



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.

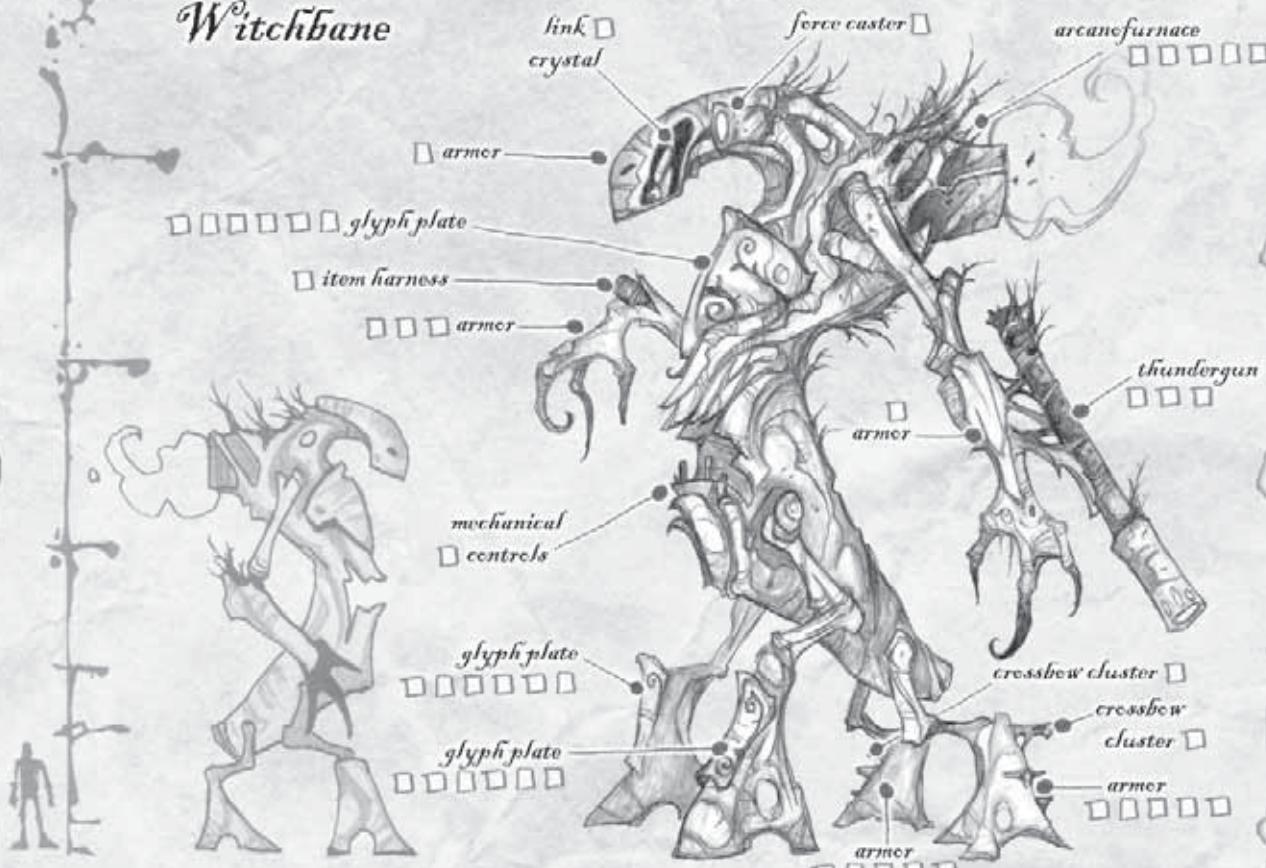
Once you've read through the possible impacts of introducing doom striders to your world, you're ready to begin **Building the Doom Strider**. This chapter contains all the information necessary to construct one of these monstrosities, from selecting its body parts to bolting on every last widget and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

Witchbane



WITCHBANE

name

-4
ac/
att mod

21
armor
class

0
max dex
mod

10
str
mod

doom strider
initiative

20ft.
space

20
base
speed

+ log speed
(+/- log)
- speed

GARGANTUAN
size

pilot

252,000
cost

capt. hp x hp mult. - doom strider
hp energy

saving throws reflex fortitude will

	melee				attack bonuses		ranged								
capt.			-4						-4						
crew 1			-4						-4						
crew 2			-4						-4						
crew 3			-4						-4						
	bab	+	str bonus	+	ac/ att med	-	attack bonus		bab	+	mod dex	+	ac/ att med	=	attack bonus

