

AJOX THE RED

3RD LEVEL SIDEQUEST



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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:

- [Fallen Goddess Aftermath 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 half-dragon, Ajox the Red, has been spotted near the Fallen Statue westwards into the wastelands. It seems the perfect time to strike.

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 capture Ajox.

REWARD

The Mining Guild is offering 200 gp and a potion of growth as reward.

THE SITUATION

The adventurers approach the Fallen Statue from the south (**arrow on the map**).

⦿ **"Perception."** Ajax is easy to see, lounging atop a large piece of the statue (**area 2**), lazily passing the time.

But a successful DC 17 Perception Check will reveal that something lurks beneath the surface of the murky water of the oasis (**area 1**).

➤ **"Encounter!"** If the players did not notice anything a **Minotaur Skeleton** that lurks beneath the water of the oasis surprises them and attacks, attempting to Gore the closest character. The noise of this battle alerts Ajox in **area 2**.

⦿ **"Stealth."** If, however, they did notice something a **DC 14 Stealth check** is required to sneak past the minotaur. If the characters succeed in sneaking past the minotaur, no check is required to sneak up on Ajox.

➤ **"Encounter!"** If the minotaur drops to below 20 hit points it calls out for its master and **Ajox the Red** (see below) charges into battle. The same magic that has strengthened Ajox causes him constant pain. Although he can control this, in the heat of battle he chooses not to and attacks with reckless abandon.

AJOX THE RED

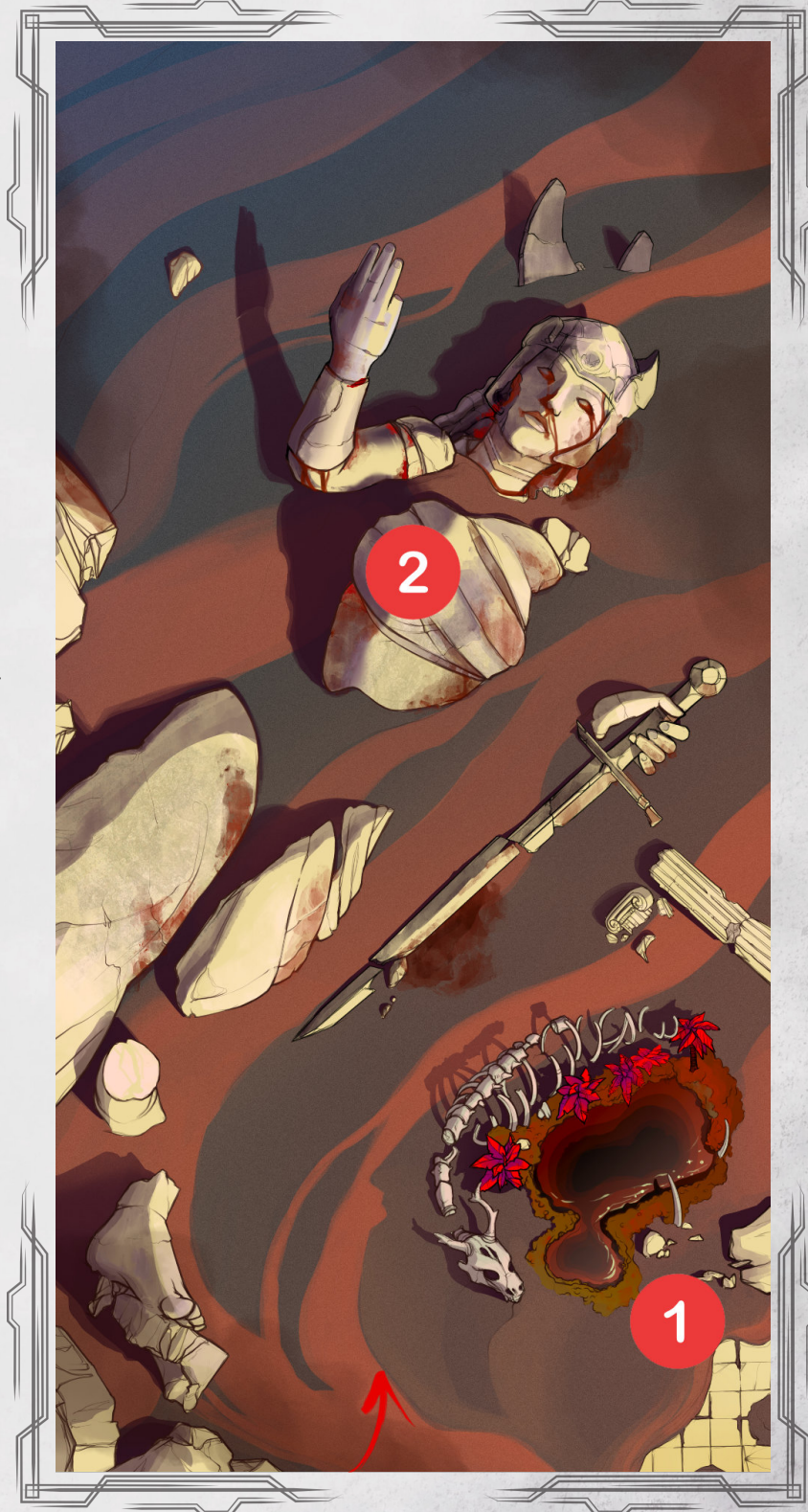
Ajox was once a man, a tribal chieftan, but evil magic scarred and twisted his body, driving him mad with rage and pain. After killing his family, Ajox went in search of answers and found the dragonkin. Ajox uses the **berserker** stat block, except he has the following changes:

- **Resistance:** Ajax body is covered in rust colored scales that give him resistance to fire damage.
- **Fire Breath (Recharge 5–6):** Ajax can use an action to exhale fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

QUEST COMPLETED

If the players capture Folen the attack is called off and the Guard arrests Folen's agents. What's more, Folen is interrogated and eventually gives up the names of his co-conspirators.

If he escapes, or he is killed, the plans of the conspirators continue to move forward.



APPENDIX: STAT BLOCKS

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

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

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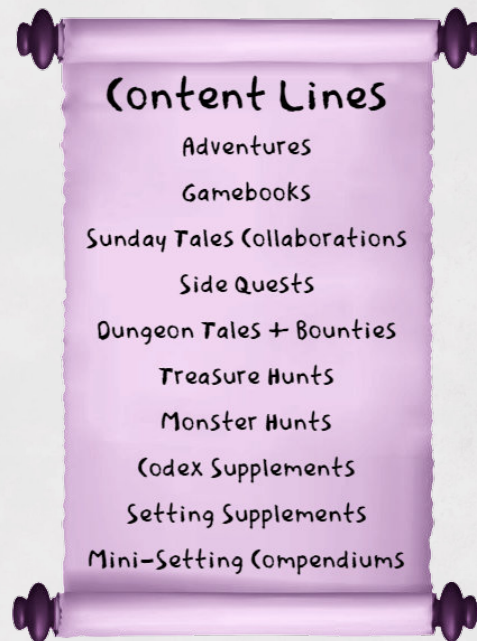
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