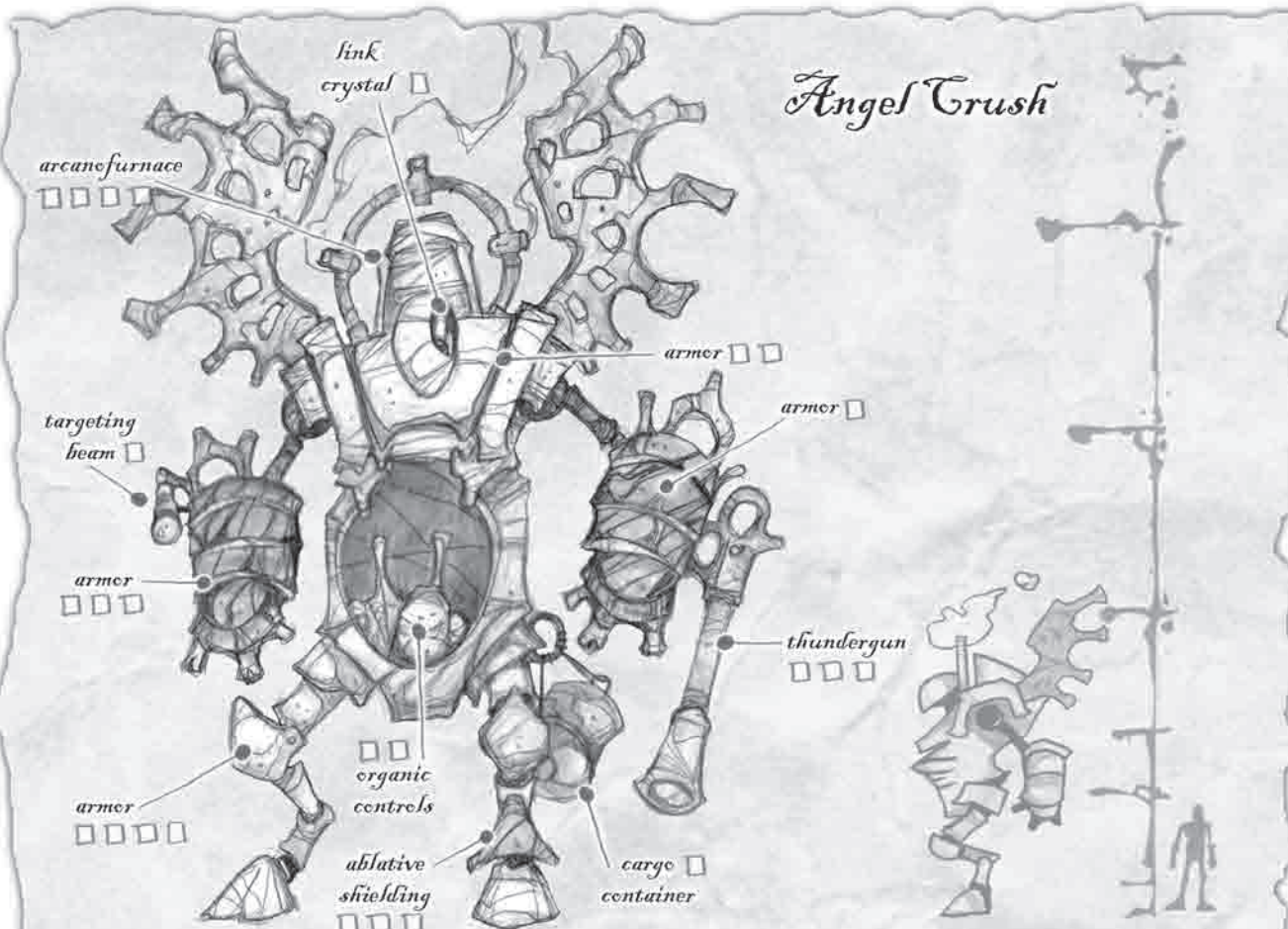
Fosora: female half-elf wiz 10; CR 10; size medium humanoid; HD 10d4+10; hp 35; Init +2 (+2 Dex); Spd 30 ft.; AC 15, touch 12, flat-footed 13; BAB +5; Grp +6; Atk +7 melee (1d6+2, +1 *quarterstaff*); Full Atk: +7 melee (1d6+2, +1 *quarterstaff*); Space/Reach 5 ft./5 ft.; SA special attacks; SQ special qualities; AL N; SV Fort +5, Ref +6, Will +10; Str 13, Dex 14, Con 12, Int 18, Wis 14, Cha 10.

Skills and Feats: Concentration +14, Craft (doom strider) +8, Knowledge (arcana) +17, Profession (doom strider pilot) +15, Profession (siege engineer) +15, Spellcraft +17; Dodge; Combat Casting; Eschew Material Components, Improved Counterspell

Spells Prepared (4/5/5/4/4/2): 0 — *detect magic*, *dancing lights*, *flare*, *message*; 1 — *mage armor*, *shield*, *true strike* (x2), *magic missile*; 2 — *acid arrow* (x2), *web*, *hideous laughter*, *summon swarm*; 3 — *deep slumber* (x2), *rage*, *fireball*; 4 — *arcane eye* (x2), *charm monster*, *solid fog*; 5 — *cone of cold*, *sending*

Spells Known: 0 — all; 1 — *mage armor*, *shield*, *true strike*, *sleep*, *burning hands*, *magic missile*; 2 — *arcane lock*, *acid arrow*, *summon swarm*, *web*, *hideous laughter*, *knock*; 3 — *magic circle against good*, *deep slumber*, *rage*, *fireball*, *ray of exhaustion*; 4 — *lesser globe of invulnerability*, *arcane eye*, *charm monster*, *solid fog*; 5 — *cone of cold*, *sending*

Possessions: wand of magic missiles (5th level), +2 *quarterstaff*, bracers of armor +1, necklace of fireballs (Type I), cloak of resistance +1



Angel Crush

ANGEL CRUSH

name

HUGE

size

pilot

106,500

cost

-2	18	_____	5
ac/ att mod	armor class	max dex mod	str mod
_____	15ft.	25	- 25
doom strider initiative	space	base speed	+ leg speed (+6/leg) = speed

_____	2	_____	20
capt. hp x	hp mult.	= doom strider hp	energy
saving throws	_____	_____	_____
	reflex	fortitude	will

melee

capt.	_____	-2	_____
crew 1	_____	-2	_____
crew 2	_____	-2	_____
crew 3	_____	-2	_____
	bab + str bonus	+ ac/ att mod	= attack bonus

attack bonuses

ranged

capt.	_____	-2	_____
crew 1	_____	-2	_____
crew 2	_____	-2	_____
crew 3	_____	-2	_____
	bab + mod dex	+ ac/ att mod	= attack bonus

THUNDERGUN	3d6	x4	200 (NO)	PIERCING	5	2	SHELL ARMOR PIERCING	3 ROUNDS	CAPT.
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller

Beast

BEAST

name

COLOSSAL

size

pilot

145,500

cost

-8 ac/att mod
 19 armor class
 -1 max dex mod
 20 str mod
 30ft. space
 20 base speed
 $-$ leg speed (+5/leg)
 20 speed

8 capt. hp x hp mult. = decm strider hp
 30 energy
 0 saving throws
 0 reflex
 0 fortitude
 0 will

melee

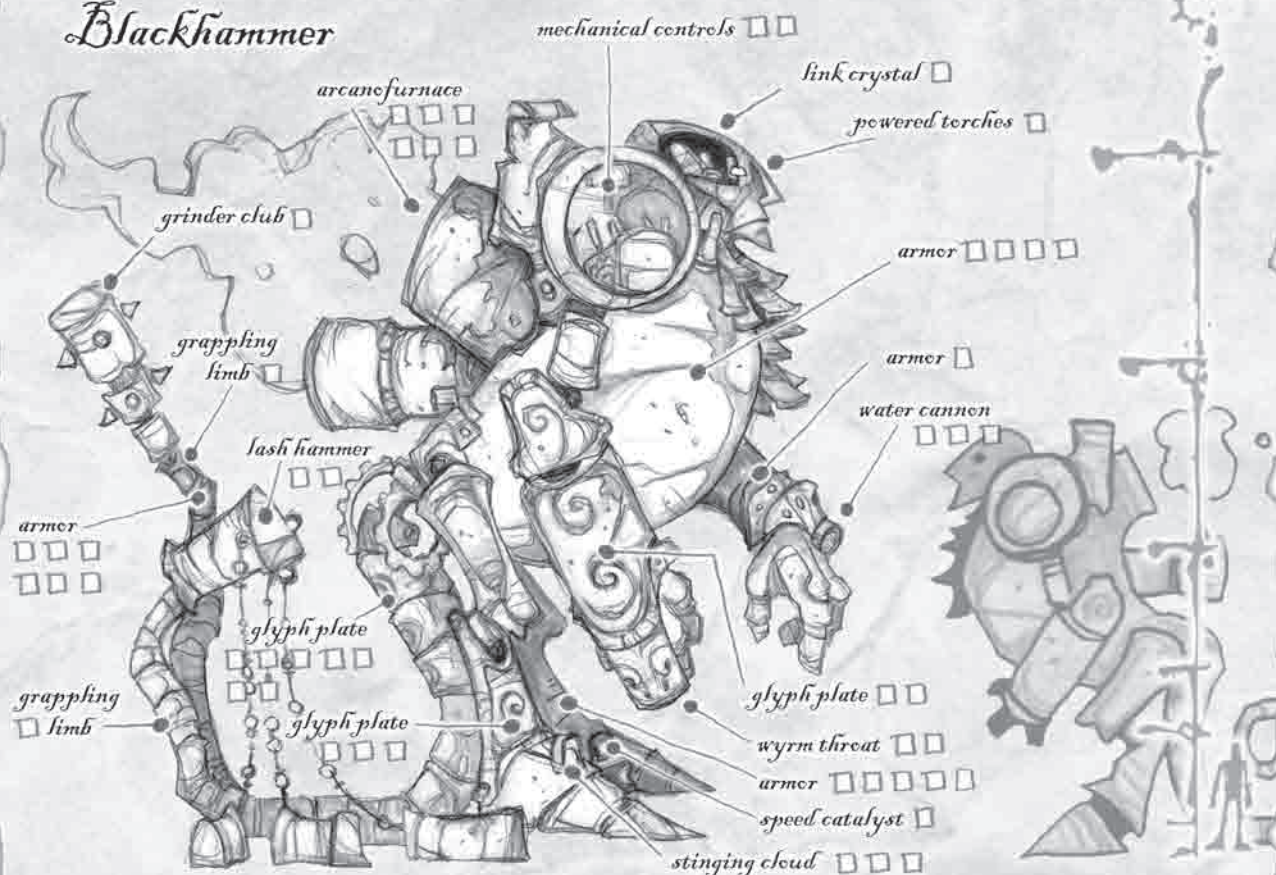
	bab	+	str bonus	+	ac/att mod	=	attack bonus
capt.					-8		
crew 1					-8		
crew 2					-8		
crew 3					-8		

ranged

	bab	+	mod dex	+	ac/att mod	=	attack bonus
capt.					-8		
crew 1					-8		
crew 2					-8		
crew 3					-8		

weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller
CLOSE COMBAT BLADES (MAIN)	2d6	x2	-	SLASHING	2	-	-	-	CAPT.
CLOSE COMBAT BLADES (ADD)	2d6	x2	-	SLASHING	2	-	-	-	CAPT.
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1		1	CAPT.
STINGING CLOUD	SPECIAL	-	20 (RADIUS)	-	2	1		1 MIN	CAPT.
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1		1	CAPT.
STINGING CLOUD	SPECIAL	-	20 (RADIUS)	-	2	1		1 MIN	CAPT.

