



SVENTSORGGVIRESH'S VOLCANO LAIR

A Web Enhancement
for the *Draconomicon*

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The Draconomicon is the ultimate D&D® game accessory about the legendary creatures that are literally the name of the game. Packed into the pages of this book are new dragon prestige classes, spells, feats, dragonlike monsters, and full statistics for 120 sample dragons—all ten of the chromatic and metallic dragons at all 12 age categories. This article presents one of the sample dragons from *The Draconomicon* along with her fully detailed lair. Sventsorggviresh, an old red dragon, is a suitable opponent for a 20th-level party.

SVENTSORGGVIRESH'S VOLCANO LAIR

Because Sventsorggviresh spends most of her time at home, player characters are most likely to encounter her in her lair. They might discover its location from a metallic dragon or by following Sventsorggviresh there after one of her hunting excursions.

The lair is located in an area of widespread geothermal activity. Numerous geysers, steam vents, and volcanic calderas dot the land around her home. Parties searching for the dragon's lair may have to explore several small volcanoes before locating the correct one.

LAIR FEATURES

Unless noted otherwise in the text, the features inside Sventsorggviresh's lair are as follows.

Alarms

Sventsorggviresh has placed *alarm* effects throughout the lair to warn her of intruders. Every entrance to and exit from any chamber (including sinkholes and chimneys) is protected by an *alarm* spell. Any opening too large to be covered by a single spell has enough additional *alarms* to completely cover the area. Each spell warns Sventsorggviresh with a mental alarm when triggered. All the spells can be bypassed with the same password ("Hey, I belong here!" spoken in Ignan).


In addition, each chamber and natural staircase has a *magic mouth* spell set to go off whenever anyone other than Sventsorggviresh or a mephit passes. The *magic mouth* says, "Where do you think you're going?" in Common.

Ceilings

The ceilings in the chambers are 50 feet high, and those in the corridors are 25 feet high.

Chamber Openings

Each major chamber in the lair has an opening leading to the volcano's central crater. Outside each of these



openings is a lip of volcanic stone about 20 feet lower than the chamber floor that forms a sort of open terrace. These drop-offs are shown on the map as raised ledges (the chamber floors) above cliff edges (the terraces). The chamber openings themselves are about 20 feet high, measuring from the top of the opening to the chamber floor.

Floors

The floors are made of natural volcanic rock. Like all natural floors, they are extremely uneven and feature many bumps and cracks. Entering any square on the floor costs two squares of movement, and running or charging across these floors is impossible.

Light

During the day, sunlight reaches the chambers through the volcano's crater. Unless otherwise noted, however, only a little daylight reaches the corridors. Characters can see normally in the chambers and about 30 feet in the corridors (or 60 feet if they have low-light vision).

At night, the glow of the lava pool (area 8) lights the lair's chambers, allowing characters to see about 30 feet (or 60 feet if they have low-light vision). The corridors are pitch-black at night.

Temperature

All areas within the lair are hot. The areas farthest from the lava pool are at least 80° F. Those closer to the lava pool are hotter still, as given in the various area descriptions.

Sinkholes/Natural Chimneys

These openings lead to small lava tubes. Unless otherwise noted, a sinkhole has a funnel-shaped mouth about 5 feet wide at floor level, which narrows to about 2 feet at the bottom. A chimney is just an inverted sinkhole located in a ceiling.

Each sinkhole or chimney connects with a tube about 2 feet wide. Medium or larger creatures cannot fit through the tubes, but smaller creatures can wiggle through. The tubes corkscrew throughout the volcano's interior, connecting with other sinkholes and chimneys here and there. Each sinkhole or chimney on the map bears a label noting where it leads.

The tubes are shot through with vents that periodically spurt magma or superheated vapor. Visibility inside a tube is 0 feet because of the thick vapor and the lack of light. Contact with the hot rock and vapor inside the tubes deals 2d6 points of heat damage per round.

Vision

Several areas within the lair allow only restricted vision. Creatures have partial concealment (10% miss

chance) at the indicated distance and total concealment (50% miss chance and opponents cannot use sight to locate) beyond that.

Walls

Like the floors, the walls are made of unworked volcanic stone. They are not only very uneven, but also damp with condensation and often covered with fungi. Because of all these conditions, the walls have a Climb DC of 20 unless otherwise noted.

