

JALANVALOSS

BECAUSE STEEL DRAGONS RESPECT humans' achievements, adaptability, and ambition, they protect humans and impel them to rise against tyranny. The interests of the steel dragon Jalanvaloss, however, reflect less lofty ideals. A schemer, trickster, and manipulator, she lives for upheaval and unpredictability, endeavoring to keep her city dynamic.

In human form, Jalanvaloss usually appears as a slim female human with long, straight, black hair and steel-gray eyes. With the trademark catlike grace of steel dragons, she wears the latest fashions, entertains guests at her homes, and attends parties of the city's elite.

Jalanvaloss alters her appearance to assume any of a dozen identities. She takes her dragon shape the least often of all her forms.

In her dragon form, Jalanvaloss is long and sleek, with glossy scales, spines that fall straight like hair, and delicate whiskers. Her large, intelligent silver eyes accent her expressive face.

| Jalanvaloss | | Level 18 Solo Controller |
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| Adult steel dragon | | |
| Large natural magical beast (dragon, shapechanger) XP 10,000 | | |
| Initiative +13 | Senses Perception +19; darkvision | |
| HP 692; Bloodied 346; see also <i>bloodied breath</i> | | |
| AC 31; Fortitude 29, Reflex 27, Will 31; see also <i>illusory double</i> | | |
| Resist 20 force | | |
| Saving Throws +5 | | |
| Speed 8, fly 10 (hover), overland flight 12; see also <i>dimension step</i> | | |
| Action Points 2 | | |
| ⊕ Arcane Claw (standard; at-will) | | |
| Reach 2; +23 vs. AC; 2d8 + 7 damage, and Jalanvaloss slides the target 2 squares. | | |
| ⊕ Bite (standard; at-will) ◆ Force | | |
| Reach 2; +23 vs. AC; 2d8 + 7 damage plus 1d8 force damage. | | |
| ⊕ Double Attack (standard; at-will) | | |
| Jalanvaloss makes two <i>arcane claw</i> attacks. | | |
| ⊕ Burst of Force (immediate reaction, when an enemy moves into an adjacent square; at-will) ◆ Force, Teleportation | | |
| Close burst 1; +22 vs. Fortitude; 2d8 + 7 damage, and the target is knocked prone. <i>Effect:</i> Jalanvaloss teleports 4 squares. | | |

JALANVALOSS AND THE FORGOTTEN REALMS

Jalanvaloss originates from the city of Waterdeep in the FORGOTTEN REALMS setting. Fickle but not malicious, she manipulates merchants and adventurers in her efforts to expand her power and holdings.

In the years leading up to the Spellplague, Jalanvaloss's wealth and control over Waterdeep expanded, but the disaster dashed her economic fortunes along with the fortunes of other nobles and merchants. To make matters worse, she lost considerable arcane power to the blue fire. In the past century, she has spent her dwindling fortune in rebuilding what she lost.

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| ⊖ Breath Weapon (standard; recharge ☞☞) ◆ Force | |
| Close blast 5; +21 vs. Fortitude; 4d6 + 8 force damage, and the target is dazed (save ends). <i>Miss:</i> Half damage. | |
| ⊖ Bloodied Breath (free, when first bloodied; encounter) | |
| <i>Breath weapon</i> recharges, and Jalanvaloss uses it. | |
| ⊖ Frightful Presence (standard; encounter) ◆ Fear | |
| Close burst 10; targets enemies; +22 vs. Will; the target is stunned until the end of Jalanvaloss's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends). | |
| ✦ Steel Sting (standard; at-will) ◆ Force | |
| Area burst 1 within 20; +22 vs. Reflex; 2d6 + 5 force damage. | |
| ✦ Scattergloom (standard; encounter) ◆ Necrotic, Zone | |
| Jalanvaloss makes three area burst attacks, and the bursts can't overlap: area burst 1 within 20; +22 vs. Fortitude; 2d6 + 5 necrotic damage. The burst becomes a zone of draining darkness until the end of Jalanvaloss's next turn. Any creature except Jalanvaloss that starts its turn within the zone takes 5 necrotic damage. The zone blocks line of sight for all creatures, and any creature entirely within the zone is blinded until it leaves the zone. Jalanvaloss is immune to the effects of the zone. <i>Sustain Minor:</i> The effect persists. | |
| Change Shape (minor; at-will) ◆ Polymorph | |
| Jalanvaloss alters her form to appear as a unique human (see "Change Shape," MM2 216). | |
| Dimension Step (move; encounter) ◆ Teleportation | |
| Jalanvaloss teleports 10 squares. | |
| Illusory Double (minor; encounter) ◆ Illusion, Teleportation | |
| Jalanvaloss becomes invisible and teleports 4 squares. In the space she left, an illusory double appears and moves 8 squares. The double vanishes and Jalanvaloss becomes visible at the end of Jalanvaloss's next turn. | |
| Alignment Unaligned | Languages Common, Draconic |
| Skills Arcana +19, Bluff +22, Diplomacy +22, History +19, Insight +19, Streetwise +22 | |
| Str 24 (+16) | Dex 18 (+13) |
| Con 21 (+14) | Int 20 (+14) |
| | Wis 20 (+14) |
| | Cha 26 (+17) |
| Equipment fine clothing, wand, ritual book | |

