



# DOOM STRIDERS

## CONTENTS

<b>INTRODUCTION .....</b>	<b>2</b>	<b>3: COMBAT.....</b>	<b>59</b>
Why Doom Striders? .....	2	Energy Costs .....	59
How to Use This Book.....	3	The Battle Grid .....	59
<b>1: THE CAMPAIGN.....</b>	<b>4</b>	Combat Statistics .....	59
The Discovery.....	4	Actions .....	64
Putting it Together.....	6	Doom Striders in Mass Combat.....	70
Privateers .....	7	<b>4: CAPTAIN &amp; CREW .....</b>	<b>12</b>
Mercenaries .....	8	The Role of the Captain.....	72
Operating a Unit.....	9	The Doom Strider as Creature.....	73
Maintenance .....	15	Feats .....	74
<b>2: CONSTRUCTION.....</b>	<b>18</b>	Skills.....	75
Materials .....	18	Prestige Classes.....	76
Size.....	19	Doom Strider Captain .....	76
Torso.....	20	Master Engineer .....	77
Head .....	21	<b>5: ALLIES &amp; ADVERSARIES .....</b>	<b>19</b>
Limbs.....	22	The Witch Hunters .....	79
Craft (Doom Strider) (Int).....	23	The Lost Angels.....	81
Armor and Defenses.....	26	The Banshees .....	84
Controls .....	31	Sun Lord's Chosen.....	86
Miscellaneous Augmentations.....	34	The Blood Watch .....	90
Weapons & Accessories .....	47	Metal Fury.....	93

## CREDITS

### DESIGN

Sam Witt

### EDITOR

Jim Butler and Steve Creech

### CREATIVE DIRECTOR

Kevin Melka

### ART DIRECTOR

Brannon Hollingsworth

### COVER ARTIST

Kari Christensen

### INTERIOR ARTISTS

Christopher Herndon, David Hendee, Ed Bourelle, Jacob Elijah Walker, Jesse Mohn, Joylon Minns, Scott Purdy, Thomas William Babbey, and Yap Chong Aik.

### PLAYTESTERS

Mike Kogan, Ron Freking, and Shannon Bennett

### PROOFREADERS

Bruce Boughner, Darrin Drader, Kevin Melka, Mike Kogan, Steve Creech, and Thomas Knauss

Distributed worldwide to the book trade by Osseum Entertainment ([www.osseum.com](http://www.osseum.com)); distributed to the toy, comic, and hobby trade by Bastion Press ([www.bastionpress.com](http://www.bastionpress.com)) and regional distributors.

Bastion Press and the Bastion Press logo are trademarks, and Oathbound is a registered trademark owned by Bastion Press, Inc. All Bastion characters, character names, and the distinctive likenesses thereof are trademarks owned by Bastion Press, Inc. 'd20 System' and the 'd20 System' logo are trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 5.0. Dungeons & Dragons and Wizards of the Coast are registered trademarks of Wizards of the Coast, Inc. and are used with permission. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20). © 2004 Bastion Press, Inc. All Rights Reserved. Printed in the U.S.A.

