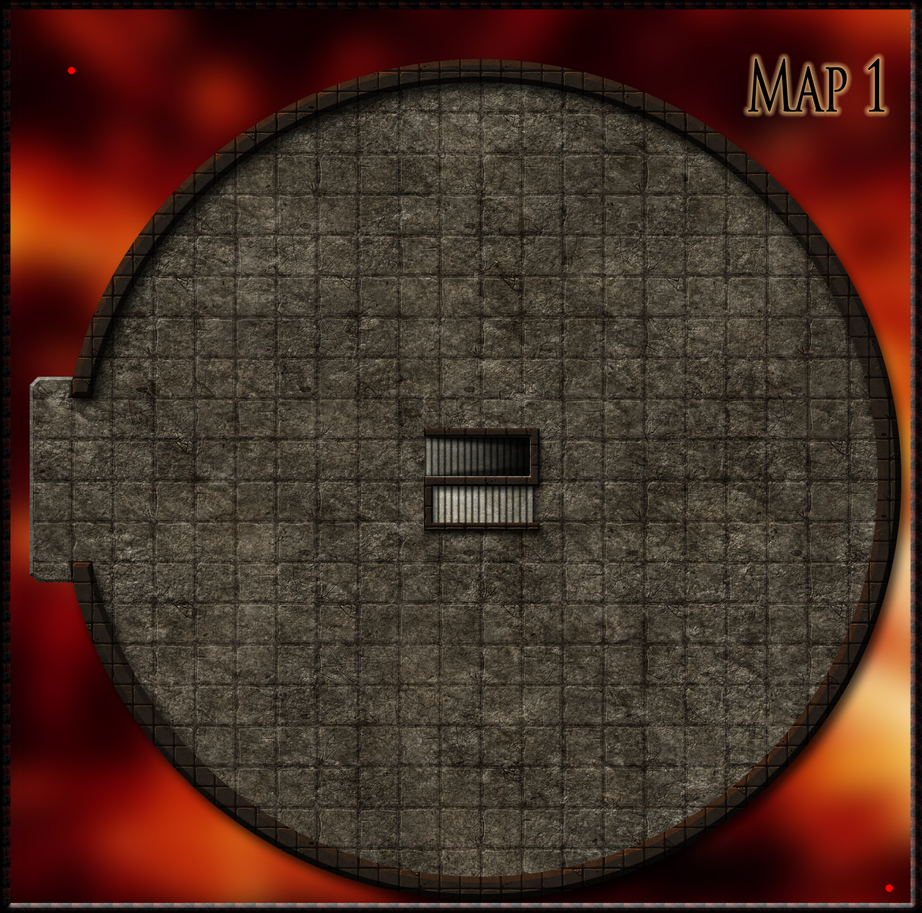

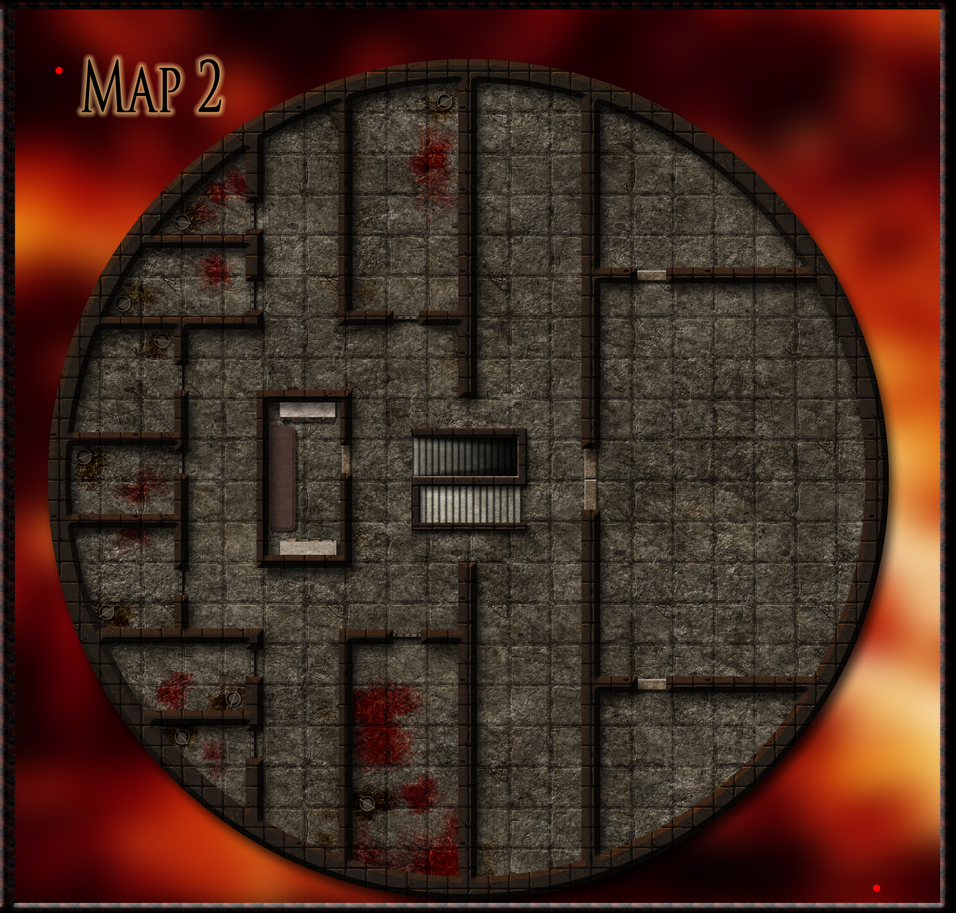



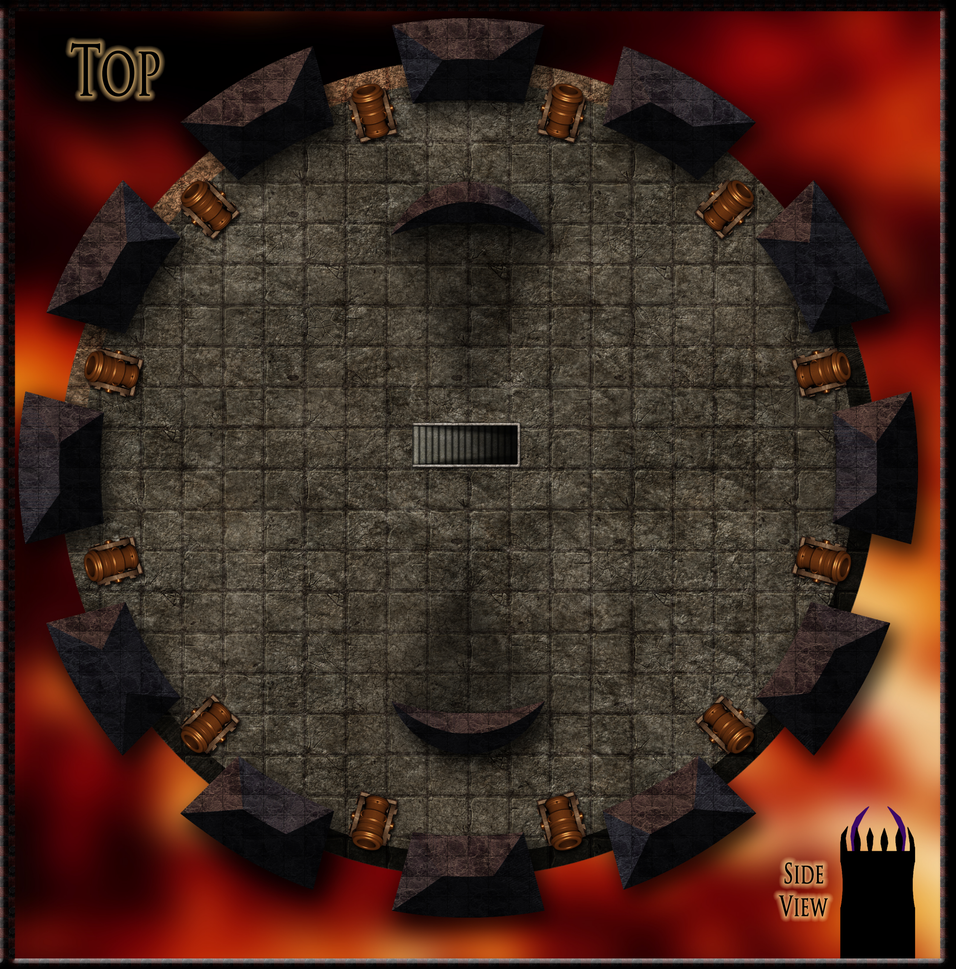

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Chubby Kobold Gaming

Descent into Avernus
Arkhans Tower
(By Jesper Nilsson Cyrén with assets from: Gabriel Pickard and Valor maps)

Special thanks to my Cartographer patrons: Christopher Merwin and Jonathan Smith!

Cannons use the same rules as a Mangonel from the DMG (p.255), but can't be used to fire at things in the air. They are for bombardment only and used to defend the tower from attackers on the ground.

Map Information
Map 1 has a ceiling height of 40ft.
Map 2 has a ceiling height of 20ft.
Labyrinth has a ceiling height of 15ft.
All doors are made of steel.
▲ Anchor points for overlays that changes Map 1 and 2.

How to use the random floor gen.
The random floor generator here is designed to not let your players get to the last fight too early. The earliest the party can get to the top of the tower is when they've finished four floors. If you as a DM feels that this is to early you can always put as many encounters as you want before they reach the top. You can also just pick and choose which encounters you want to use.

If you roll a number that you've already had just use the next higher number that you havn't used.

