

DASS THE BLIND

3RD LEVEL SIDEQUEST



AUTHOR: [DMNINETOES](#)

EDITING: [CONSTANTINE "KELFECIL" CHRISTAKIS](#)

MAP ART: [NATWUNS](#)

ART CREDITS

[Underground Illumination: darkday](#)
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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:

- [Hell Map Wrath 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.

Discovering an ancient temple beneath the Shawshak Mine, the kobold and powerful shaman, Dass the Blind, has taken control of the mine and taken the miners prisoner. Wielding an ancient staff, he has already defeated the first party of adventurers and must, in turn, be defeated.

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 Shawshak Mine and either destroy or capture Dass.

REWARD

The Mining Guild is offering 200 gp and Dass' magic staff as reward.

THE SITUATION

The adventurers approach the ancient temple from the north (**arrow on the map**).

⦿ **"Perception."** Dass is easy to see as he feeds miners into a gigantic and hideously slathering mouth (area 3).

But a successful **DC 17 Perception Check** will reveal kobold sneaks lie in wait in (**area 2**).

➤ **"Encounter!"** As the characters approach **area 1** they are attacked by an immobile but animated statue. Magically aware, there is no way to sneak past the statue and a successful **DC 15 Dexterity Check** is required to navigate anywhere within 10-foot of the animated statue.

On a failure a creature is snatched up and smashed onto the ground taking 7 (2d6) bludgeoning damage.

➤ **"Ambush!"** In each **area 2** is a **kobold sneak** (see below). Until dealt with these creatures attack any non-kobolds in **areas 1** and **3**. These kobolds have three-quarters cover from ranged attacks.

Kobold Sneak

A kobold sneaks uses the **spy** stat block, except he has the following changes:

- **Small Creature:** The sneak is a small creature with 21 hp.
- **Pack Tactics:** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

➤ **"Encounter!"** As the party approaches **area 3**, **Dass the Blind** (see below) awaits the "heretics", intent upon feeding more souls to its master. Dass also carries the staff of kek which allows him to summon a **giant spider** once per day. This creature is already by Dass' side.

Dass will attempt to lure characters closer to the giant mouth.

Dass the Blind

Dass is a shaman and tribal leader that worships a dark and evil god called Kek, to whom he has sacrificed countless "heretics". Dass uses the **priest** stat block, except he has the following changes:

- **Small Creature:** Dass is a small creature with 22 hp.
- **Pack Tactics:** Dass has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Servant of Kek:** Dass is immune to the effects of the slathering mouth.