Blackhammer



BLACKHAMMER

GARGANTUAN

287,000

name

size

pilot

cost

-4

ac/
att mod

22

armor
class

0

max dex
mod

10

str
mod

4

capt. hp x

4

hp mult.

30

doom strider
hp

energy

doom strider
initiative

20

space

20

base
speed

-

leg speed
(+5/leg)

20

speed

saving
throws

reflex

fortitude

will

melee

attack
bonuses

ranged

capt.

crew 1

crew 2

crew 3

bab

+

str
bonus

+

ac/
att mod

=

attack
bonus

capt.

crew 1

crew 2

crew 3

bab

+

mod
dex

+

ac/
att mod

=

attack
bonus

WYRM THROAT

3d6

x4

40
(NO)

PIERCING

2

2

SHELL
ARMOR PIERCING

1 MIN

CAPT.

WATER CANNON

2d4
+1d4

x3

20
(NO)

PIERCING

3

1/3

-

10 MIN

CAPT.

STINGING CLOUD

SPECIAL

-

20
(RADIUS)

-

2

1

-

1 MIN

CAPT.

GRINDER CLUB

4d6

19-20
x2

-

BUDGE

2

-

-

-

CREW 1

LASH HAMMER

3d4

19-20
x2

10
(SPECIAL)

BUDGE

3

-

-

-

CREW 2

weapon

dmg

crit

range
(area)

type

energy

r.o.f.

ammo

reload
time

controller

LARGE

70,000

name

size

pilot

cost

ac/
att mod

16
armor
class

2
max dex
mod

2
str
mod

capt. Hy

1.5
ship must.

om strid.
lin

15
energy

Team strider initiative

30 ft.
space

30
base
speed

g speed
+5/leg)

30
speed

*saving
throws*

reflex

Fortitude

wiff

Diagram illustrating a 4x4 grid structure for a 'melee' attack. The columns are labeled: *capt.*, *str bonus*, *ac/att mod*, and *attack bonus*. The rows are labeled: *row 1*, *row 2*, and *row 3*. The grid shows a sequence of operations: *bab* + *str bonus* + *ac/att mod* = *attack bonus*.

attack benuses

ranged

capt. [] [] - | []

crew1 [] [] - | []

crew2 [] [] - | []

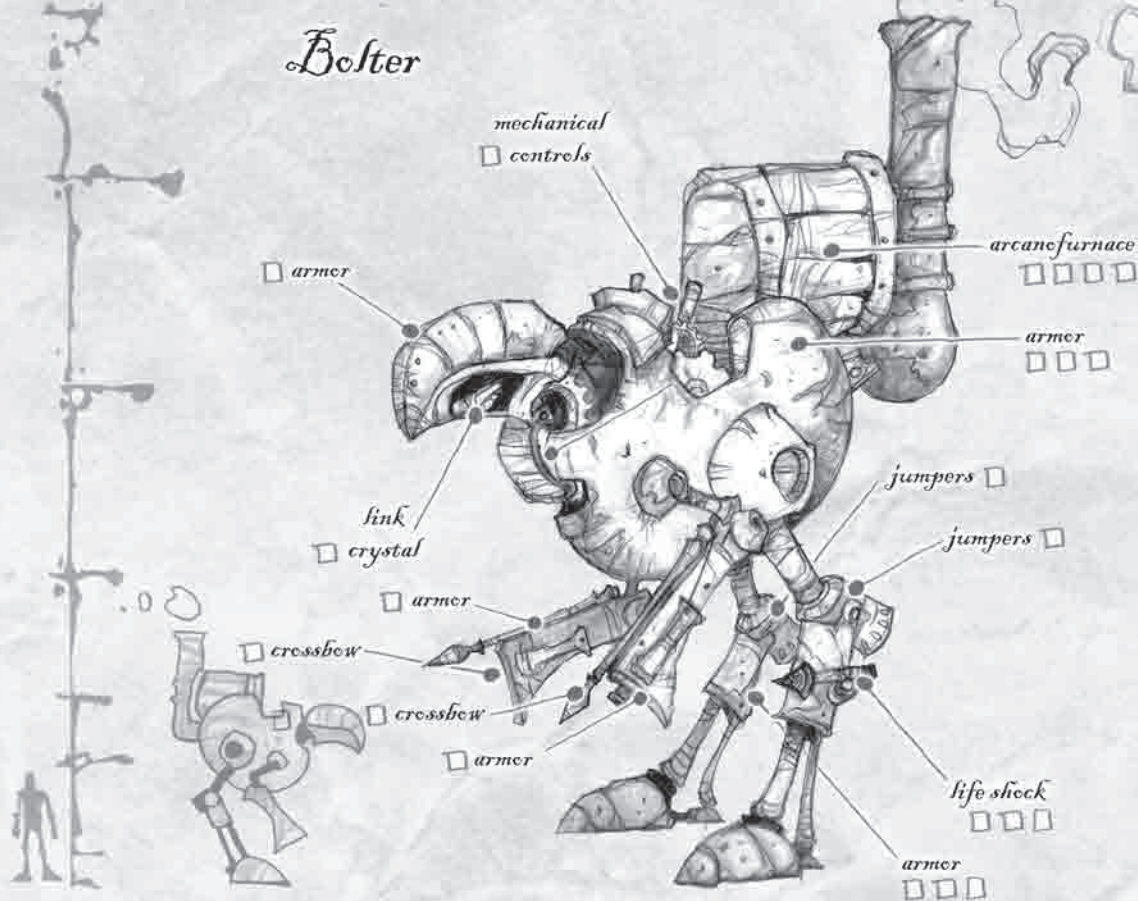
crew3 [] [] - | []

bab + med ac/att = attack benuses

<u>WYRM THROAT</u>	<u>3d6</u>	<u>x2</u>	<u>40</u> <u>(NO)</u>	<u>BLOODG.</u>	<u>2</u>	<u>2</u>	<u>SHELL</u> <u>CONCUSSION</u>	<u>1 MIN</u>	<u>CAPT.</u>

*weapon dmg crit range
 (area) type energy r.o.f. ammo reload
 time controller*

Bolter



BOLTER

HUGE

139,000

name

size

pilot

cost

-2

ac/
att mod

armor

class

1

max dex
mod

5

str
mod

2

capt. hp x

20

hp mult. =

doom strider

hp

energy

doom strider

initiative

15ft.

space

25

base
speed

+

leg speed

(+5/leg)

=

25

speed

saving

throws

reflex

fortitude

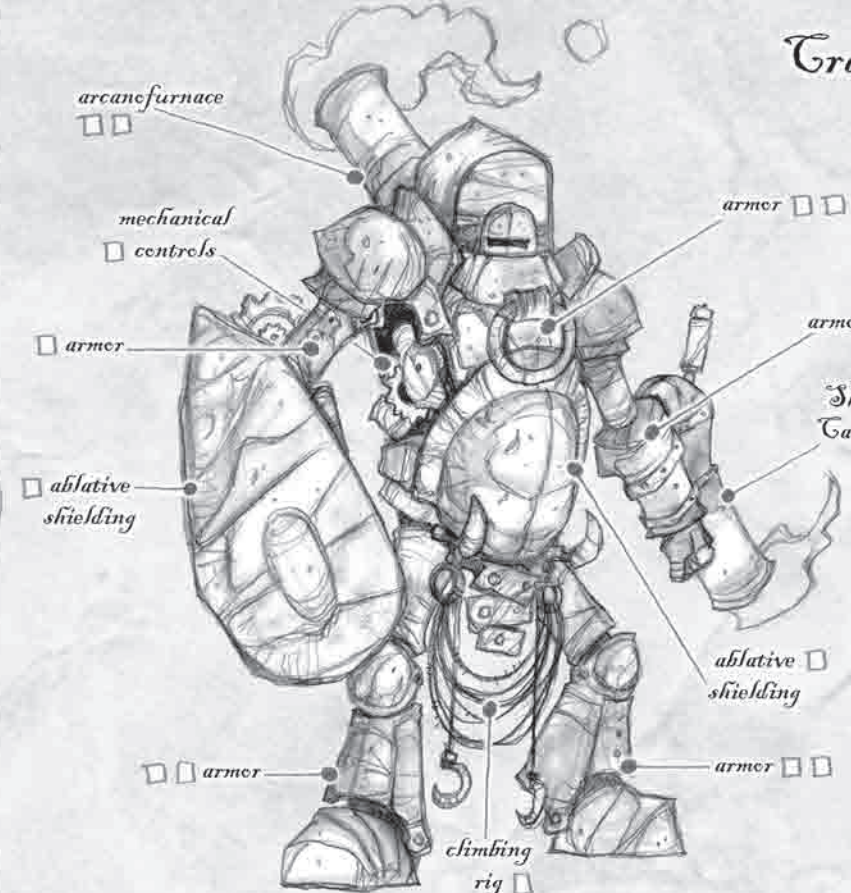
will

melee			
capt.		-2	
crew 1		-2	
crew 2		-2	
crew 3		-2	
bab	+	str bonus	+ ac/ att mod = attack bonus

ranged			
capt.		-2	
crew 1		-2	
crew 2		-2	
crew 3		-2	
bab	+	mod dex	+ ac/ att mod = attack bonus

LIFE SHOCK	1d4 CON	-	50 (BURST)	ENERGY (NEGATIVE)	5	0	-	0	CAPT.
CROSSBOW	1d8	x3	20 (SPECIAL)	PIERCING	1	1		1	CAPT.
CROSSBOW	1d8	x3	20 (SPECIAL)	PIERCING	1	1		1	CAPT.
weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller

Crasher



CRASHER

name

LARGE

size

92,000

cost

$\boxed{-1}$ ac/att mod
 $\boxed{17}$ armor class
 $\boxed{2}$ max dex mod
 $\boxed{2}$ str mod
 $\boxed{}$ deom strider initiative
 $\boxed{10\text{ft.}}$ space
 $\boxed{30}$ base speed
 $\boxed{-}$ leg speed (+5/leg)
 $\boxed{30}$ speed

