

# SKOLTRA'ETH

## 3RD LEVEL SIDEQUEST

KELFECIL'S  
TALES

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### INTRODUCTION

Kelfecil's Tales is all about stories and adventures inspired by art. Each Side-Quest module is meant to be used in whatever way you want in your own games. Unlike the adventures, Side-Quests do not have a full background story or enough material to run a full session with them. They can be used as:

- An extra quest or mission in your own campaign.
- Inspiration to start your own adventure.
- A one-shot adventure
- Drop-in content to fill-in the gaps.
- Drop-in encounters for any situation

### QUICK INFO

**Recommended Average Party Level (APL):** 3

**Experience from Completion:** ~1,550

**General Theme:** Search and Capture

**Setting:** Any, Starlight Chronicles

**Time to Finish:** ~1 hour

### MAPS - TOKENS

Get the full-size map without GM notes at the following links:

- [Desert Valley of Death Gridded](#)

For variants and so much more, visit the [map maker's Patreon page](#).

### QUEST INFORMATION

In the mountains that border the Desert Dunes of the West are a number of mining settlements that chip away under the harshest of conditions to earn a meager living.

These same mountains are home to a small tribe of mixed dragonkin. Although nobody is certain why, these dragonkin have recently become aggressive and have begun seizing control of the mines and taking miners prisoner.

A good price was set to tackle this dangerous group which drew in a group of adventurers. Only one member of this group has returned, however, telling stories of three powerful dragonkin leaders. A blue dragon, a mighty kobold chieftain and a hybrid dragon-man who wields powerful fire magic.

The mighty dragon, Skoltra'Eth is known to lair in an ancient battlefield where the mountains meet the wastelands. Although a dangerous foe, the dragon must be destroyed.

#### ACQUIRING THE QUEST

The adventurers will be approached by a member of the Miner's Guild or they will see the call to action on a bounty board while they are in town.

#### QUEST OBJECTIVE

Go to the wastelands and either destroy or drive off Skoltra'Eth.

#### REWARD

The Mining Guild is offering 200 gp and a spell scroll of lightning bolt as reward.

## THE SITUATION

The adventurers approach the ancient battlefield from the south (arrow on the map).

⦿ **"Perception."** With a successful **DC 14 Perception Check** Skoltra'Eth can be spotted, lounging atop a rocky outcropping (area 4).

⦿ **"Reaching Skoltra'Eth."** Without using magical means or scaling the walls of the ravine (impossible without climbing gear or a climb speed) three routes lie open to reach the dragon, through either **areas 1, 2, or 3**.

➤ **"Encounter!"** If the characters attempt to pass through **area 1** they must navigate the pit of Cru'Ess, a horrid monster that lives beneath the sands. Unable to move, the Cru'Ess uses two tentacles to grapple creatures, dragging them into its gullet to digest slowly. A successful **DC 15 Dexterity check** is required to navigate around the monster safely.

On a failure a creature is grappled (escape DC 15) and pulled 10-feet towards the Cru'Ess. Once the creature reaches the pit they are pulled into its stomach. When a creature starts its turns in the stomach it takes 10 (4d4) acid damage.

Climbing out of the Cru'Ess requires a successful **DC 15 Athletics Check**, made with disadvantage if they are still grappled.

⦿ **"Treasure."** The majority of the dragon's hoard is kept here, protected by the Cru'Ess. In large chests is 20,000 cp, 5000 sp and 250 gp.

➤ **"Encounter!"** If the characters attempt to pass through **area 2** they must navigate a clever trap created by the dragon. A gigantic hand has been ensorcelled to crush intruders. A successful **DC 15 Dexterity Check** is required to navigate around the animated hand.

On a failure a creature is snatched up and smashed onto the ground taking 14 (4d6) bludgeoning damage. If the party decides to rush past the hand together the hand can only attack one creature.

➤ **"Encounter!"** If the characters attempt to pass through **area 3** they find a large chest. This chest is a **mimic** (with 67 hp and its attacks deal an additional damage dice).

⦿ **"Treasure."** Concealed beneath the mimic is the rest of the dragon's hoard. Buried in a small chest is 10 gems (each worth 10 gp).

⦿ **"Stealth."** Once through one of the routes a **DC 14 Stealth Check** is required to sneak up to the dragon.

➤ **"Encounter!"** Skoltra'Eth (see below) enjoys few things more than the pain of his victims and enemies. The dragon is, however, not a fool and will attempt to flee if its hit points drop below 20.

Skoltra'Eth uses the **blue dragon wyrmling** stat block, except it has the following changes:

- **Large Creature:** Skoltra'Eth is a Large creature with 60 hp and deals an additional damage dice with melee attacks.
- **Legendary:** The dragon can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.
  - **Detect.** The dragon makes a Wisdom (Perception) check.
  - **Tail Attack.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

## QUEST COMPLETED

If the players drove off the dragon or defeated it they have fulfilled the bounty. The Miner's Guild pays them and offers them more work.

If this is the third leader to have been defeated, the Guild offers the party a 10% stake in the mine.



## APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

### MIMIC

*Medium monstrosity (shapechanger), neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

**Skills** Stealth +5

**Damage Immunities** acid

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

### SKOLTRA'ETH

*Large dragon, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 60

**Speed** 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +4

**Skills** Perception +4, Stealth +2

**Damage Immunities** lightning

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 4 (1,100 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 3 (1d6) lightning damage.

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The dragon can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

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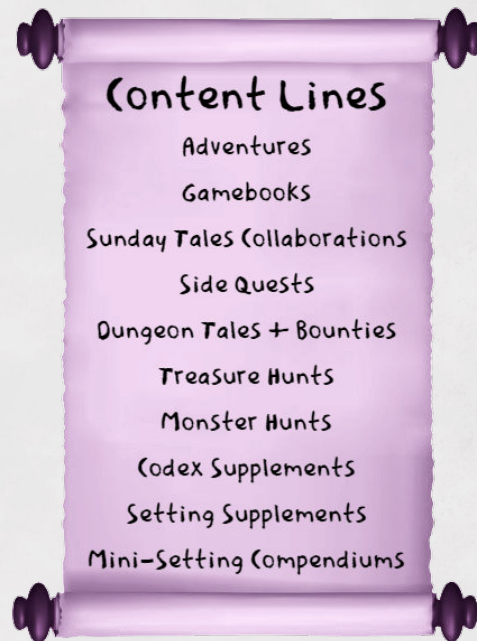
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