

Crown of the Celedrax

Seven points mark the rusted Crown of the Celedrax, lord of wings.

This is a short adventure site designed for high tier 2 or low tier 3 characters in Dungeons and Dragons 2024. The statblocks for monsters are written in my own shorthand notation. The encounters can be used while a party is traveling through a mountainous region, or as a dedicated quest linked to the artifact known as the *Crown of the Celedrax*, a powerful item worn only by the lord of the sky.

Surrounding Area

These can be implemented anywhere near the Crown of the Celedrax, preferably all in the same adventuring day, and in any order.

Kobold Warmongers

Amidst the brimstone crags lurk a mighty band of **kobolds**, scheming to conquer. They watch mountain trails from up high in caves, and attack any who draw near. Their **hiding** places are superb, and their tactics are well practiced—their shortcomings come from their weak infantry, a kind of glorified dragon fodder. They never attack unless they think they have the advantage, otherwise they sit and watch passersby, waiting for their next chance. The kobold warmongers, Jezek and Fiez, are willing to communicate with individuals whom they believe are strong soldiers. They know everything about the surrounding area.

Kobold Warmongers, Jezek and Fiez, 2 (

AC 18 **HP 80**

STR +3 DEX +2 CON +2

INT +2 WIS +1 CHA +1

Perception +3; darkvision;

Blazing Cleaver. +5/**1d8+3** Slashing, repeat Blazing Cleaver once, and

Flametongue. 15-foot Cone **DC 14 DEX** vs. 4d6 Fire.

Shatter Defense. *Trigger*: ~ is missed by an Attack; *Response*: Adjacent Infantry Attacks offender.)

Kobold Sky Brigade, Hasha and Tizz, 2 (

AC 13 **HP 60** FLY 30

STR +1 DEX +3 CON +1

INT +0 WIS +2 CHA -1

Perception +6; darkvision;

Ensnare. Near target **DC 13 DEX** vs. Restrained, and

Dragonfire Bombs. 20/40/+4/**3d6** Fire, and

Icefire Bombs. 20/40/+4/**3d6** Cold, and
Acidfire Bombs. 20/40/+4/**3d6** Acid.)

Kobold Infantry, 20 (

AC 13 **HP 7** MINION

STR +1 DEX +0 CON +0

INT +0 WIS -1 CHA -1

Darkvision;

Blockade. Non-Minion Kobolds get +1 AC for each adjacent Kobold Infantry (max. +5).

Pikes and Spears (Group Attack)! 10/+3/**1** Piercing.)

Drakelings in the Sky

Flitting between mountaintops, scanning the greater region, are several red and yellow **drakelings**. They watch for folk that draw too near the Crown of the Celedrax, and interrupt any interlopers. The leader of the bunch, Ododaxis, questions folk before the drakelings inevitably grow tired and hungry. The drakelings are never frightened off for long.

Drakelings, Etris, Gazazin, Ododaxis, and Vathax, 4 (CR 3

AC 17 **HP 80** FLY 60

STR +3 DEX +4 CON +3

INT +1 WIS +2 CHA +0

Perception +6, Stealth +5; Resistant to Fire; blindsight;

Dive Down. After moving 30 feet straight down, add +1d8 Piercing to next attack.

Flaming Chomp. +5/**2d8+3** Piercing + **2d8** Fire.

Winglash. 10/+5/**1d6+3** Slashing + move target 5, and repeat Winglash twice.

Scaleburst. Trigger: ~ hit by Melee Attack; Response: move 15 + **DC 13 STR** vs. move target 10 + Prone.)

Strange Monument

A **glade** of maple trees sprouts from the rusty earth, in their center is an **obelisk** of obsidian, carved in the shape of a dragon's tooth. Upon the obelisk is an **inscription**, written in Draconic: "A crown laid to rest and forgotten / A wyrmling left alone to protect it / A destiny of bloody gold."

Winding Trails

Thin, snaking **trails** wind up and down the mountain peaks. They cross each other frequently, and muddle the mind with their **labyrinthine** patterns. **Sulfurous vents** jettison streams of foul-smelling stench on passersby, giving them an outrageous stink. Every few miles, a cairn sits off the side of the trail, a Draconic phrase etched into its stones: "The Celedrax lingers; The Celedrax watches; The Celedrax awakens."

Dragon Graveyard

Beneath a mountainous **overhang** seep hundreds of thousands of **bones**, all belonging to a great line of dragons. Some bones are large, as tall as a building, while others are small, less than a finger. Amidst the creaking towers of bone are **ghostly shapes** that slide in and out of focus—each is reminiscent of a draconic form, but something is always off; their wings may be wisps of smoke, or their eye sockets hollow, or their scales slimy, or their teeth like melting ice. They watch all who enter the graveyard, but stay close to the bones. Anyone who takes a bone from the graveyard incurs the wrath of the **draconic dead**.

Draconic Dead, 10 (

AC 16 **HP 15** MINION

STR +2 DEX +0 CON +2

INT +1 WIS +0 CHA +3

Immune to Fire; blindsight;

Soul Siphon (Group Attack). 20/+7/5 Necrotic + **DC 10+MINIONS CON** vs. Reduce max HP by Necrotic taken. The reduction lasts until they finish a Long Rest.)

The Crown

The trails all lead here some way or another. A flat **mountaintop**, red earth covered by a thin layer of crunchy white **snow**. Surrounding the peak are **seven spikes** of red stone that arch towards the center of the plateau, each carved with a Draconic ward of secrecy. In the center is a circular stone slab that has been carved with a dangerous Draconic **Symbol**, upon which is a ruby crown with seven points. Resting on one of the seven spikes is a large red **dragon**, Jatramaxis, charged with protecting the Crown of the Celedrax from the unworthy and the ill-prepared.

Fear Symbol (Save: **DC 18 WIS**; Effect: Target has the **Frightened** condition for 1 minute. While Frightened, the target must move at least 30 feet away from the glyph on each of its turns, if able.)

Jatramaxis, Keeper of Ways, Large (

AC 17 **HP 200** FLY 60 Initiative +7

STR +6 DEX +2/+7 CON +6/+11

INT +2 WIS +3/+8 CHA +4/+9

Insight +7, Intimidation +8, Perception +11, Stealth +6; Immune to Fire; blindsight;

Legendary Resistance (3/Day).

Firema. 15/+10/2d8+6 Slashing + 2d8 Fire, then repeat Firema, and

Wingblade. 15/+10/3d10+6 Slashing + **DC 18 STR** vs. move target 15 + Prone.

Fire Breath (5-6). 40-foot Cone of Fire **DC 18 DEX** vs. 5d10+30 Fire.

Wyrmcaller (BA). Create 2 Drakeling Spawn.)

Drakeling Spawn, 0 (

AC 17 **HP 10** FLY 60 MINION

STR +3 DEX +4 CON +3

INT +1 WIS +2 CHA +0

Blindsight;

Flaming Nibbles (Group Attack). +5/3 Piercing + **DC 13 DEX** vs. 1 Fire per MINION.)

The Crown of the Celedrax

Wondrous Item, Artifact (Requires Attunement)

A ruby crown with seven spikes. A Draconic inscription around the inside of the crown reads: "Always to be forgotten, always to be found, always to yearn, always to fly, lord of wings, crown of the sky."

Lord of Wings. While attuned to the Crown you gain the following benefits:

- **Dragonheart.** Choose one damage type among Acid, Cold, Fire, Lightning, and Poison whenever you finish a Long Rest. You have **Immunity** to that damage type until you choose a different one with this property.
- **Flight.** You have a **Fly Speed** of 60 feet. If you already have a Fly Speed, it increases by 60 feet.
- **Regent.** You are renowned by most creatures with a Fly Speed, unless they think they deserve the Crown more than you.

Curse of Greed. You cherish every piece of gold you find. You can never bring yourself to spend gold coins, and find yourself constantly yearning for more, even at the expense of your own wellbeing. While attuned to the Crown, you cannot willingly remove it without first casting *Greater Restoration* on yourself.