$\boxed{}$ capt. hp \times $\boxed{1.5}$ hp mult. = deom strider hp
 $\boxed{10}$ energy
 $\boxed{}$ saving throws
 $\boxed{}$ reflex $\boxed{}$ fortitude $\boxed{}$ will

melee

capt.	$\boxed{}$	$\boxed{}$	$\boxed{-1}$	$\boxed{}$
crew 1	$\boxed{}$	$\boxed{}$	$\boxed{-1}$	$\boxed{}$
crew 2	$\boxed{}$	$\boxed{}$	$\boxed{-1}$	$\boxed{}$
crew 3	$\boxed{}$	$\boxed{}$	$\boxed{-1}$	$\boxed{}$

bab + str bonus + ac/att mod = attack bonus

attack bonuses

ranged

capt.	$\boxed{}$	$\boxed{}$	$\boxed{-1}$	$\boxed{}$
crew 1	$\boxed{}$	$\boxed{}$	$\boxed{-1}$	$\boxed{}$
crew 2	$\boxed{}$	$\boxed{}$	$\boxed{-1}$	$\boxed{}$
crew 3	$\boxed{}$	$\boxed{}$	$\boxed{-1}$	$\boxed{}$

bab + mod dex + ac/att mod = attack bonus

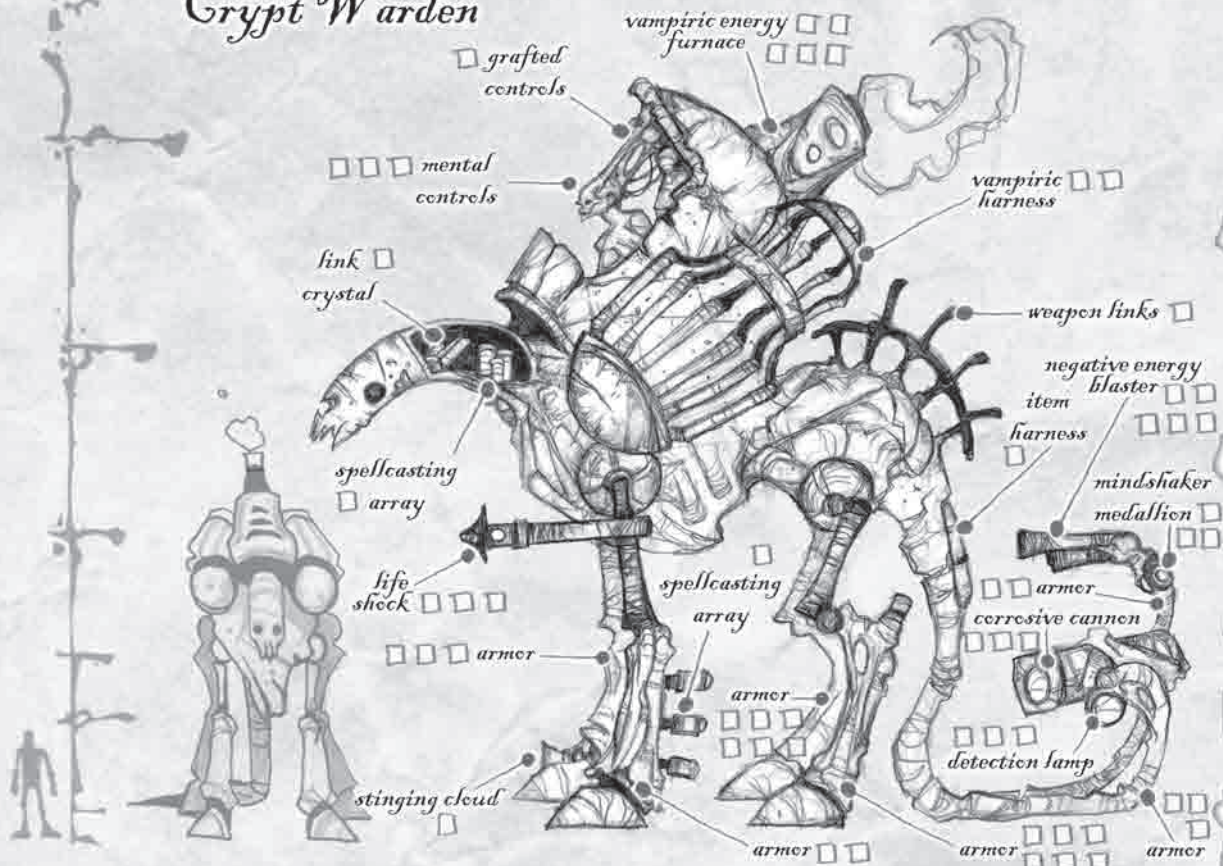
SHARD CANNON	$3d4$	$-$	75 (20+5/DIE)	SLASHING	2	1	$-$	5 ROUNDS	CAPT.
	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$
	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$
	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$
	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$	$\boxed{}$
weapon	dmg	crit	range (arcs)	type	energy	r.o.f.	ammo	reload time	controller

Crusher

- vampiric engine
- sink crystal
- organic centres
- grappling limb
- barbed armor
- grappling limb
- barbed armor
- armor
- armor
- grappling limb
- barbed armor
- armor

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Crypt Warden



CRYPT WARDEN

NAME:

GARGANTUAN

size

pilot

425,000

cost

-4

ac/
att med

armor
class

space

$$\max_{\text{mod}}$$
Base
speed
$$\begin{matrix} str \\ mod \end{matrix}$$
 $+6/\text{sec}$

deem strider
initiative

space

Base
speed $+6/\text{sec}$

speed

capt. i

by me

energ

$$\text{capt. hp} \times \text{hp mult.} = \frac{\text{docm strider}}{\text{hp}} \text{ energy}$$

throw

refle

fertit

will

Diagram illustrating a battle grid with 4 rows (capt., crew 1, crew 2, crew 3) and 4 columns (bab, str bonus, ac/att mod, attack bonus). The grid shows a sequence of actions: bab, str bonus, ac/att mod, and attack bonus. The ac/att mod column contains the value -4 for all rows. The attack bonus column is empty for all rows. The bab and str bonus columns are empty for all rows.

attack
bonuses

ranged

capt. -4

crew 1 -4

crew 2 -4

crew 3 -4

bab + *mod dex* + *at/ ac/ mod* = *attack bonus*

[illegible]

Eldritch Thorn

ELDRITCH THORN **HUGE** **179,000**

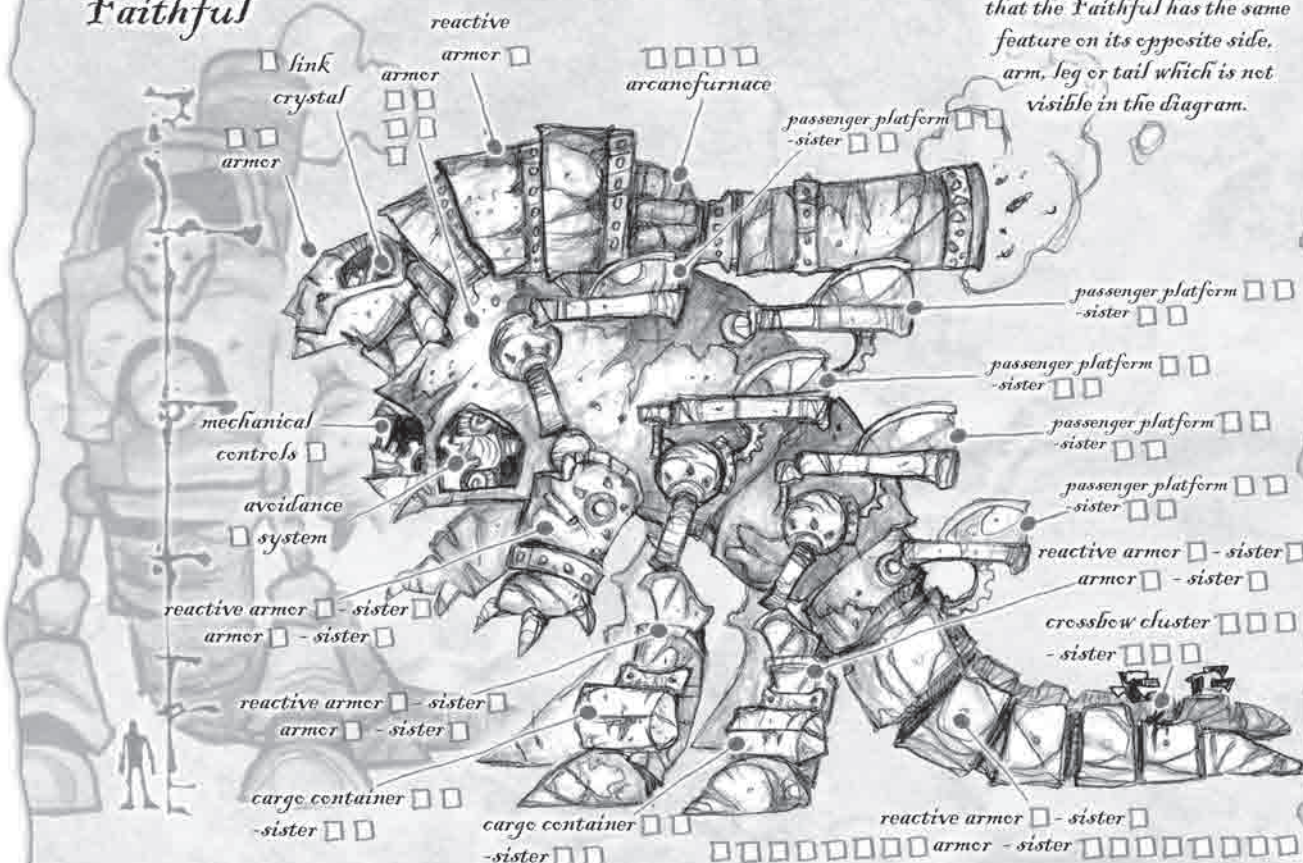
name size pilot cost

-2	13	1	5		2		30
ac/ att mod	armor class	max dex mod	str mod	capt. hp x hp mult. = doom strider hp			energy
	15ft.	25	-	25			
doom strider initiative	space	base speed	+ leg speed (+5/leg)		= speed	saving throws	reflex fortitude will

melee				attack bonuses				ranged			
capt.			-2		capt.		-2				
crew 1			-2		crew 1		-2				
crew 2			-2		crew 2		-2				
crew 3			-2		crew 3		-2				
bab + str bonus + ac/att mod = attack bonus				bab + mod dex + ac/att mod = attack bonus							

weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller
CORROSIVE CANNON	1d4*	-	50 (NO)	ACID	5	1	-	-	CAPT.
LIFE SHOCK	1d4 CON	-	50 (BURST)	NEGATIVE ENERGY	5	-	-	-	CAPT.

Faithful



The "-sister" label indicates that the Faithful has the same feature on its opposite side, arm, leg or tail which is not visible in the diagram.