# 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



# 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

**D**oom 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.

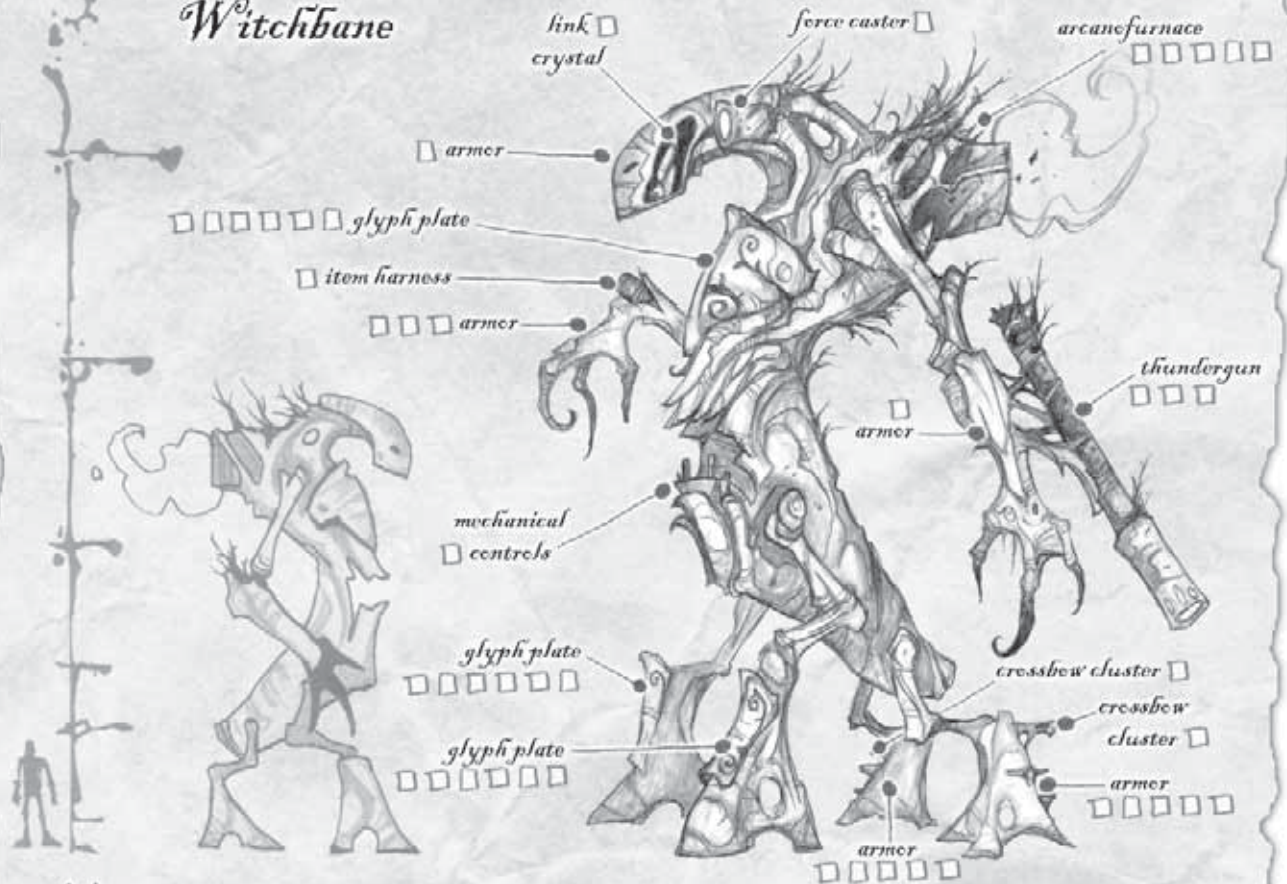
Once you've read through the possible impacts of introducing doom striders to your world, you're ready to begin **Building the Doom Strider**. This chapter contains all the information necessary to construct one of these monstrosities, from selecting its body parts to bolting on every last widget and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

GARGANTUAN  
size

pilot

252,000  
cost

-4	21	0	10		4		25	
ac/ att mod	armor class	max dex mod	str mod	capt. hp	x	hp mult.	doom strider hp	energy
	20ft	20	10	30	saving throws			
doom strider initiative	space	base speed	+ leg speed (1g/leg)	speed	reflex	fortitude	will	

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

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.
THUNDERGUN	3d6	x4	200 (NO)	PIERCING	5	2	SHELL AREA PERKING	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.



# Doom Striders



name				size				pilot				cost											
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<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"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<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										
melee								attack bonuses								ranged							
capt.	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	capt.	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
crew 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	crew 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
crew 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	crew 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
crew 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	crew 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
bab + str bonus + ac/att mod = attack bonus								bab + mod dex + ac/att mod = attack bonus															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								
weapon	dmg	crit	range (area)	type	energy	r.c.f.	ammo	reload time	controller														

# INDEX

## A

Ability Damage 61  
Ablative Shielding 26  
Actions 64  
Actions, Free 68  
Actions, Full Round 67  
Actions, Standard 64  
Arcanofurnace 43  
Armor 26  
Armor and Defenses 26  
Armor Class 62  
Attacks of Opportunity 64  
Attack Bonus 59  
Attack Roll 59  
Avoidance System 26

## B

Banshees 84  
Barbed Armor 27  
Battle Grid 59  
Beak 47  
Beat the Deadline 11  
Betrayal 11  
Binding 72  
Blizzard Thrower 47  
Blood Donor (General) 74  
Blood Watch 90  
Braginos 88  
Breakdown 17

## C

Callius 86  
Candida 88  
Cargo Container 35  
Chain Cannon 49  
Channel Receptor 44  
Climbing Rig 35  
Close Combat Blades 49  
Combat Statistics 59  
Completed Condition 11  
Complete Secondary Objectives 11  
Component Legend 25  
Contracts 13  
Contracts, Betrayal 11  
Contracts, Completed Condition 11  
Contracts, Complete Primary Objective 11  
Contracts, Deadline 11  
Contracts, Excessive Collateral Damage 11  
Contracts, Failed Condition 12

Contracts, Payment 14  
Controls 31  
Control Automaton 32  
Conventional Weapons, Mounted 49  
Conventional Weapons, Unmounted 49  
Corrosive Cannon 50  
Craft (Doom Strider) (Int) 23  
Crayn 82  
Critical Hits 59  
Crossbow Cluster 28, 51

