Kampflygr Banquet



HOMEBREW

A Rudok's Maps and Crafty Dice collaboration

Welcome to Kampflygr Banquet!

Introduction

The Banquet

A long expected event is taking place in the City. Famous bounty hunter **Gollock Boon** is on his way here to rest after long time adventuring. He is a captain of the Flying Fortress also known as **Kampflygr** a gargantuan airship suited not only for battle but also great banquet that is planned for the first evening of this ship's stay in the city. Gollock is not a secretive man, rather the opposite, he is a first class swashbuckler for all it's worth, and it seems everybody in this city have heard about the riches and artefacts stored on Kampflygr, and such a knowledge raises not only curiosity but also oppurtunity!

Surrounding area

Tall structures stretch as far as the eye can see, some call this the city of towers, one could easily understand why. All around the city you'll find airship docks in various sizes, from the improvised small ones to the normal sized ones. Only in the upper parts where the wealthy and super-wealthy lives will you find docks large enough to handle ships like the Kampflygr. This particular one is one of the very largest ones with heavy equipment for both repairs and reconstruction. It's also heavily guarded...

Ideas

- Arrange a classic heist.
- Make them arrange a heist to detail, then afterwards, let them play a competing heist group instead.
- Are your PC's high enough level to own one of these? Challenge them to make that happen!
- Alternatively: What security measures could be in place to stop this from happening if this would be too far fetched in your campaign?
- Do not limit movement within the interior, with the right equipment it would be within reach to break through a window.
- There's both an engine floor and cabin floor available for higher Crafty Dice patrons, which would make for many more heist possibilities! (Link to the right)
- While Rudok's Maps patrons will get additional items, monsters and exterior variants! (Link to the right)

The rest is up to you...

We would love to supply you with a full adventure at this time, but we didn't have time nor the right people on short notice for the job. Know any? Get them in touch with us! We would love to expand on this release if it seems popular!

Also make sure to follow our Patreon's and support this work if you like what you see, find the links on the right

Collaboration

This is a collaboration between **Rudok's Maps** and **Crafty Dice**. Follow each of the participating collaborators patreon's to get exclusive bonus material for this homebrew! More exterior variants, more interior floors and variants. And be on the lookout for a more in-depth adventure surrounding this setting!

Rudok's Maps

is creating DnD maps, and other tabletop RPG battlemaps

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Crafty Dice

is creating battlemaps for Dungeons & Dragons and other TTRPG's

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Gollock Boon the Black Powder Baron

Humanoid

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Dwarven Exoskeleton

Whole body heavy armour, Very rare

This suit of armour can only be worn as a set and no other piece of different armour (boots, helmet, breastplate) can be worn with it.

It can only be used by small humanoid creatures, that are for all purposes considered medium sized while wearing this armour

It gives the AC of 20 and gives the creature that is wearing it resistance to these damage types: slashing, piercing, poison, fire, cold. But it makes the wearer vulnerable to: lightning and force damage (they short circuit the suit, which creates a discharge within).

It increases the strength modifier of the wearer by +2 but decreases their dexterity modifier by -2

It requires a minimum strength of 13 to operate and it gives disadvantage on stealth and dexterity checks, but gives advantage on strength checks.

While wearing the suit, an unarmed strike does 1d8 + Str modifier damage.

If a spellcaster were to wear this armour, due to the magical conductive nature of the core fragments, the armour itself may be used as a spellcasting focus.

While the suit gives vulnerability to lightning and force damage, any time they receive such damage, their next attack deals additional 2d6 of the corresponding damage.

Burst Boots

Armor (Boots), uncommon (Requires attunement)

• Using a bonus action, the wearer of these boots may launch himself exactly 60 feet into any direction, if they were to hit a solid object, they both take 1d6 bludgeon damage for each 10 feet travelled any they instantly fall if in the air (with all the falling damage accounted for).

• If the wielder falls voluntarily (jumping from a window, or using these boots) the damage taken from falling is divided by ten.

• If used to jump in the air, the creature remains on the square where he launched himself until their next turn, then they must make another jump in any direction, or they fall.

• If prone, using these boots in any direction makes the creature stand up.

• After each use, there is a 1/20 chance that the boots overheat and won't work for the next 8 hours, but it is unknown to the wearer whether the boots are overheated or not, and they must still make a bonus action if they want to use them (even if they don't work).

• If a creature is within 5 feet of the trajectory of the launch, the launched target may use an action to attack the creature with a disadvantage

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Master Smith's Hammer

Weapon (Hammer), rare (requires attunement), versatile, Ranged (Special)

Master Smith's Hammer gives +1 to attack and damage rolls. It also deals additional 1d4 fire damage on hit.

It can be used instead of smith's tools and the proficiency bonus while using it to smith is increased by +2.

