

STEADING OF THE IRON KING

An Unofficial Web Supplement

By Caoimhe Ora Snow <caoimhe.snow@gmail.com>

COMPANION CHARACTERS

It's possible that you may not have enough player characters to effectively tackle this adventure. One option is to [reduce the number of monsters](#); another choice, which can be used with scaling the encounters, is to give one or more players a companion character to run.

As explained in the *D&D Dungeon Master's Guide 2*, companion characters are based on existing monsters and are more limited in scope and power than player characters, and can be used specifically for filling out a small party. This supplement gives you three such companions to use.

Rules for Companion Characters

Unlike player characters, companion characters are relatively stable within their niches in Gamma Terra. Companion characters do not receive Alpha Mutation cards and never experience Alpha Flux events. They are also unable to use Omega Tech items and do not draw Omega Tech cards.

Companion characters can use the second wind action as player characters can, and like player characters, they heal to maximum hit points after a short or extended rest. They die at their negative bloodied values, not 0 hit points.

Companion characters don't use ammo; they never have to worry about running out if they fire guns, and they can't replenish a player character's supply by giving ammunition to them.

A companion character who comes with equipment can be given other, similar equipment to use, but the game mechanics for the companion's powers will remain the same. For example, if a companion uses a short sword and is given a yield sign (a heavy two-handed weapon), the companion's attack will still function as if he were using the short sword.

Advancement of Companion Characters

Companion characters receive a full share of the experience and can advance in level as player characters do. When a companion character reaches a higher level, it gains a specific number of hit points (based on its monster role) and a +1 bonus on most of its statistics: all defenses, initiative, perception, attack rolls, damage rolls, skill checks, and ability checks.

Roberta the Rebuilt Robot

With all the parts left over from the exploding robots, there's more than enough bits and pieces to assemble a complete unit, if you're willing to spend the time and effort. And that's what one enterprising resident of the village did, along with some extra components lying around and an AI chip traded from a passing traveler. And Roberta the robot was born.

Programmed to function primarily as a domestic to clean the villager's home, Roberta is friendly and cheerful with a synthesized female Brooklyn accent. She wears a frilly apron and carries a feather duster.

With damaged memory banks patched together from multiple robots, Roberta doesn't really remember much about the StupendiCo factory or the caves leading from it, but she does have an unexpectedly strong reaction to someone or something called the Iron King and is willing to accompany the players for a chance at revenge against this half-forgotten tormenter.

Roberta the Rebuilt Robot		Level 1 Skirmisher
Medium terrestrial animate (robot, companion)		
HP 28; Bloodied 14	Initiative +5	
AC 15; Fortitude 14; Reflex 13; Will 12	Perception +6	
Speed 4	Darkvision	
Immune poison; Resist 5 electricity, 5 radiation		
Standard Actions		
⊕ Electrojolt (electricity) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC		
<i>Hit:</i> 1d4 + 8 electricity damage.		
⊖ Roll-by Electrocution • At-Will		
<i>Effect:</i> Roberta moves 4 squares and uses <i>electrojolt</i> once at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of its attack.		
Skills Interaction +3		
Str 19 (+4)	Dex 16 (+3)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 7 (-2)

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Advancement:

XP Gained	Level	HP/Bloodied	Level Bonus*
500	2	33 / 16	+1
1000	3	38 / 19	+2

Level Bonus: Add Roberta's level bonus to her defenses, initiative, perception, attack rolls, damage rolls, skill checks, and ability checks.

Milton the Paranoid Dabber

Most dabbers have a cowardly streak. Milton isn't really a coward, he's just paranoid. That's why he's not out with his dabber "treasure finder" band right now; he became convinced they were all plotting against him.

Apart from his rampant paranoia, however, Milton's a nice enough fellow. He loves puns and word-plays, and is a decent artist. But drawing sketches doesn't pay the bills like mercenary work does.

Right now, he's looking to get away from this town (they're plotting against him!) – and without his band of dabber brothers, Milton's work prospects are slim. He's willing to go with the players just so that he doesn't have to sit around bored any more. He wears green camouflaged fatigues.

Milton the Paranoid Dabber		Level 1 Artillery
Small terrestrial humanoid (companion)		
HP 26; Bloodied 13		Initiative +3
AC 15; Fortitude 12; Reflex 13; Will 12		Perception +5
Speed 6		Low-Light Vision
Standard Actions		
⊕ Short Sword (physical, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC		
<i>Hit:</i> 1d8 + 3 physical damage.		
↘ Carbine (physical, weapon) • At-Will		
<i>Attack:</i> Ranged 20 (one creature); +8 vs. AC		
<i>Hit:</i> 2d6 + 2 physical damage.		
Minor Actions		
↵ Telekinetic Repulsion (force) • Encounter		
<i>Attack:</i> Close burst 1 (creatures in burst); +4 vs. Fortitude		
<i>Hit:</i> 2d6 + 1 force damage, and Milton pushes the target 2 squares and knocks it prone.		
Skills Athletics +4, Stealth +8		
Str 8 (–1)	Dex 17 (+3)	Wis 11 (+0)
Con 14 (+2)	Int 14 (+2)	Cha 14 (+2)
Equipment short sword, carbine		

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Advancement:

XP Gained	Level	HP/Bloodied	Level Bonus*
500	2	31 / 15	+1
1000	3	36 / 18	+2

Level Bonus: Add Milton's level bonus to his defenses, initiative, perception, attack rolls, damage rolls, skill checks, and ability checks.

Enik the Time-Lost Sleeth

Unlike the rest of his race, Enik is not intensely xenophobic. He claims this is because he comes from the future, in a time when the sleeths have made their peace with their fellow inhabitants of Gamma Terra. However, he's currently trapped here, in his own "past" and is seeking to find a way to return to his own time period.

He has no leads currently on the location of time machines, so he figures he might as well get to work on gathering up pieces of technology – such as robot parts. Enik will offer to join a group that is investigating the source of the robots, offering his immense scientific and historical knowledge at their disposal. (He's kind of smug and pompous at times, but he means well.)

Enik the Time-Lost Sleeth		Level 1 Controller
Medium extradimensional humanoid (reptile, companion)		
HP 23; Bloodied 12		Initiative +0
AC 15; Fortitude 12; Reflex 12; Will 15		Perception +3
Speed 6		
Resist 5 psychic		
Traits		
○ Life Leech • Aura 1 (necrotic)		
Whenever an enemy ends its turn within the aura, it takes 5 necrotic damage and Enik gains 5 temporary hit points.		
Standard Actions		
⊕ Telekinetic Claw (psychic) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +4 vs. Will		
<i>Hit:</i> 1d10 + 2 psychic damage, and Enik pushes the target 3 squares.		
↘ Mind Claw (psychic) • Encounter		
<i>Attack:</i> Ranged 10 (one creature); +4 vs. Will		
<i>Hit:</i> 2d6 + 2 psychic damage, and the target is immobilized until the end of its next turn.		
<i>Miss:</i> The target is slowed until the end of its next turn.		
Skills Conspiracy +6, Science +6		
Str 12 (+1)	Dex 11 (+0)	Wis 16 (+3)
Con 13 (+1)	Int 13 (+1)	Cha 13 (+1)

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Advancement:

XP Gained	Level	HP/Bloodied	Level Bonus*
500	2	27 / 13	+1
1000	3	31 / 15	+2

Level Bonus: Add Enik's level bonus to his defenses, initiative, perception, attack rolls, damage rolls, skill checks, and ability checks.