SVENTSORGGVIRESH'S TACTICS

Sventsorggviresh normally sleeps atop her hoard in area 6, though you can choose to place her anywhere you wish within the lair when the PCs arrive. She most likely knows intruders are within her lair long before they have any idea where she is, thanks to her keen senses, her mephit allies, and her magical defenses.

The dragon relishes melee combat, especially with creatures weaker and smaller than herself. Before setting out to search for prey or confront creatures invading her lair, she usually casts *cat's grace* on herself. Then she uses *invisibility*, followed by *haste* and *protection from energy (cold)*. Once so prepared, she moves in for a closer look.

If possible, she attacks intruders when they reach area 4, hoping to drive them toward the sinkhole in area 5. Most of area 4 is protected by a *forbiddance* spell that leaves only a single passage leading from the entrance to area 5 open. A few well-placed *walls of force* may help her force the party that direction if they manage to bypass the *forbiddance*.

Sventsorggviresh begins her attack by casting *true strike*. Then she charges and delivers a bite augmented with Power Attack. She usually selects an unarmored opponent in midst of an opposing group for this attack, so as to have as many foes as possible within reach for use of the Cleave feat.

Should the foes withstand her initial attack, Sventsorggviresh defensively casts *deeper darkness*, then maneuvers so that she can either deliver her breath weapon the next round or get as many foes within melee reach as possible. She tries to eliminate any foes that seem particularly troublesome with *hold monster* or *phantasmal killer*. The dragon also likes to use *confusion* to break up organized groups of foes. If subjected to cold attacks, she uses *fire shield* (hot flames) to help counter them and renews her *protection from energy* spell as necessary.

If need be, Sventsorggviresh attacks invaders elsewhere in her lair. For such battles, she prefers to use

hit-and-run tactics. She typically swoops into a chamber to deliver a breath weapon or spell, then withdraws toward area 4 before returning for another pass.

Even the main chambers in her lair offer Sventsorggviresh little room to maneuver while she is in flight, so she usually flies out over the lava pool (area 8) when she needs to turn. To reverse direction in the chambers, she either uses her Wingover feat or simply lands and turns around.

ENTRANCES

Physical entrances to the lair include the top of the volcanic crater (area 1), a twisting passage leading to area 2, and a magma-filled vent under the lava pool (area 8).

1. CRATER RIM (EL 10 OR 20)

This area is shown only in the side view of the lair, as given on the map. The rim rises about 800 feet above the surrounding terrain and 325 feet above the lava pool in area 8. Thanks to the glow from the lava pool, characters can see the crater's interior from here at any time of the day or night.

A steaming crater gapes wide at the volcano's summit. The opening is a good bowshot wide and several hundred feet deep. A lake of orange-white magma fills the crater bottom, and tendrils of yellow smoke and white vapor rise from its surface, tainting the air with a whiff of brimstone. Numerous vents in the crater walls emit similar fumes. Even here, the heat from the lava is like a physical presence. It rises in faintly visible waves, like heat from a hot stove on a winter day.

Six very large openings, each 40 feet wide or more, are arranged along the interior of the shaft like steps in spiral staircase. A lip of black, hardened lava lies below each opening.

The characters can linger here for as long as they wish, but any visible character at the crater rim brings a swarm of mephits to investigate.

Creatures: A dozen mephits from areas 3 and 8 come to greet any characters they see here. If you wish to have the characters encounter Sventsorggviresh early, she too is close enough to catch sight of the characters when they reach the rim.

➔ **Fire Mephits (6):** hp 15, 14, 14, 13, 12, 12; see the mephit entry in the *Monster Manual*.

➔ **Magma Mephits (2):** hp 16, 14; see the mephit entry in the *Monster Manual*.

➔ **Steam Mephits (4):** hp 15, 14, 13, 12; see the mephit entry in the *Monster Manual*.

