



## DOOMRIDERS

*"Tally the population. Round up the men so we may 'initiate' them. As for the rest, break them on...the wheel."*

**Background Options:** Radical.

**Attitude:** The Twisted Earth is a wretched place that must be *cleansed*. Pain, suffering, and mass murder are the means by which the world will be pardoned for its past follies.

**Symbol:** The symbol of the Doomriders is one that is easily recognized across the Twisted Earth. The symbol centers on what is known as a "Doomwheel", a large spiked wheel to which victims are strapped and slowly rotated until they are crushed and impaled. A favored tool of executioners and raider gangs for decades; it has become the trademark of the Doomriders.

**Common Classes:** Raider, Doomrider Zealot.

**Common Mutations:** Dermal Spike Growth, Increased Body Density.

**Common Defects:** Atrophied Cerebellum, Bizarre Pigmentation.

## WHAT OUTSIDERS KNOW

What some scribes consider to be just another raider gang in the Forbidden Lands, is actually a great new threat to the balance of power in that dry and dismal region. The Doomriders are a sadistic all-male cult that can only be described as crazy madmen. A quasi-monastic society of road warriors, they've got only one purpose in mind – the extermination of the human and mutant races of earth.

No one knows who started the Doomriders, but according to reports they're led by one, perhaps two powerful overlords who attained their position through sheer brutality, killing all other rivals to the gang's leadership. They view themselves as "warrior-monks" of a sort, charged with a "holy" mission to end the legacy of the Ancients. They're one of those groups (among the more powerful ones too) that detests the Ancients for what they "did" to the world – turning it into the deadly wasteland it is. Burning with this hatred, their alleged goal is to exterminate all mankind, and finish the work the Ancients left undone.

To this end the Doomriders butcher all females they come across – perhaps the greatest atrocity ever known. No woman, not even child, is left with a merciful death. Able-bodied men are taken in by the Doomriders as "janissaries" of a sort, forced and brainwashed into their cause. Those who cannot fight, or are too fair, are tortured or worse, certain to die within a few weeks of mistreatment. No communities are safe from the Doomriders, for they make no



friends, alliances, or treaties. Anything they want or need, they simply take, and ruin, soil, or destroy the rest to ensure that life elsewhere cannot benefit from it.

The Doomriders are a threat to more than just the disorganized and scattered communes of the desert. Larger communities such as the Cartel and Water Clans have also suffered their wrath at various times; lucrative bounties have been placed on the heads of all gang members, with a virtual fortune out on their leaders. The Doomriders are a ruthless and powerful organization; they wear good armor, ride modified vehicles (numerous reports of flame-throwers, lasers, and even cannon-mortars), and are well organized for a desert raider gang!

## THE REALITY

It's hard to trace the history of any raider gang; their leadership tends to change hands through the barrel of a gun, each new leader trying to wipe away the memory of the one before them. The Doomriders are different in that respect. While many scribes are ignorant of the facts surrounding their genesis, the Doomriders themselves tell the story to every new recruit making sure that future Doomriders will know how their "holy order" was born. Though the specifics have been twisted and changed throughout the years of oral tradition the history of the Doomriders goes something like this.



A long time ago (all the stories are hazy on the actual time involved) a cloaked figure emerged from the east and made his way to every settlement that he could, proclaiming that the world was tainted and needed to be cleansed of the sickness that soiled it. It went without saying that this pilgrim, who called himself the “Doomsayer”, wasn’t popular and on numerous occasions locals tried to forcibly remove him from their communities only to be greeted with more force. The Doomsayer would easily slay those that tried to sway him from his cause. These displays of power drew people to the Doomsayer’s side. He and his disciples continued to draw more and more followers until they all vanished into the Deserts of Nowhere.

What follows really depends on who’s telling the story. The most common variation has the Doomsayer leading his people to a secluded “monastery” where he began to impart his power to his followers. Those that followed him only to gain a fraction of his power began to find themselves following the Doomsayer out of true loyalty. Stories have the Doomsayer subjecting his followers, the Doomriders, to all manner of tests and tortures to forge them into the harbingers of the world’s “cleansing”. Here all the history lessons end, as every storyteller describes how the Doomsayer traveled into the wastes alone never to return. The Doomriders now wait for the day that the Doomsayer returns, they believe that on that day they will depart from their monastery and roll unopposed over all the life of Twisted Earth and realize the Doomsayer’s vision. The myths continue to say that after all other life is “cleansed” the Doomsayer will honor all the remaining Doomriders by slaying them all in an amazing display of his power.