FAITHFUL

name

-8

ac/
att mod

31

armour
class

-1

max dex
mod

20

str
mod

decm strider
initiative

30ft.

space

20

base
speed

10

+ leg speed
(+5/leg)

30

speed

COLOSSAL

size

pilot

221,500

cost

8

capt. hp x

20

hip mult. = decm strider
hip

20

energy

saving
throws

reflex

fertitude

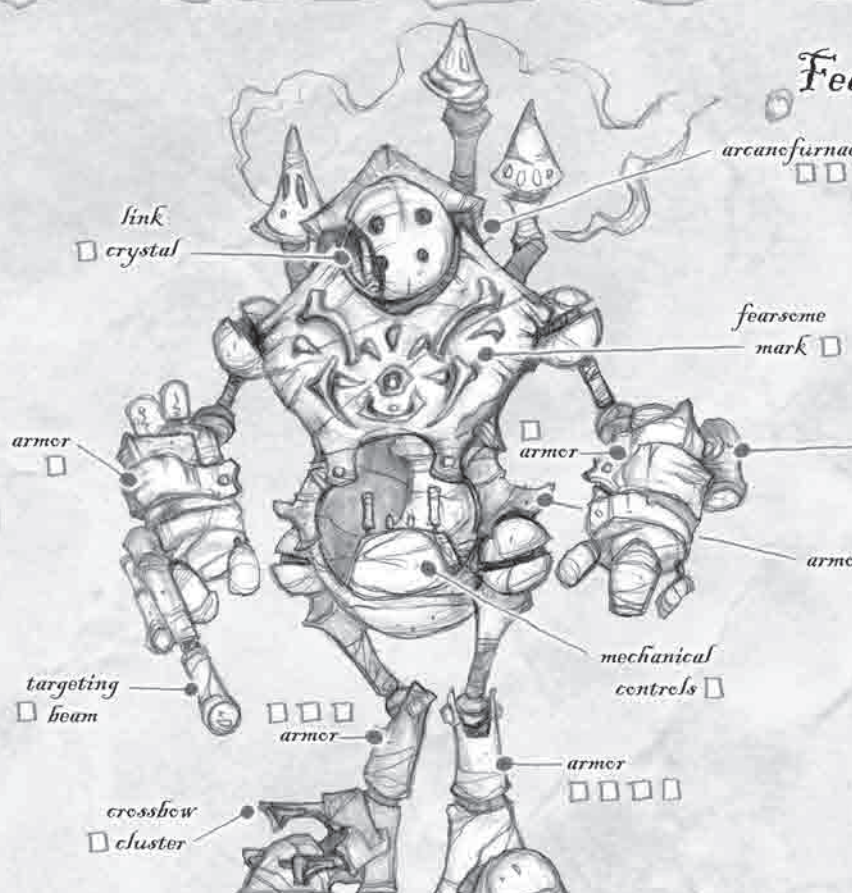

will

melee			
capt.		-8	
crew 1		-8	
crew 2		-8	
crew 3		-8	
bab	+ str bonus	+ ac/ att mod	= attack bonus

ranged			
capt.		-8	
crew 1		-8	
crew 2		-8	
crew 3		-8	
bab	+ mod dex	+ ac/ att mod	= attack bonus

CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1	1	CAPT.
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1	1	CAPT.
weapon	dmg	crit	range (area)	type	energy	r.c.f.	ammo	relead time

Fearnaught

FEARNAUGHT

name

HUGE

size

pilot

124,000

cost

-2

ac/att mod

19

armor class

5

max dex mod

5

str mod

25

base speed

-

+ leg speed (+5/leg)

25

speed

15ft.

space

25

base speed

-2

ac/att mod

2

hip mult.

20

energy

25

base speed

-

+ leg speed (+5/leg)

25

speed

15ft.

space

25

base speed

25

base speed

-

+ leg speed (+5/leg)

25

speed

15ft.

space

25

base speed

-2

ac/att mod

2

hip mult.

20

energy

25

base speed

-

+ leg speed (+5/leg)

25

speed

15ft.

space

25

base speed

melee

	bab	+ str bonus	+ ac/att mod	= attack bonus
capt.			-2	
crew 1			-2	
crew 2			-2	
crew 3			-2	

attack bonuses

ranged

	bab	+ mod dex	+ ac/att mod	= attack bonus
capt.			-2	
crew 1			-2	
crew 2			-2	
crew 3			-2	

weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller
FORCE CASTER	5d6	18-20 x3	15 (NO)	ENERGY (MAGICAL)	4	3	-	-	CAPT.
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1	-	1	CAPT.

Invictus

arcane furnace
□□□□

link
□

crystal

organic
□□

controls

surge
□

capacitor

shudder
□

fist

armor
□□

surge
□

capacitor

shudder
□

fist

armor
□□□□

armor
□□□□

INVICTUS

name

Huge

size

pilot

130,000

cost

-2

ac/
att mod

18

armor
class

1

max dex
mod

5

str
mod

25

base
speed

-

leg speed
(+6/leg)

25

speed

2

capt. hp x

20

lip mult. = docm strider
lip

20

energy

25

saving
throws

25

reflex

25

fortitude

25

will

melee

	bab	+	str bonus	+	ac/ att mod	=	attack bonus
capt.					-2		
crew 1					-2		
crew 2					-2		
crew 3					-2		

attack
bonuses

ranged

	bab	+	mod dex	+	ac/ att mod	=	attack bonus
capt.					-2		
crew 1					-2		
crew 2					-2		
crew 3					-2		

weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller

Scion

Scion

name

Colossal

size

pilot

360,000

cost

-8

ac/
att mod

38

armor
class

-1

max dex
mod

20

str
mod

8

capt. hp x hp mult. = doom strider
hp

30

energy

30ft.

space

20

base
speed

10

leg speed
(+5/leg)

30

speed

8

saving
throws

reflex

fortitude

will

doom strider
initiative

melee

attack
bonuses

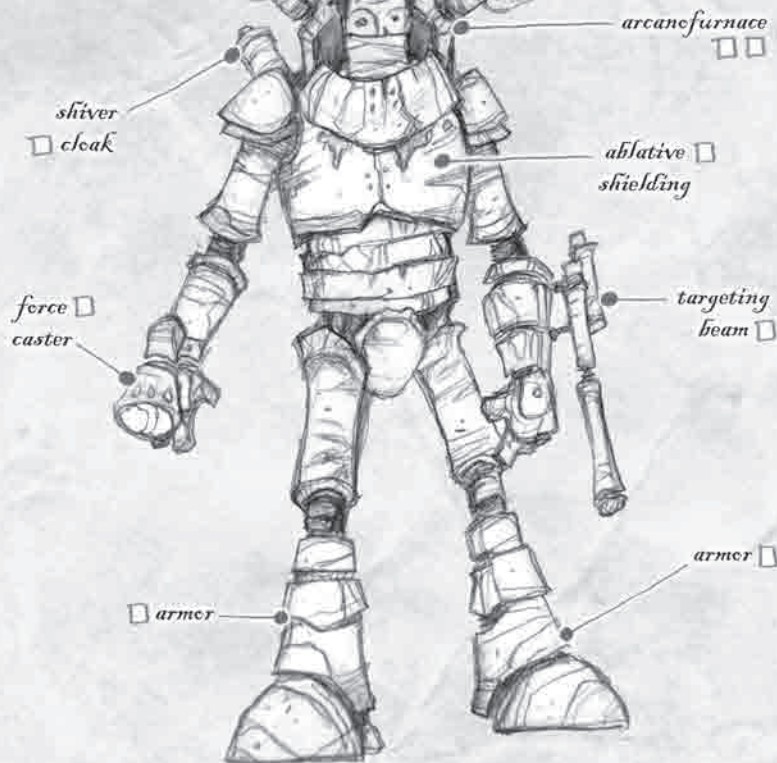
ranged

capt.	bab	+	str bonus	+	ac/ att mod	=	attack bonus
capt.					-8		
crew 1					-8		
crew 2					-8		
crew 3					-8		

capt.	bab	+	mod dex	+	ac/ att mod	=	attack bonus
capt.					-8		
crew 1					-8		
crew 2					-8		
crew 3					-8		

BLIZZARD THROWER	3d6	x3	50 (CONE)	PIERCING	2	1	-	1 MIN	CAPT.
LASH HAMMER	3d4	19-20 x2	10 (SPECIAL)	BLUDGE	3	-	-	-	CAPT.
THUNDERGUN	3d6	x4	200 (NO)	PIERCING	5	2	SHELL DOUBLE	3 ROUNDS	CREW 1
WYRM THROAT	3d6	x4	40 (NO)	PIERCING	2	2	SHELL ARMOR PIERCING	1 MIN	CREW 1
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1	-	1	CREW 1
CROSSBOW CLUSTER AUTO- LOAD	1d8	x3	20 (SPECIAL)	PIERCING	1	1	-	2 MIN	CAPT.
STINGING CLOUD	SPECIAL	-	20 (RADIUS)	-	2	1	-	1 MIN	CREW 1
weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller

Seeker



SEEKER

MEDIUM

92,500

name

size

pilot

cost

0
ac/
att mod

12
armor
class

4
max dex
mod

0
str
mod

capt. hp

x

lip mult.

10
doom strider
hp

energy

doom strider
initiative

5ft.
space

30
base
speed

+

leg speed
(+5/leg)

=

30
speed

saving
throws

reflex

fortitude

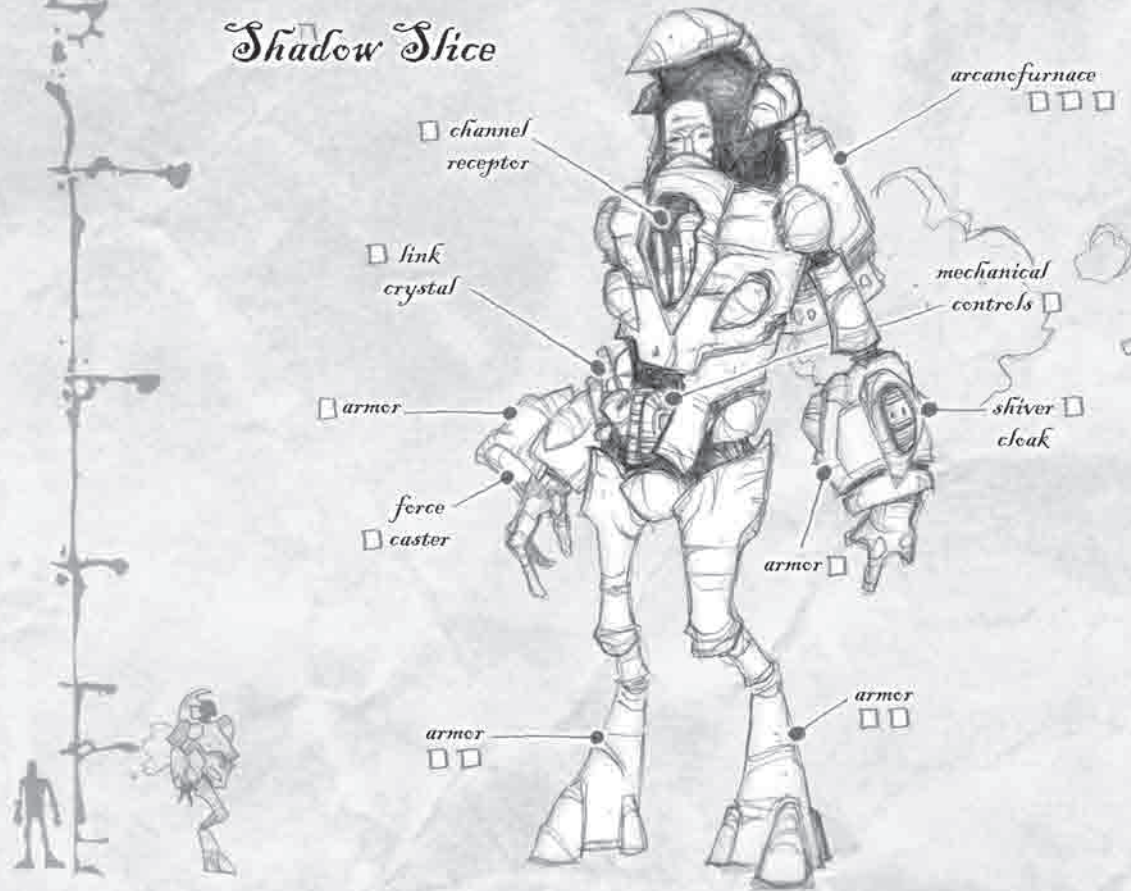
will

melee			
capt.			0
crew 1			0
crew 2			0
crew 3			0
bab	+	str bonus	+
		ac/ att mod	=
			attack bonus