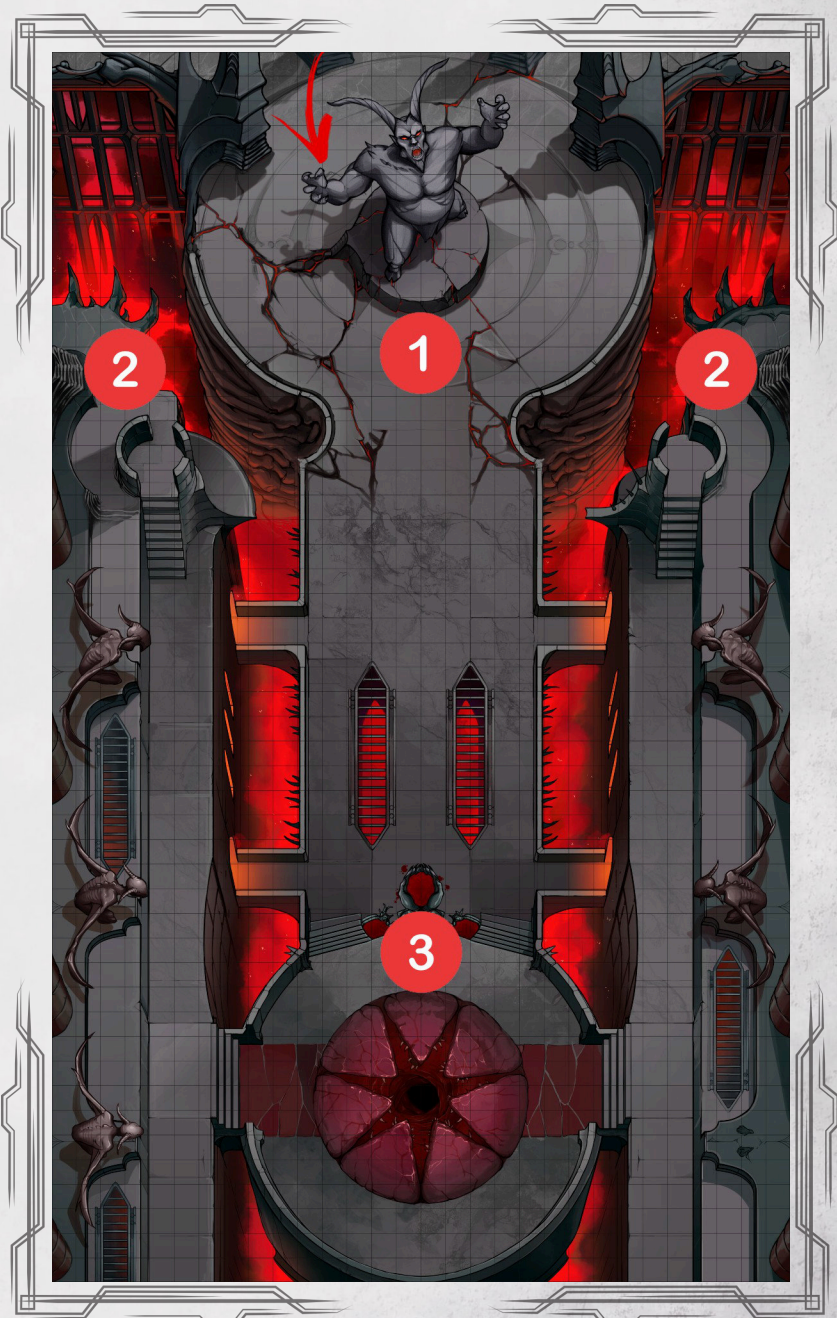
➤ **"Slathering Mouth!"** When any creature enters within 5-feet of the giant mouth (**area 3**) for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 2d6 necrotic damage. On a successful save, the creature takes half as much damage.

The mouth has AC 9, 67 hp and immunity to necrotic and poison damage.

QUEST COMPLETED

If the players bring back proof of Dass' defeat or Dass himself they will 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.

KOBOLD SNEAK

Small humanoid (Kobold), any alignment

Armor Class 12

Hit Points 21

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the Berserker can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The Berserker deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Pack Tactics. The Berserker has advantage on an attack roll against a creature if at least one of the Berserker's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Berserker makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

DASS THE BLIND

Small humanoid (Kobold), any alignment

Armor Class 13 (chain shirt)

Hit Points 22

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, Berserker can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Berserker expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Berserker is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

Pack Tactics. The Berserker has advantage on an attack roll against a creature if at least one of the Berserker's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Servant of Kek. Dass is immune to the effects of the slathering mouth.

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

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

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

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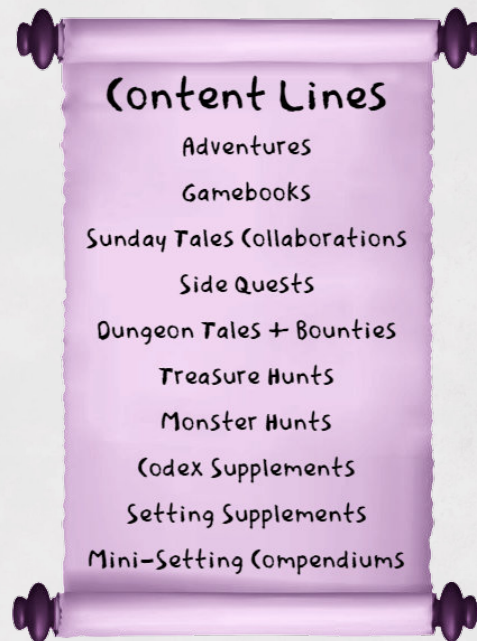
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