You always start at Map 1 to meet Krull and then start rolling 1d4+ number of floors finished.

1: Fight against 4 Ghouls that all have +1 Studded leather armor and Krull. Can talk to Krull here too if you don't want a fight. Remember that this floor does not have a stair down as seen on the map.

D4+finished floors

2: Dragon Fight - Map 1 - Red Dragon Wyrmling Flash

3: Dragon Fight - Map 1 - Young Black Dragon Slarkas

4: Dragon Fight - Map 1 - Young Green Dragon Vermilius

5: Dragon Fight - Map 1 - Young Blue Dragon Vistalancer

6: Arkhans Hoard - Don't need a map but use Map 1 or 2 if you really want one -This floor is not guarded, but Arkhan has an invisible Imp here that tries to escape and warn Arkhan that his tower has been invaded. Treasure here: 800 cp, 4000 sp, 2400 gp, 140 pp, a golden statuette in the form of Tiamat (1500 GP), Bottle of Exotic Wine (250 gp), Headband of Intellect (DMG 173) and 8 soul coins.

7: Find a hidden room on the way up to the next floor. Passive Perception DC: 16. Can safely short rest here and then roll again.

8: Prison area - Map 2 - Deal with the warden, A Black Abishai named Ratchet and her 6 zombies. In one of the cells you will find a companion. This person can be whomever you want but it should be someone who can become instrumental in defeating Arkhan. I vote Burney if you havn't used her to act as a distruption outside. If Burney is here she has a magic collar that supresses her shapechange and use of magic. This can be dispelled with a successful DC16 roll.

9: Battle with Arkhans companion Torogar Steelfist - Labyrinth. Torogar will Try to kill everyone. He always hits the ones he has reduced to 0 hp. The room with the treasure chest is locked by a DC 20 magical padlock. Torogars personal room only contains basic furniture and the shelves are stocked with food that can be scavenged to get 10 rations.

10+: Battle with Arkhan - Top Floor. Arkhan makes his last stand here. He will always try to talk with the characters before he fights.

Arkhan struggles with his mental fight against the Hand of Vecna. If the PCs offer to help him with this they will get advantage on any Persuasion, Deception or Intimidation roll they make, but only if their offer would make a difference. Arkhan will not let the PCs get hold of the hand for any reason. He is joined by his pet manticore Chango.

If you used Burney as a distraction, the Adult White dragon is busy with her. Otherwise the adult white dragon swoops in on the second turn of combat.