➔ **Sventsorggviresh:** Female old red dragon; CR 20; Gargantuan dragon (fire); HD 28d12+196; hp 378; Init +0; Spd 40 ft., fly 200 ft. (clumsy); AC 33, touch 6, flat-footed 33; Base Atk +28; Grp +52; Atk +36 melee (4d6+12, bite); Full Atk +36 melee (4d6+12, bite) and +32 melee (2d8+6/19-20/+1d6, 2 claws) and +31 melee (2d6+6, 2 wings) and +31 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (60-ft. cone of fire), crush 4d6+18, frightful presence, spell-like abilities, spells, tail sweep 2d6+18; SQ blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., immunities (fire, paralysis, sleep), keen senses, low-light vision, spell resistance 24, vulnerability to cold; AL CE; SV Fort +23, Ref +16, Will +21; Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20.

Skills and Feats: Appraise +33, Bluff +25, Concentration +27, Diplomacy +37, Hide -12, Intimidate +35, Jump +44, Knowledge (arcana) +29, Knowledge (geography) +29, Knowledge (religion) +29, Listen +33, Search +33, Sense Motive +19, Spellcraft +20, Spot +26; Cleave, Flyby Attack, Great Cleave, Hover, Improved

SVENTSORGGVIRESH'S POWER-UP

If Sventsorggviresh has a chance to use all her preparatory spells (*cat's grace*, *haste*, *invisibility*, and *protection from energy [cold]*), her statistics change as follows: Init +2; Spd 70 ft., fly 230 ft. (clumsy); AC 36, touch 9, flat-footed 33; Atk +37 melee (4d6+12, bite); Full Atk +37 melee (4d6+12, 2 bites) and +33 melee (2d8+6/19-20/+1d6, 2 claws) and +32 melee (2d6+6, 2 wings) and +32 melee (2d8+18, tail slap); SV Ref +19; Dex 14; Hide -10.

In addition, her *true strike* spell gives her an extra +20 insight bonus on her first attack roll, and that

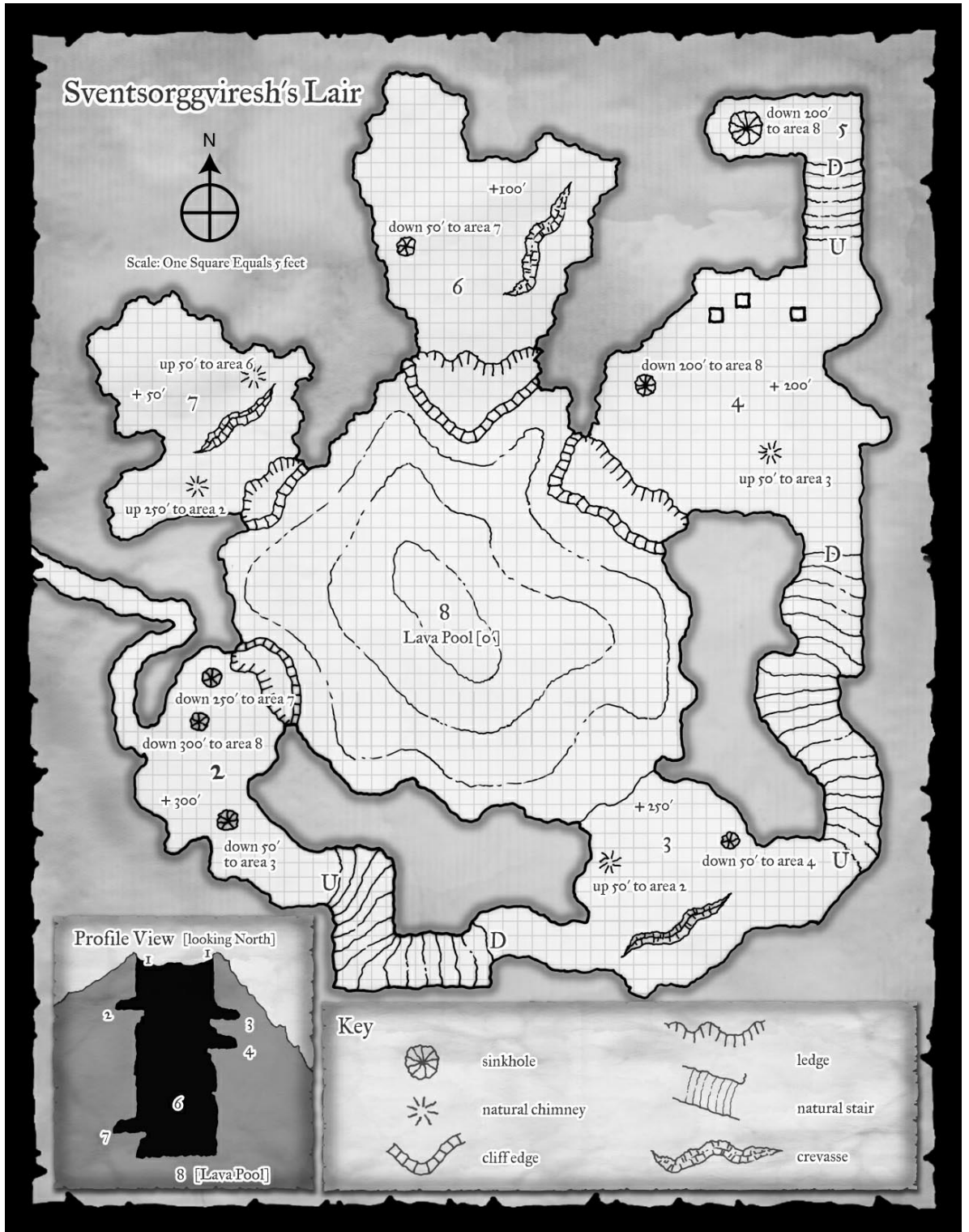
attack ignores any miss chances that would normally apply.