ranged			
capt.			0
crew 1			0
crew 2			0
crew 3			0
bab	+	mod dex	+
		ac/ att mod	=
			attack bonus

FORCE CASTER	5d6	18-20 x3	15 (NO)	ENERGY (MAGICAL)	4	3	-	-	CAPT.
weapon	dmg	crit	range (area)	type	energy	r.c.f.	ammo	reload time	controller

Shadow Slice



SHADOW SLICE

LARGE

145,000

name

size

pilot

cost

-1 15 2 2
ac/ att mod armor class max dex mod str mod

capt. hp x hp mult. = doom strider hp energy
1.5 30

doom strider initiative 10ft. 30 - 30
base speed + leg speed (+5/leg) = speed

saving throws reflex fortitude will

melee
capt. crew 1 crew 2 crew 3
bab + str bonus + ac/ att mod = attack bonus

attack bonuses ranged
capt. crew 1 crew 2 crew 3
bab + mod dex + ac/ att mod = attack bonus

Force Caster	5d6	18-20 x3	15 (NO)	ENERGY (MAGICAL)	4	3	-	-	CAPT.
weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller

Shocklance

arcane furnace

link crystal

force caster

armour

targeting beam

armour

glyph plate

armour

mechanical controls

surge capacitor

armour

armour

armour

SHOCKLANCE

HUGE

134,000

name size pilot cost

-2 ac/att mod

18 armour class

1 max dex mod

5 str mod

capt. hp x hp mult. = doom strider hp

2

20 energy

doom strider initiative

15ft. space

25 base speed + leg speed (+5/leg) = speed

-

25

saving throws

reflex

fertitude

will

melee

attack bonuses

ranged

capt.

crew 1

crew 2

crew 3

bab + str bonus + ac/att mod = attack bonus

capt.

crew 1

crew 2

crew 3

bab + mod dex + ac/att mod = attack bonus

FORCE CASTER

5d6

18-20 x3

15 (NO)

ENERGY (MAGICAL)

4

3

-

-

CAPT.

weapon

dmg

crit

range (area)

type

energy

r.o.f.

ammo

reload time

controller

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Starleaper

STAR LEAPER

name

Huge

size

296,000

cost

-2 ac/att mod

17 armor class

1 max dex mod

5 str mod

2 capt. hp x

25 energy

15ft. space

25 base speed

- leg speed (+5/leg)

25 speed

2 saving throws

reflex

fortitude

will

melee

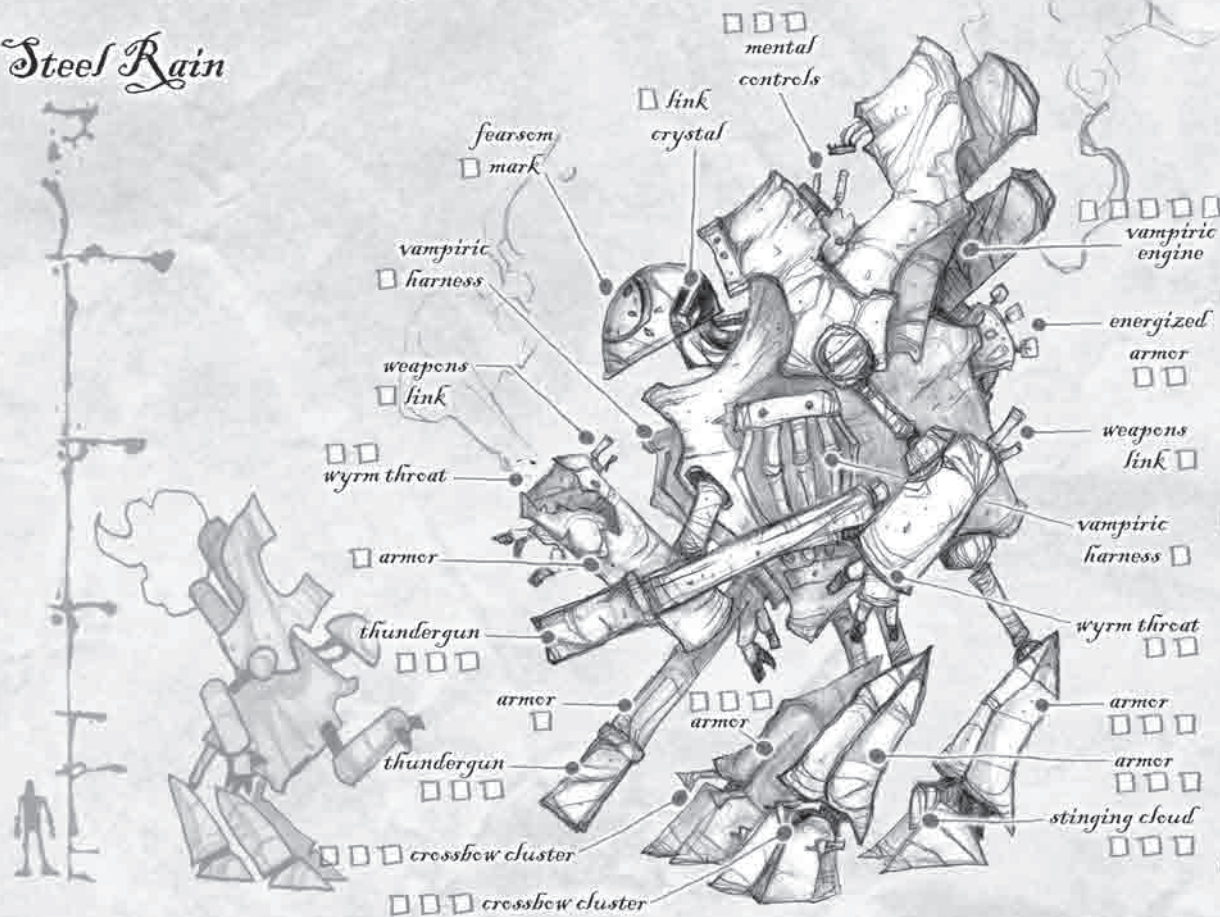
capt.	base	str bonus	ac/att mod	attack bonus
-2				
-2				
-2				
-2				

ranged

capt.	base	mod dex	ac/att mod	attack bonus
-2				
-2				
-2				
-2				

weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller
STARFIRE	1d4	-	50 (20ft. burst)	ENERGY (FIRE)	2	1	-	5 MIN	CAPT.
FORCE CASTER	5d6	18-20 x3	15 (NO)	ENERGY (MAGICAL)	4	3	-	-	CAPT.
STINGING CLOUD	SPECIAL	-	20 (RADIUS)	-	2	1	-	1 MIN	CAPT.

Steel Rain



STEEL RAIN

GARGANTUAN

404,000

name

size

pilot

cost

-4

20

0

10

4

50

ac/
att mod

armor
class

max dex
mod

str
mod

capt. hp x hp mult. = doom strider
hp

doom strider
initiative

20ft.

20

5

25

saving
throws

reflex

fortitude

will

base
speed

space

base
speed

+ leg
speed

= speed

reflex

fortitude

will

melee			
capt.			
crew 1			
crew 2			
crew 3			
	bab	+ str bonus	+ ac/ att mod = attack bonus

ranged			
capt.			
crew 1			
crew 2			
crew 3			
	bab	+ mod dex	+ ac/ att mod = attack bonus

THUNDERGUN	3d6	x4	200 (NO)	PIERCING	5	2	SHELL ARMOR PIERCING	3 ROUNDS	CREW 1
WYRM THROAT	3d6	x4	40 (NO)	PIERCING	2	2	SHELL FLESH TEARER	1 MIN	CREW 1
THUNDERGUN	3d6	x4	200 (NO)	PIERCING	5	2	SHELL CONCUSSION	3 ROUNDS	CREW 1
WYRM THROAT	3d6	x4	40 (NO)	PIERCING	2	2	SHELL DOUBLE	1 MIN	CREW 1
STINGING CLOUD	SPECIAL	-	20 (RADIUS)	-	2	1	-	1 MIN	CREW 1
CROSSBOW CLUSTER AUTO-LOAD	1d8	x3	20 (SPECIAL)	PIERCING	1	1	-	2 MIN	CAPT.
CROSSBOW CLUSTER AUTO-LOAD	1d8	x3	20 (SPECIAL)	PIERCING	1	1	-	2 MIN	CAPT.
weapon	dmg	crit	range (area)	type	energy	r.e.f.	ammo	reload time	controller

Storm Runner

STORM RUNNER

name

LARGE

size

85,000

cost

pilot

-1

ac/
att mod

17

armor
class

2

max dex
mod

2

str
mod

decm strider
initiative

10ft.

space

30

base
speed

-

+ leg speed
(+5/leg)