## D

Damage 59  
Damage, Mass Combat 71  
Damage Compensator 36  
Damage to the Crew 61  
Damage Without a Captain 61  
Darnol 92  
Detection Lamps 36  
Devourer Pod 51  
Disadvantages of Privateers 7  
Discovery 4  
Doom Strider as Creature 73  
Doom Strider Captain 76  
Dragonscale Armor 28

## E

Energized Armor 29  
Energy Costs 59  
Energy Source 42  
Energy Transfer Devices 42  
Excessive Collateral Damage 11  
Expenses and Salvage Rights 14

## F

Failed Condition 12  
Fear 81  
Fearsome Mark 37  
Feats 74  
Filtration System 29  
Finding Work  
    Work, Finding 9  
Fire Protection 37  
Force Caster 52  
Fosora 94  
Free Actions 68  
Fuel 15  
Full Round Actions 67

## G

Gakin 93  
Glyph Plate 29  
Grafted Controls 33  
Grappling Limb 52  
Grinder Club 52  
Gutripper 90

## H

Hardened [General] 74  
Haros 92  
Head 21  
Hit Points 62  
Hundrag the Burner 80

## I

Initiative 63  
Item Harness 37

## J

Jumpers 37

## L

Lash Hammer 53  
Legend, Component 25  
Life Shock 53  
Lightning Soul 29  
Lightning Spike 53  
Limbs 22  
Limb Extender 38  
Link Crystal 38  
Location and Value  
    Value and Location 9  
Lost Angels, The 81  
Lucisia 88

## M

Magically Powered Weapons 68  
Maintenance 15  
Maniris 86  
Mass Combat 70  
Mass Combat, Modifiers 71  
Master Engineer 77  
Materials 18  
Mechanical Controls 33  
Mental Controls 34  
Mercenaries 8  
Metal Fury 93

# INDEX

Mindshaker Medallion 39  
Miscellaneous Augmentations 34  
Monster Feats and Captains 75

## N

Natural Pilot [General] 74  
Negative Energy Blaster 53

## O

Operating a Unit 9  
Opportunity, Attacks of 64  
Organic Controls 34  
Outfitting 25  
Overcoming Damage Reduction 62

## P

Passenger Platforms 39  
Payce 82  
Payment 14  
Polosian 84  
Pondol 89  
Powered Torches 39  
Power Coupling 39  
Prayer Engine 44  
Prestige Classes 76  
Privateers 7  
Profession (doom strider engineer) 75  
Profession (doom strider pilot) 75  
Profession (siege engineer) 75  
Putting it Together 6

## R

Raysa 82  
Reactive Armor 29  
Reflexive Defense Firing Mechanism 39  
Reiella Flickerthorn 79  
Reinforced Infrastructure 30  
Remote Controls 34  
Repairs 17  
Reputation 10  
Revelation 6  
Role of the Captain 72

## S

Salvage 17  
Sarndilar 90  
Saving Throws 63  
Scavenger [General] 74  
Scroll Bolts 53  
Secret of the Doom Strider 5  
Shard Cannon 54  
Shell, Armor Piercing 54  
Shell, Concussion 54  
Shell, Double 54  
Shell, Flesh Tearer 54  
Shell, Scatter 54  
Shiver Cloak 30  
Shock 80  
Shudder Fist 54  
Size 19  
Skills 75  
Special Maneuvers 69  
Speed 62  
Speed Catalyst 40  
Spellcasting 69  
Spell Resistance 69  
Standard Actions 64  
Starfire 55  
Stinging Cloud 31, 56  
Strength Booster 40  
Strider Linkages 40  
Sun Lord's Chosen 86  
Surge Capacitor 56  
Surge Control [General] 74

## T

Table 1: Construction Materials 19  
Table 10: Weapons 48  
Table 2: Doom Strider Torsos 21  
Table 3: Heads 22  
Table 4: Limbs 23  
Table 5: Abilities 24  
Table 6: Armor & Defenses 26  
Table 7: Controls 32  
Table 8: Miscellaneous Augmentations 35

Table 9: Energy Sources 42  
Targeting Beam 40  
Tasos 89  
Tayger 84  
Temple Banner 42  
Thundergun 56  
Torso 20  
Touch Attacks 62  
Troll Gum Cannon 57  
Turko 93

## U

Upkeep 15

## V

Vampiric Harness 47  
Vampiric Translator 46  
Vent Control [General] 75  
Vined Armor 31  
Vine Clot Bolt 57

## W

Water Cannon 58  
Weapons & Accessories 47  
Weapon Attacks and Reach 68  
Witch Hunters, The 79  
Wyrm Throat 58

## Y

Yace 94



# d20 LICENSE



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modify-

ing or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.  
*Doom Striders* Copyright 2004, Bastion Press, Inc.

## BASTION PRESS OPEN GAMING CONTENT

The entire contents of *Doom Striders* is considered Open Content, except the cover, artwork, and other graphic elements. The cover, artwork, and other graphic elements are Product Identity and owned solely by Bastion Press, Inc.