

STEADING OF THE IRON KING

Unofficial Web Supplement

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The introductory adventure in the *D&D Gamma World* game, "Steading of the Iron King," is a good, simple adventure for five players. Unfortunately, the adventure doesn't give the Game Master specific details about how to scale the encounters for smaller or larger groups of players.

This is an unofficial guide for new Game Masters, based on running the adventure a number of times for varying numbers of players.

SCALING THE ADVENTURE

To adjust each encounter for a variable number of players, follow these general guidelines. For more than six players, repeat the instructions for six players for each additional player. See page 92 of the *D&D Gamma World* rulebook for information on building level-appropriate encounters.

A few of these adjusted encounters push up against the next higher level of encounter. That's okay as encounter levels are guidelines not strict rules, but you may want to further adjust some of the monsters or provide players with extra assistance if they are having difficulties. For example, one of the terrain features might fail to function as written (such as The Machine in encounter 3).

Each encounter lists the monsters and hazards as written up in the adventure for five players, and then offers suggested changes to make to provide a challenge of the approximate difficult and general feel of the encounter for fewer players. Other options include [using companion characters](#) as described in the *D&D Dungeon Master's Guide 2* rulebook, or start the players at level 2 or higher.

Encounter S1 (550 XP)

- 2 badder steading guards (100 XP each)
- 2 porker marauders (100 XP each)
- 1 radioactive crater (150 XP)

Two players: Remove the radioactive crater, one badder steading guard, and one porker marauder (200 XP total).

Three players: Remove one badder steading guard and one porker marauder (350 XP total).

Four players: Remove one badder steading guard (450 XP total).

Six players: Add one porker marauder (650 XP total).

Encounter S2 (550 XP)

- 3 badder steading guards (100 XP each)
- 1 yexil mauler (250 XP)

Two players: Remove two badder steading guards, and replace the yexil with a soul besh guardskeeter (225 XP total).

Three players: Remove two badder steading guards (350 XP total).

Four players: Remove one badder steading guard (450 XP total).

Six players: Add one badder steading guard (650 XP total).

Encounter S3 (600 XP)

- 3 badder steading guards (100 XP each)
- 2 badder slave drivers (150 XP each)

Two players: Remove two badder steading guards and one badder slave driver (250 XP total).

Three players: Remove one badder steading guard and one badder slave driver (350 XP total).

Four players: Remove one badder steading guard (500 XP total).

Six players: Add one badder steading guard (700 XP total).

Encounter S4 (600 XP)

2 **black blaashes** (150 XP each)

3 **blood birds** (100 XP each)

Two players: Remove one black blaash and two blood birds (250 XP total).

Three players: Remove one black blaash and one blood bird (350 XP total).

Four players: Remove one blood bird (500 XP total).

Six players: Replace one blood bird with a blood bird swarm (675 XP total).

Encounter S5 (850 XP)

2 **guardbots** (100 XP each)

2 **porker marauders** (100 XP each)

3 **radioactive craters** (150 XP each)

Two players: Replace all the radioactive craters with 10' deep pits (1d10 damage, DC 15 Athletics check to climb out) and remove one porker marauder (300 XP total).

Three players: Replace the radioactive craters with 10' deep pits and add an additional guardbot (500 XP total).

Four players: Replace the guardbots with shieldbots (700 XP total).

Six players: Add a porker warhog (1025 XP total).

Encounter S6 (725+ XP)

5+ **shieldbots** (25 XP each)

4 **soldierbots** (150 XP each)

Two players: Remove three soldierbots. Additionally, the hydraulic lifts only deposit a shieldbot on a roll of 6. (275+ XP total).

Three players: Remove two soldierbots. Additionally, the hydraulic lifts only deposit a shieldbot on a roll of 6 (425+ XP total).

Four players: Remove one soldierbot. (575+ XP total).

Six players: Add one soldierbot (875+ XP total).

Encounter S7 (725 XP)

2 **hoop sharpshooters** (125 XP each)

2 **rocketbots** (150 XP each)

1 **laser mesh** (175 XP)

Two players: Remove one rocketbot and one hoop sharpshooter. Additionally, the laser mesh is damaged; it only does 1d8+2 laser damage and takes a -2 penalty on attack rolls. (375 XP total).

Three players: Remove one rocketbot and one hoop sharpshooter (450 XP total).

Four players: Remove one hoop sharpshooter (600 XP total).

Six players: Add one rocketbot (875 XP total).

Encounter S8 (800 XP)

Iron King (200 XP)

2 **hoop warriors** (150 XP each)

2 **laserbots** (150 XP each)

Two players: Replace both laserbots with a single guardbot and replace both hoop warriors with a single hoop sharpshooter. (425 XP total).

Three players: Replace both laserbots with two guardbots and replace both hoop warriors with a single hoop sharpshooter (525 XP total).

Four players: Replace both laserbots with two guardbots and replace both hoop warriors with two hoop sharpshooters (650 XP total).

Six players: Add one hoop warrior (950 XP total).