30

= speed

melee

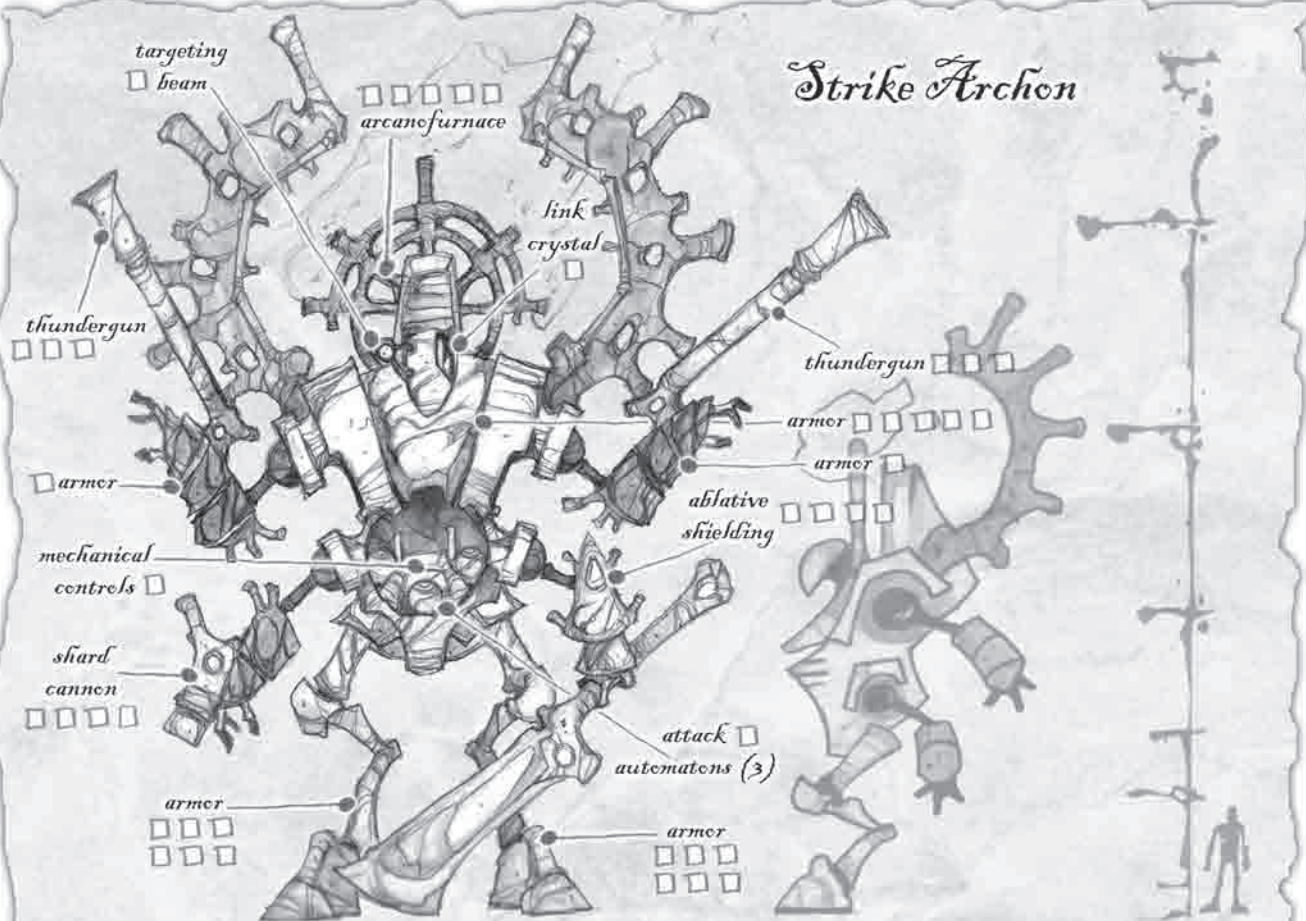
	capt.	crew 1	crew 2	crew 3
bab				
+ str bonus				
+ ac/ att mod				
= attack bonus				

attack bonuses

ranged

	capt.	crew 1	crew 2	crew 3
bab				
+ mod dex				
+ ac/ att mod				
= attack bonus				

WYRM THROAT	2d6	18-20 x4	40 (NO)	PIERCING	2	2	SHELL FLESH TEASER	1 MIN	CAPT.
weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller



Strike Archon

STRIKE ARCHON

GARGANTUAN

163,500

name

size

pilot

cost

-4
ac/
att mod

25
armor
class

0
max dex
mod

10
str
mod

4
capt. hp x
hp mult. =

25
decim strider
hp

energy

decim strider
initiative

20ft.
space

20
base
speed

+ leg speed
(+5/leg)

20
speed

saving
throws

reflex

fortitude

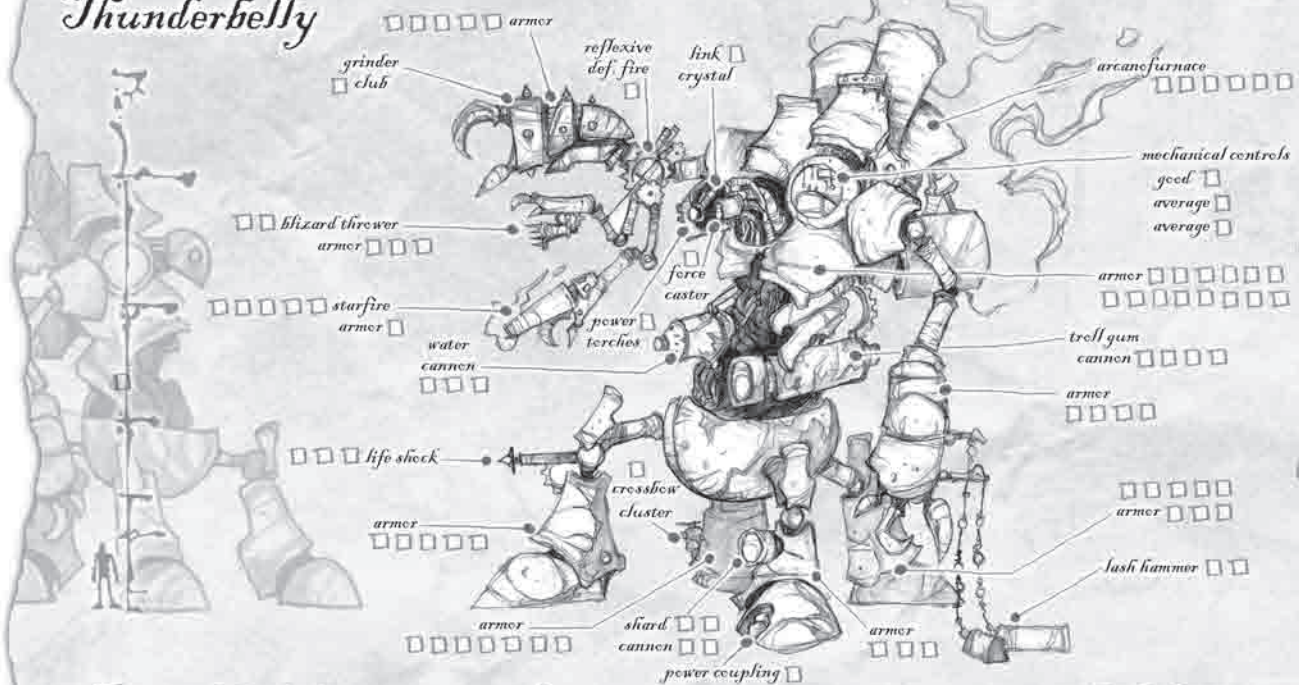
will

melee			
capt.		-4	
crew 1		-4	
crew 2		-4	
crew 3		-4	
bab	+ str bonus	+ ac/ att mod	= attack bonus

ranged			
capt.		-4	
crew 1		-4	
crew 2		-4	
crew 3		-4	
bab	+ mod dex	+ ac/ att mod	= attack bonus

SHARD CANNON	3d4	-	75 (20+5/0/0)	SLASHING	2	1	-	5 ROUNDS	CAPT.
THUNDERGUN	2d6/2d6	x2/x2	200 (NO)	PIERCING	5	2	SHELL DOUBLE	3 ROUNDS	CAPT.
THUNDERGUN	3d6	x4	200 (NO)	PIERCING	5	2	SHELL ARMOR PIERCING	3 ROUNDS	AUTOMATION
weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller

Thunderbelly



THUNDERBELLY

COLOSSAL

508,500

name

size

pilot

cost

-8

ac/
att mod

52

armor
class

-1

max dex
mod

20

str
mod

8

capt. hp

x

hip mult.

=

decm strider
hp

30

energy

decm strider
initiative

30ft.

space

20

base
speed

10

+ leg speed
(+5/leg)

30

speed

saving
throws

reflex

fortitude

will

melee

attack
bonuses

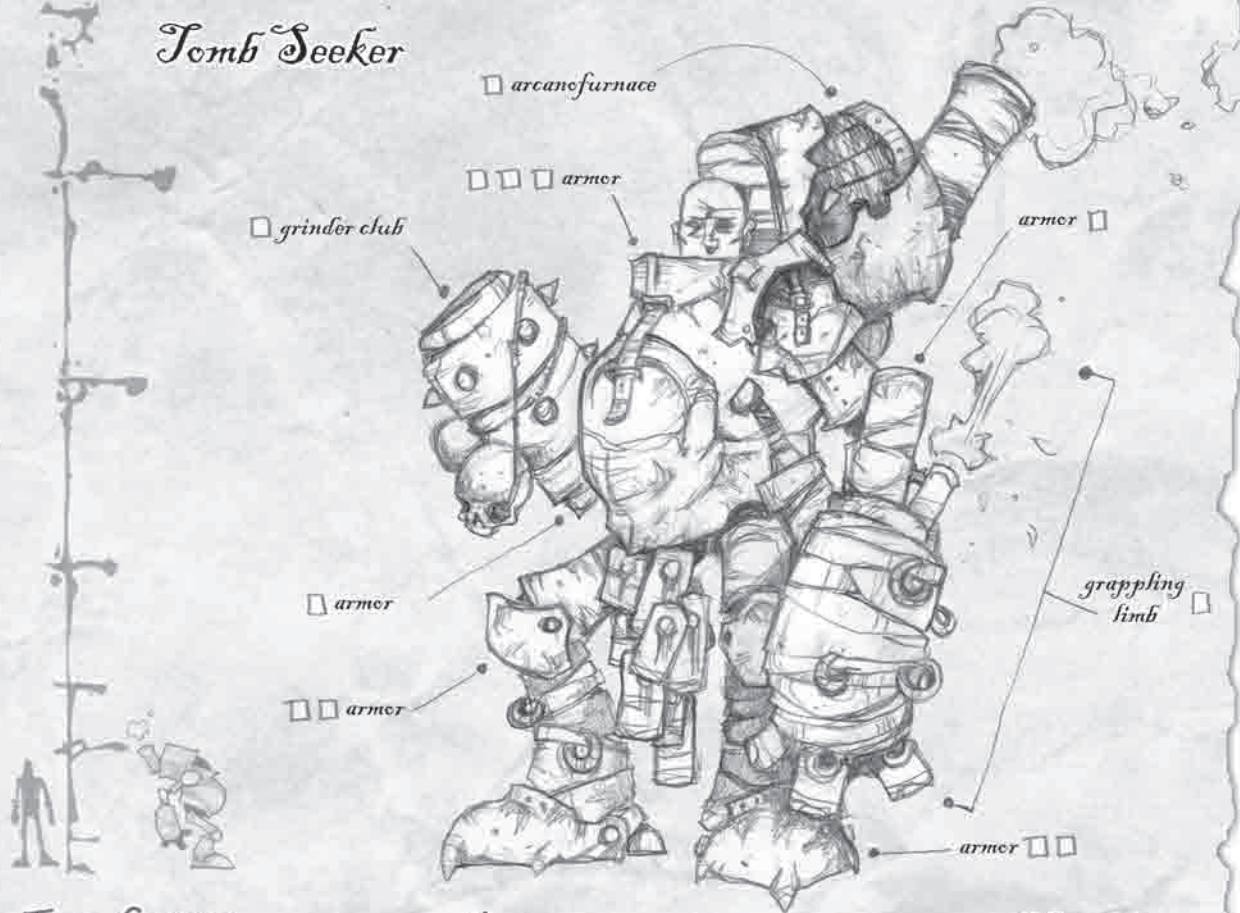
ranged

capt.			-8	
crew 1			-8	
crew 2			-8	
crew 3			-8	
	bab	+ str bonus	+ ac/ att mod	= attack bonus

capt.			-8	
crew 1			-8	
crew 2			-8	
crew 3			-8	
	bab	+ mod dex	+ ac/ att mod	= attack bonus