As an action, the wielder may cast mending (This can also heal constructs for 2d10 hit points) or fire bolt (1d10 damage, ranged attack)

Attacks against constructs have advantage and every time it hits a construct, the constructs must make a DC 10 Constitution saving throw, if it fails, it is charmed (bypassing immunity) for one minute. The charm wears off, if the construct takes any damage. Charmed construct does not do anything, unless the wielder of the hammer gives him an order. After each action, the construct does another saving throw and if it succeeded, the charm wears off; if it failed it will keep following orders.

Flamegun

Weapon (Blunderbuss), rare

The Flamegun is a weapon that doesn't fire bullets nor any other type of ammunition, it can create an effect mechanically similar to the spells: Fireball or Dragon's Breath

As the first possible attack, the wielder can create a 15-foot-cone of fire. Each creature in the area must make a Dex saving throw, taking 2d8 damage on a fail or half as much on a success. In this case the wielder must roll a d20 each attack as well, but if they roll a 1, the weapon simply overheats and isn't functional for 1d10 minutes.

Second of the possible attacks is a ball of fire with 150 feet range that explodes on the chosen location in a 20-foot-radius, Each creature caught in the blast must make a Dex saving throw; they take 4d6 fire damage on a fail and half as much on a success. Each time such an attack is made, the wielder must roll a d20 and if they roll a 1, the weapon explodes and the fireball is centred on the wielder instead. The wielder may increase the damage of the attack up to 8d6 fire damage, but for each 1d6 added, the fail chance increases by 1. The fail chance also increases by 1 for every round the weapon was fired in subsequent turns without a chance to cool down. If the weapon is not fired for at least one round, these fail chances drop to 0 again.

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Dagger of Corrosion

Dagger (light, versatile), very rare, requires attunement

This dagger has a -1 penalty to attack and damage rolls, homewer if a wielder hits an enemy wearing metal armour or shield; it permanently gains -1 penalty to its AC. Armour reduced to an AC of 10 is destroyed and a so is a shield the AC bonus of which is reduced to 0.

If the dagger touches an inanimate metal object, that isn't worn or carried, it corrodes it (essentially destroying it) with the speed of 1-foot cube per mintue.

A weapon used to parry this item gains a permanent -1 to its damage roll.

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Forge Guardian

Construct (Humanoid), Lawful Neutral

Armor Class 60
Hit Points 120
Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Skills Forge Guardians are proficient with all martial weapons, and may wield a two handed weapon with a shield.
Damage Resistances Resistant to piercing and slashing damage.
Damage Immunities Immunities follow the standard Construct pattern
Languages Understand dwarven and primordial language

Actions

Magical Affinity Forge guardians have advantage against saving throws caused by magical effects or spells and when hit by a direct magical attack, they may spend a reaction to reflect it to the caster (but the guardian still takes damage). Also all attacks made by the guardian is considered magical.

Overload Once killed, the core fragment of the guardian will overload and cause a discharge affecting anyone within 10 feet. Those creatures must make a DC 9 Dex saving throw, on a failed save they take 2d10 lightning and are stunned for one round; on a success they only take half the damage.

Elemental Core If the Guardian is dealt Fire, Cold or Lightning damage, it gains resistance to that specific type of damage and its attacks deal additional 2d6 damage of that type. This condition lasts for one hour or until replaced by another damage type (The guardian can only be connected to a certain damage type at one moment).

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Guntomaton

Construct, True Neutral

Armor Class 19
Hit Points 180
Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (-4)	3 (-4)	1 (-5)

Damage Resistances Resistant to slashing and piercing nonmagical damage and to lightning damage.
Damage Immunities Guntomaton is immune to poison and psychic damage and to being charmed, exhausted, frightened, paralyzed, petrified and poisoned

The Guntomaton may spend and action to switch between mortar and cannon mode.

In cannon mode, the loaded Guntomaton may spend an action to fire (+8 to hit, range 600/2000 feet, minimum range of 15 feet deals 8d10 bludgeon damage and 3d10 lightning damage)

In mortar mode, the loaded Guntomaton may spend an action to fire (+4 to hit, range 1000/2800 feet, minimum range of 100 feet, deals 10d10 bludgeon damage to the target and 3d10 lightning damage in 10 feet radius, anyone caught in the attack makes a DC 14 Dex saving throw and if they succeed they only take half the damage).

If the Guntomaton is not loaded, its attacks only deal the aforementioned lightning damage.

Loading the guntomaton takes one action and must be done by a humanoid adjacent to the automaton.

A humanoid creature can also use their action to calibrate the weapon, this increases the hit chance by +2 on its next attack, this effect stacks up to two times.

First time the automaton is damaged each round, it deals 4d8 lightning damage to all creatures within 10 feet radius, this can also be done as an action by the guntomaton

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