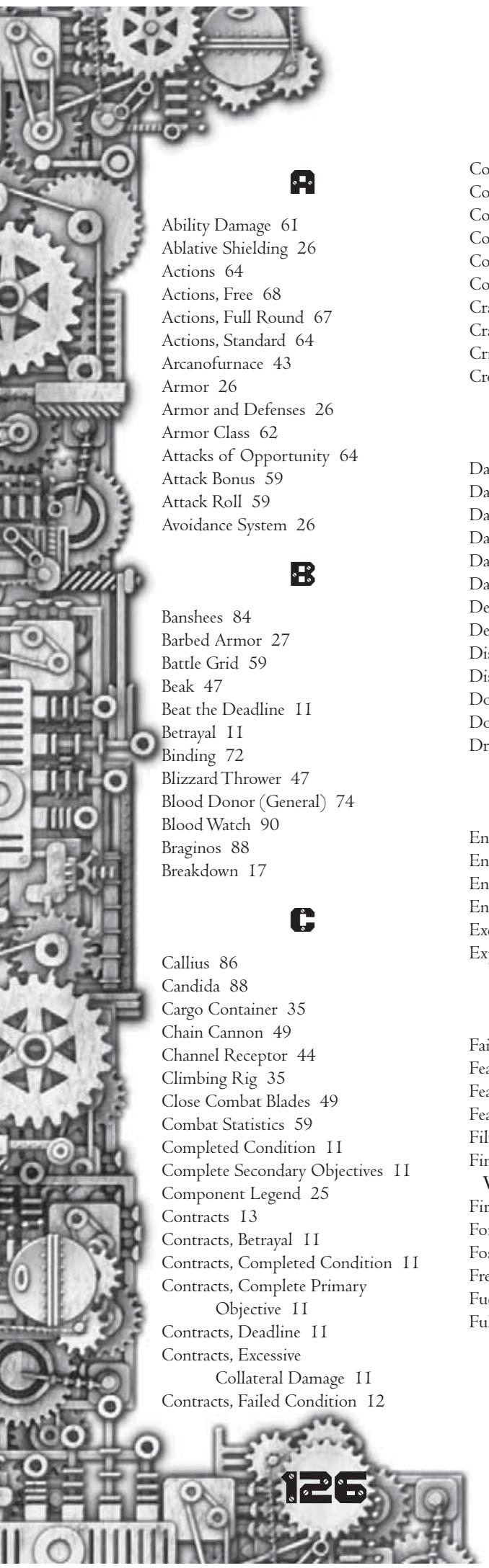
FORCE CASTER	5d6	x3	18-20	15 (NO)	ENERGY (MAGICAL)	4	3	-	-	CAPT.	
THUNDERGUN	3d6	x4	200 (NO)	PIERLING	5	2	SHELL ARMOR PIERCING	3 ROUNDS	CAPT.		
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERLING	1	1	-	1	CAPT.		
CROSSBOW CLUSTER	1d8	x3	20 (SPECIAL)	PIERLING	1	1	-	1	CAPT.		
	weapon	dmg	crit	range (area)	type	energy	r.o.f.	ammo	reload time	controller	

Doom Striders



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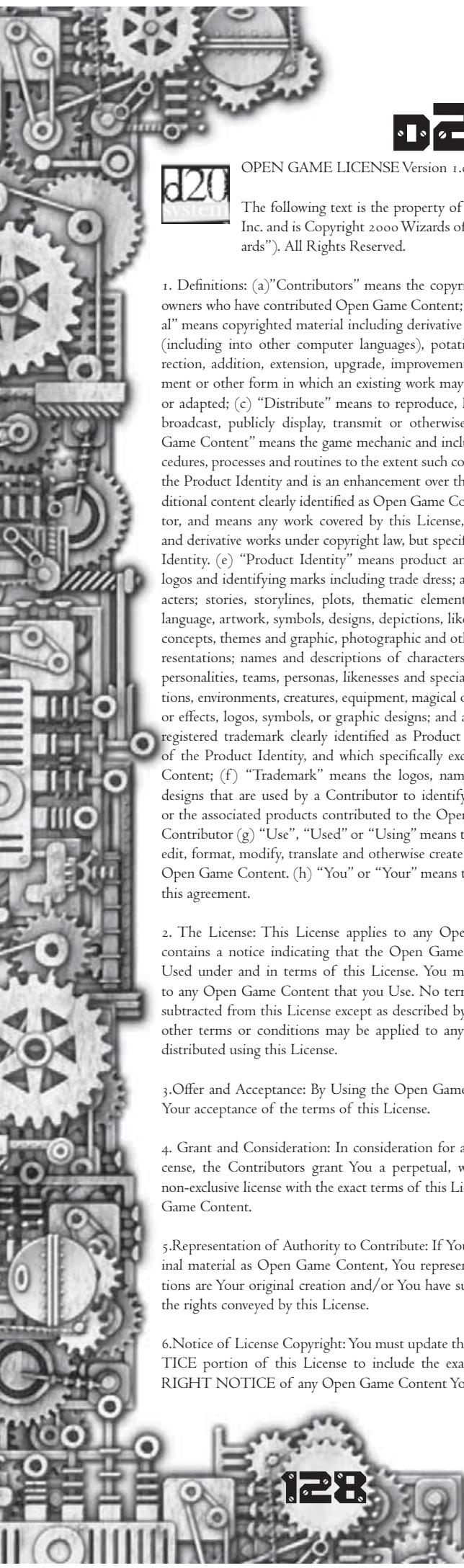
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