FORCE CASTER	5d6	18-20 x3	15 (NO)	ENERGY (MAGICAL)	4	3	-	-	CAPT.
WATER CANNON	2d4 +1d4	x3	20 (NO)	PIERCING	3	1/3	-	10MIN	CAPT.
TROLL GUM CANNON	1d8	x2	75 (NO)	BLUDGE	2	1/2	-	5ROUNDS	CREW1
STARFIRE	1d4 +FIRE	-	50 (20ft. burst)	ENERGY (FIRE)	2	1	-	5MIN	CREW1
BLIZZARD THROWER	3d6	x3	50 (CONE)	PIERCING	2	1	-	1MIN	CREW2
GRINDER CLUB	4d6	19-20 x2	-	BLUDGE	2	-	-	-	CREW2
LASH HAMMER	3d4	19-20 x2	10 (SPECIAL)	BLUDGE	3	-	-	-	CAPT.
LIFE SHOCK	1d4CON	-	50 (BURST)	NEGATIVE ENERGY	5	-	-	-	CAPT.
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1	-	1	CREW1
SHARD CANNON	3d4	-	75 (20+5/DIE)	SLASHING	2	1	-	5ROUNDS	CREW2
weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller

Tomb Seeker



TOMB SEEKER

MEDIUM

52,000

name

size

pilot

cost

0
ac/
att mod

17
armor
class

4
max dex
mod

0
str
mod

capt. hp x hp mult. = doom strider
hp

5
energy

doom strider
initiative

5ft.
space

30
base
speed

+ leg speed
(+5/leg)

30
speed

saving
throws

reflex

fertitude

will

melee

attack
bonuses

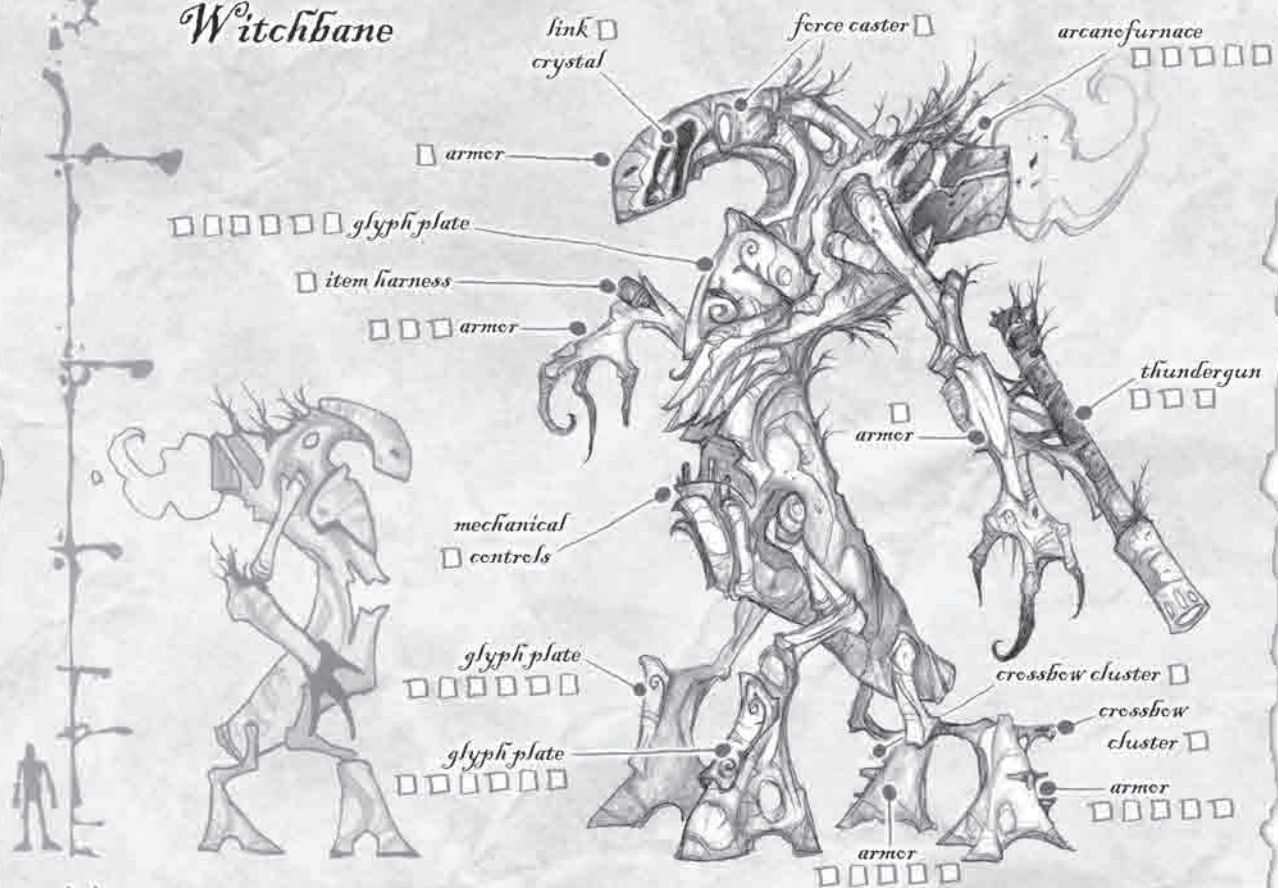
ranged

capt.			0	
crew 1			0	
crew 2			0	
crew 3			0	
	bab	+ str bonus	+ ac/ att mod	= attack bonus

capt.			0	
crew 1			0	
crew 2			0	
crew 3			0	
	bab	+ mod dex	+ ac/ att mod	= attack bonus

GRINDER CLUB	4d6	19-20 x2	-	BLUDGE	2	-	-	-	CAPT.
weapon	dmg	crit	range (area)	type	energy	r.e.f.	ammo	reload time	controller

Witchbane



WITCHBANE

GARGANTUAN

252,000

name

size

pilot

cost

-4

ac/
att mod

21

armor
class

0

max dex
mod

10

str
mod

4

capt. hp

x

hp mult.

25

doom strider
hp

25

energy

doom strider
initiative

20ft

space

20

base
speed

10

leg speed
(+5/leg)