The hot *fire shield* effect reduces any cold damage that Sventsorggviresh would take by half, and if the cold attack allows a Reflex save for half damage, she takes no damage at all on a successful save. Her *protection from energy* spell absorbs any cold damage remaining after the effects of the *fire shield* have been applied (up to a maximum of 120 points). The *fire shield* also deals 1d6+7 points of damage to anyone striking Sventsorggviresh with a natural weapon or a melee weapon (unless the latter has reach).

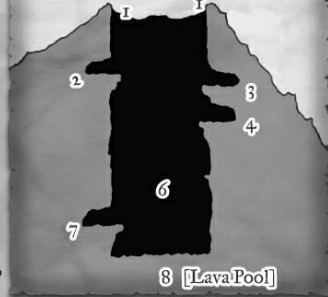
Sventsorgviresh's Lair



Scale: One Square Equals 5 feet



Profile View [looking North]



Key

- | | | | |
|--|-----------------|--|---------------|
| | sinkhole | | ledge |
| | natural chimney | | natural stair |
| | cliff edge | | crevasse |



Critical (claw), Overwhelming Critical (claw), Power Attack, Snatch, Weapon Focus (claw), Wingover.

Breath Weapon (Su): Once every 1d4 rounds, Sventsorggviresh can breathe a 60-foot cone of fire. Each creature in the area takes 16d10 points of fire damage (Reflex DC 31 half).

Crush (Ex): Whenever Sventsorggviresh flies or jumps, she can land on opponents as a standard action, using her whole body to crush them. Her crush attack affects Medium or smaller opponents within a 20-foot-by-20-foot area. Each potentially affected creature must succeed on a DC 31 Reflex save or be pinned, automatically taking 4d6+18 points of bludgeoning damage during the next round unless the dragon moves off. If Sventsorggviresh chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Frightful Presence (Ex): Whenever Sventsorggviresh attacks, charges, or flies overhead, each creature in a 240-foot radius that has 27 or fewer HD must make a DC 29 Will save. Failure indicates that the creature is panicked for 4d6 rounds (if it has 4 or fewer HD) or shaken for 4d6 rounds (if it has 5 or more HD).

Spell-Like Abilities: 8/day—*locate object*; 3/day—*suggestion* (DC 18). Caster level 11th.

Spells: Sventsorggviresh casts spells as an 11th-level sorcerer.

Tail Sweep (Ex): Sventsorggviresh can sweep with her tail as a standard action. The sweep affects Small or smaller creatures in a half-circle with a radius of 30 feet extending from an intersection on the edge of the dragon's space in any direction. Each potentially affected creature in the area takes 2d6+18 points of damage (Reflex DC 31 half).

Keen Senses (Ex): Sventsorggviresh can see four times as well as a human in shadowy illumination and twice as well in normal light. She also has darkvision to a range of 120 feet.