Now calling any Raider gang, even the Doomriders, an organization would be a stretch, even though there are various levels of respect among the Doomriders. On the lowest rung are the *janissaries*, those men kidnapped from communities attacked by the Doomriders. Janissaries undergo severe brainwashing by the Doomriders; the exact process is unknown and it’s likely that most people are better off not knowing what the Doomriders do to swell their own ranks. Janissaries are the most expendable members of the “order”, and in major attacks they’re sent out first to weaken fortified targets and to waste the ammunition of enemy defenders, all the while armed with black powder weapons and beaten leather armor. By and large most members of the Doomriders are what are called *monks*. The monk is what one normally thinks of when they picture a Doomrider, a dangerous raider both heavily armed and vicious. Whenever possible monks like to use various vehicles, driving toward their foes with near suicidal intensity. Above and beyond the monks are the dreaded *zealots*, those men who do not just follow the teachings of the Doomsayer, but who draw power through the

teachings of their departed master. Zealots are the undisputed masters of the Doomriders. Monks follow the zealots not out of any formal distinction but out of simple awe wanting to bask in the glow of the zealots’ “divine”, murderous rampages.

Since the disappearance of the Doomsayer there has been no single master of the Doomriders. There are always two or three zealots leading large groups of monks and as such they have more respect amongst the entire “order”. These factions usually form some kind of peace amongst themselves. They learned long ago that fighting each other doesn’t further their “holy” goals, and when things become too tense, and they do quite often, the various factions attack several settlements or caravans separately and vent their frustration on innocent people.

## DOOMRIDER ZEALOT

### REQUIREMENTS

To qualify to become a Doomrider Zealot, a character must fulfill the following criteria.

**Allegiance:** Doomriders.

**Background:** Radical

**Attack Bonus:** +7

**Skills:** Drive 6 ranks, Intimidate 10 ranks

**Feats:** Intimidating Strength

### CLASS INFORMATION

The following information pertains to the Doomrider Zealot prestige class.

**Hit Die:** 1d10.

**Action Points:** 7 + one-half of the character’s level, rounded down, every time he or she attains a new level in this class.

**Class Skills:** The Doomrider Zealot’s class skills are: Climb (Str), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Navigate (Int), Spot (Wis), and Survival (Wis).

**Skill Points at Each Level:** 3 + Int modifier.

### CLASS FEATURES

The following features pertain to the Doomrider Zealot prestige class.

**Bonus Feats:** A Doomrider Zealot receives a bonus feat at 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Archaic Weapon Proficiency, Advanced Firearms Proficiency, Armed to the Teeth, Armor Proficiency (any), Burst Fire, Cleave, Double Tap, Drive-by Attack, Personal Firearm Proficiency, Power Attack, Hard Eye, Point Blank Shot, Rip a Clip, Room Broom, Strafe, Vehicle Dodge, Vehicle Combat.

**“Divine” Fury:** The Zealot’s dedication to destruction is a great source of power to them. So much so that they can willingly slip into a killing haze

TABLE 6-3: THE DOOMRIDER ZEALOT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+0	+0	Divine Fury 1/day	+1	+2
2	+2	+3	+0	+0	Suicidal Vehicle Combat	+1	+2
3	+3	+3	+1	+1	Bonus Feat	+2	+2
4	+4	+4	+1	+1	Divine Fury 2/day	+2	+3
5	+5	+4	+1	+1	Divine Damage	+3	+3
6	+6	+5	+2	+2	Bonus Feat	+3	+3
7	+7	+5	+2	+2	Divine Fury 3/day	+4	+4
8	+8	+6	+2	+2	Take No Prisoners	+4	+4
9	+9	+6	+3	+3	Bonus Feat	+5	+4
10	+10	+7	+3	+3	Divine Fury 4/day	+5	+5

during which they gain +2 Strength and +2 Dexterity and +10 to base speed, and can take an extra attack every round at their base attack bonus -2. This fury lasts for 5 + 1 rounds per class level. While in the throes of fury the Zealot cannot take any non-combat related action. Every odd level in the Doomrider Zealot prestige class allows the Zealot to slip into the fury one extra time per day.

**Take No Prisoners:** The Doomriders are infamous for their merciless treatment of people whom others would consider “helpless”. The Doomrider Zealot can perform a coup-de grace as a standard action.

Alternatively, by using 1 action point, the Doomrider Zealot may perform a coup-de grace as a free action.

**Suicidal Vehicle Combat:** A Doomrider fighting from a vehicle can be deadly, even to himself. A Doomrider can subtract ranks from his Drive skill (maximum 10) and add them to his Attack roll (similar to Combat Expertise). Any Drive checks made during or before the Doomrider’s next round are made at the reduced skill rank.

**“Divine” Damage:** When a Doomrider strikes, his target is often slain in a single blow. Using 1 action point, the Doomrider Zealot may increase the massive damage save of his target by his class level. This may be declared after a successful attack is determined, and the target must make a massive damage save.