30

speed

saving
throws

reflex

fertitude

will

melee

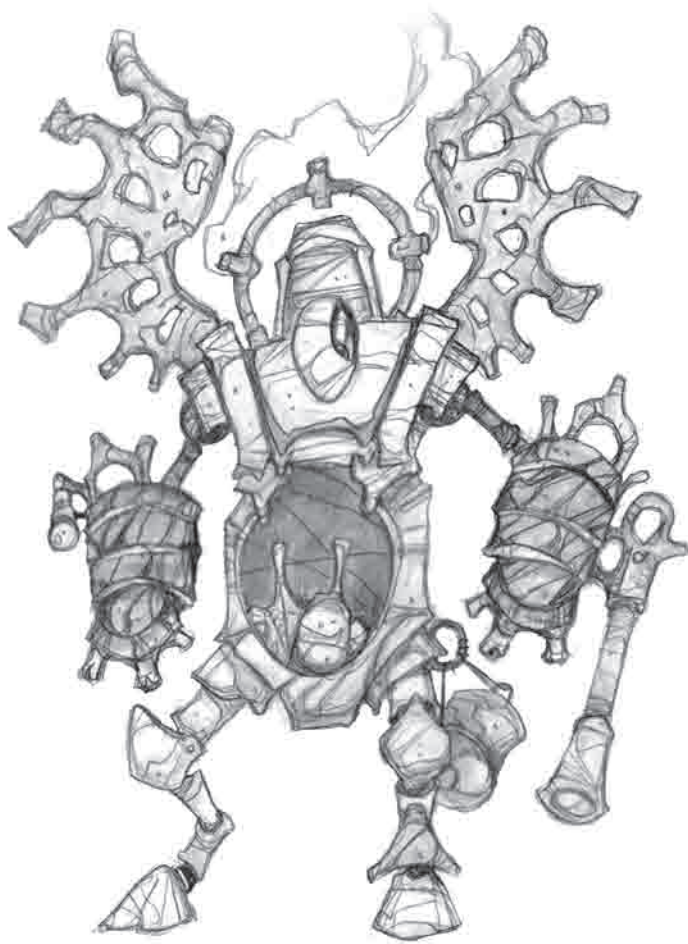
attack
bonuses

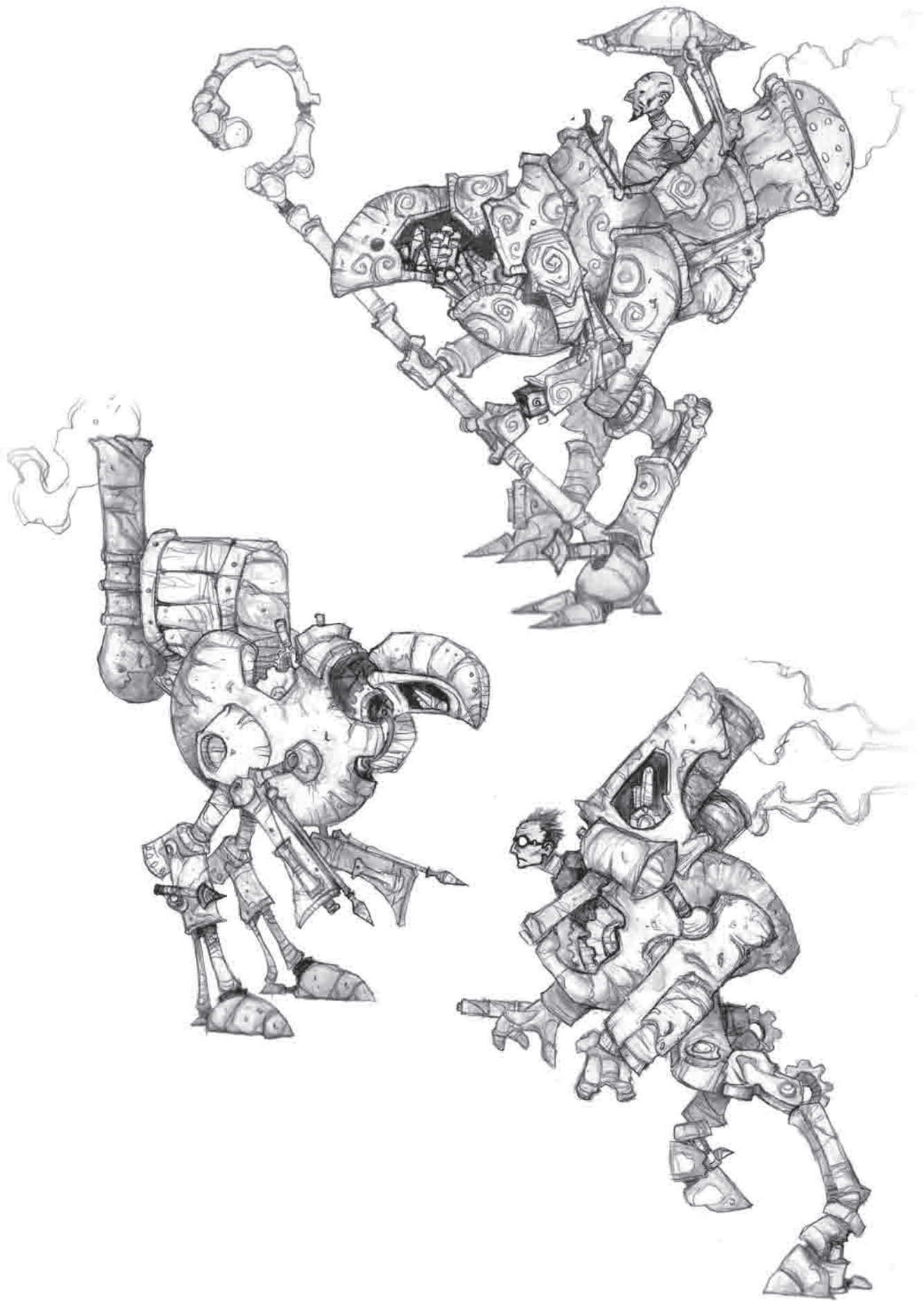
ranged

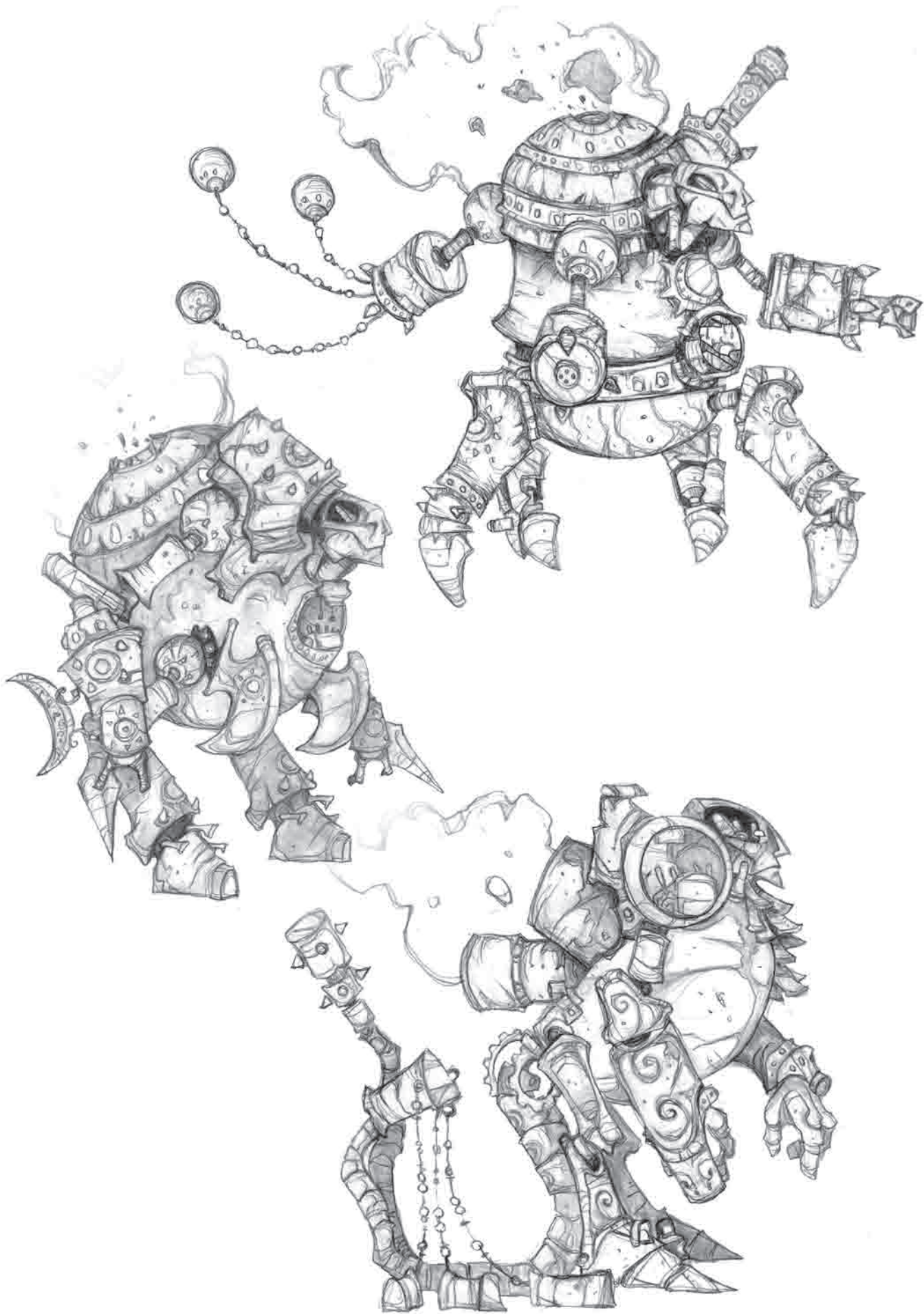
capt.			-4	
crew 1			-4	
crew 2			-4	
crew 3			-4	
	bab	+ str bonus	+ ac/ att mod	= attack bonus

capt.			-4	
crew 1			-4	
crew 2			-4	
crew 3			-4	
	bab	+ mod dex	+ ac/ att mod	= attack bonus

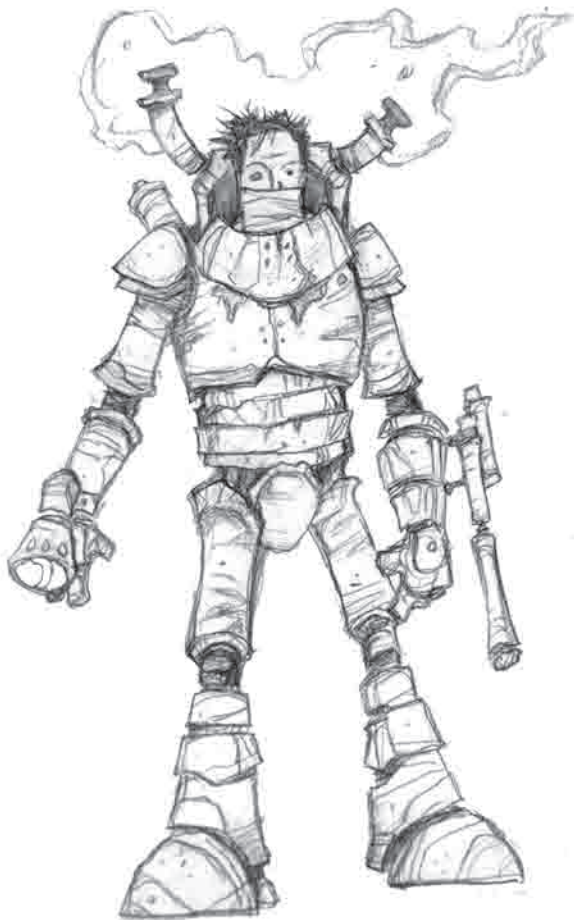
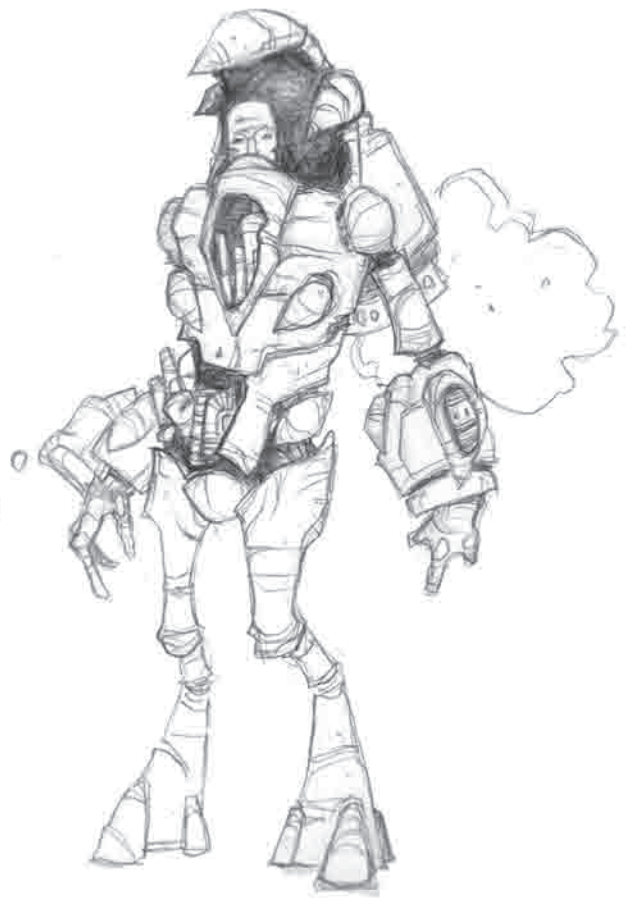
FORCE CASTER	5d6	18-20 x3	15 (NO)	ENERGY (MAGICAL)	4	3	-	-	CAPT.
THUNDERGUN	3d6	x4	200 (NO)	PIERCING	5	2	SHELL ARMOR PIERCING	3 ROUNDS	CAPT.
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1	-	1	CAPT.
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERCING	1	1	-	1	CAPT.
weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller







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Doom Striders



name				size				pilot				cost													
<input type="text"/>				<input type="text"/>				<input type="text"/>				<input type="text"/>													
ac/ att mod		armor class		max dex mod		str mod		capt. hp x hp mult. = doom strider hp				energy													
<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>				<input type="text"/>													
doom strider initiative		space		base speed		+ leg speed (+5/leg)		= speed		saving throws		reflex		fortitude		will									
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A vertical scale bar with a small human figure at the bottom for scale. The bar is marked with horizontal lines and numbers, indicating a height of approximately 1.8 meters.

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