Sorcerer Spells Known (6/8/7/7/7/5; save DC 15 + spell level): 0—*arcane mark, dancing lights, detect magic, ghost sound, guidance, mage hand, prestidigitation, read magic, resistance*; 1st—*alarm, cure light wounds, divine shield, shield, true strike*; 2nd—*cat's grace, cure moderate wounds, invisibility, magic mouth, shatter*; 3rd—*deeper darkness, dispel magic, haste, protection from energy*; 4th—*arcane eye, confusion, phantasmal killer*; 5th—*hold monster, wall of force*.

Equipment: 2 gloves of storing, necklace of adaptation, ring of swimming, wand of chaos hammer (caster level 8th, 28 charges), wand of fire shield (22 charges).

Tactics: Sventsorggviresh, if present, tries to ambush the PCs by becoming invisible and then using her breath weapon, as noted in the section above on her general tactics. After her initial attack, she flies to area 4 and lies in wait for the PCs.


The mephits make a casual approach from the depths of the crater, doing nothing to conceal themselves from the party. They simply ride the heat waves rising from the lava pool, turning in lazy circles. When they reach the crater rim, they invite the characters to dive right in, assuring them that the lava is fine. The mephits do not intend to fight the characters; they leave that to Sventsorggviresh.

If Sventsorggviresh is present, the mephits arrive at the top after she has started her assault. They simply take up positions along the rim and watch the fight.

If the dragon is not there, the mephits are happy to chat with the party. If questioned, they confirm that this mountain is the home of a red dragon. They tell the characters that the dragon can be found in one of the chambers, and even offer to lead the party there. If asked for directions, the mephits point out the cave opening to area 4. Should the characters indicate a preference for walking, the mephits scoff but then direct the party to the passage leading into area 2.

The mephits willingly describe the whole lair if asked, though they claim there's not much to tell. The lair, they say, has six hot, steamy chambers, including the secret room where the dragon dwells. In response to questions about where this secret chamber lies, they give directions to area 5. (In fact, area 5 is not a chamber at all; it's just a passage with a big sinkhole in the floor. Sventsorggviresh actually spends most of her time in area 6.)

The mephits claim to hate the dragon because she is both haughty and domineering. (Both of these adjectives describe Sventsorggviresh well, but the mephits expect as much and don't really mind.) They claim that the dragon has disguised the entrance to her inner sanctum as a simple hole in the ground. (This statement isn't true; the mephits know that the sinkhole in area 5 is Sventsorggviresh's disposal chute for unwanted visitors.) The mephits also warn the party that powerful magic guards the dragon's lair, but they offer a secret password ("Sventsorggviresh triumphant") that they claim allows safe passage. These assertions are true, as far as they go. Area 4 is warded by a *forbiddance* spell that is keyed to that phrase (though it must be spoken in Ignan—a fact that the mephits conveniently leave out). Sventsorggviresh's lair in area 6 is also protected by *forbiddance*, but that ward has a different password (see area 6).



Once the party leaves the rim and enters the lair, the mephits quickly go to area 6 to warn Svetsorggviresh. (After all, it never hurts to be on a dragon's good side, even if the dragon in question doesn't really have one.) Unless the party seems particularly unwary, the mephits first go to area 2, then travel to areas 7 and 6 through the connecting sinkholes. If the characters detain the mephits, other mephits from areas 2 and 3 notice their comrades' plight and give the warning instead.

2. UPPER CAVERN (EL VARIABLE)

Groups traveling on foot can reach this area through a twisting passage that leads here from the volcano's western slopes.

This chamber lies 300 feet above the lava pool. The temperature is about 100° F.

This dingy cavern reeks of spoiled food, spilled alcohol, and burnt herbs. An untidy heap of crates, barrels, and other containers stands near one wall. Several winged creatures lounge on the pile, eating and drinking.

Three gaping holes yawn in the uneven floor, and the wide cave mouth admits a lurid, volcanic glow.

The mephits refer to this cavern as "the Icehouse," since it seems cold to them. The items stacked here constitute the mephits' treasure hoard.

These creatures accompany the dragon when she sacks any structure that might contain items of value, and it is they who go inside the burning buildings and collect the treasure. