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

Advent steel dragon

Large natural magical beast (dragon, shapeshaper) XP 10,000

Initiative +13  Senses Perception +19; darkvision

HP 692; Bloodied 346; see also bloodied breath

AC 31; Fortitude 29, Reflex 27, Will 31; see also illusory double

Resist 20 force

Saving Throws +5

Speed 8, fly 10 (hover), overland flight 12; see also dimension step

**Action Points 2**

1. **Arcane Claw** (standard; at-will)

Reach 2; +23 vs. AC; 2d8 + 7 damage, and Jalanvaloss slides the target 2 squares.

1. **Bite** (standard; at-will)  Force

Reach 2; +23 vs. AC; 2d8 + 7 damage plus 1d8 force damage.

1. **Double Attack** (standard; at-will)

Jalanvaloss makes two arcane claw attacks.

1. **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. **Effect:** Jalanvaloss teleports 4 squares.

**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 Wyrm 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 Wyrm of Many Spells is Lady Jalanvaloss. 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.

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

After Rythtalies’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:** Jalanvaloss 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, Jalanvaloss 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.

**JALANVALOSS’S TACTICS**

Jalanvaloss 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 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**

Jalanvaloss 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)
✦ Jalanvaloss (level 18 solo skirmisher)

**JALANVALOSS’S ENEMIES**

Only when enemies threaten to ruin Jalanvaloss’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 Jalanvaloss, by provoking Jalanvaloss as a side effect of a quest, or by trying to topple the dragon from her position.