JALANVALOSS LORE

History or Streetwise DC 13: One of the best-known nobles in the city (Waterdeep, Sharn, or another city of your choosing), Lady Jalanvaloss is a powerful merchant. She commands a mercantile empire that has holdings throughout the city. Having come to prominence years ago, she retains her youthful beauty, which leads to speculation about her longevity. Rumors say that dark powers have touched her or that she is something other than she seems. Her vast fortune has saved the city, sponsored adventurers, recovered relics, and raised the city's prominence.

History or Streetwise DC 20: According to legend, a steel dragon protects the city from enemies inside and without; however, no one has seen the dragon since a great calamity (the Spellplague, the Mourning, or some other catastrophe) beset the land. At that time, the dragon, called the Wyrms of Many Spells, defended her community from unchecked

magic and destruction; however, tales paint the dragon as an avaricious busybody, noted more for manipulation and trickery than for noble deeds.

History or Streetwise DC 25: The legends are correct: the fabled Wyrms of Many Spells is Lady Jalanvalloss. She has lived here for two centuries, using guile and magic to amass a fortune from real estate, business ventures, and sponsored expeditions. Other citizens suspect a hidden identity, but only those close to her know the truth. She defends the city from attack, but protecting her investments is as important to her as safeguarding its citizens.

Jalanvalloss gained the moniker “Wyrms of Many Spells” because of her training with the mortal archmage Rytthalties. The wizard raised her from a hatchling and taught her the rudiments of magic so she could serve as his guardian and steed.

After Rytthalties’s exceptionally long life, the young steel dragon traveled to a place abundant with humans, the creatures she knew best. She assumed the identity of a human traveler and forged connections in every echelon of society, favoring adventuring types because they reminded her of her deceased master. She gathered her hoard in the form of real estate and investment enterprises.

History or Streetwise DC 30: Jalanvalloss does not have a traditional lair. Comfortable as a human, she owns houses throughout the city and beyond, including residences for her other personas. If she is discovered, she can remain in the city in such a residence and cut her losses.

As greedy as a red dragon, Jalanvalloss justifies her behavior on the grounds that she grants everyone the opportunity for success. She dreams of founding a kingdom where she will rule as queen, so her people might live without fear; however, she likes her current arrangements and does little to disrupt her lifestyle.

JALANVALLOSS’S TACTICS

Jalanvalloss is a schemer, not a warrior. When she must fight, she chooses the time and place.

She opens combat by using *change shape* and smashing enemies with her *breath weapon*. If most foes avoid becoming dazed, she spends an action point to use *frightful presence*. Otherwise, she spends an action point to use *scattergloom*. While waiting for her *breath weapon* to recharge, she uses *dimension*

JALANVALLOSS’S ENEMIES

Only when enemies threaten to ruin Jalanvalloss’s way of life—when she reaches the brink of collapse—does she take dragon form and attack directly. Characters might incur such ire by acting on behalf of a third party that has a grudge against Jalanvalloss, by provoking Jalanvalloss as a side effect of a quest, or by trying to topple the dragon from her position.

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step to gain an advantageous position and hits her enemies with *steel sting*. When near defeat, she uses *illusory double* to create a distraction and slip away undetected.

ENCOUNTER GROUPS

Jalanvalloss has connections throughout her city and calls on assistance from a variety of adventuring groups that owe her favors. To protect her lairs, she keeps battle guardians in top fighting form.

Level 20 Encounter (XP 14,800)

- ◆ 3 battle guardians (level 17 controller, MM 149)
- ◆ Jalanvalloss (level 18 solo skirmisher)



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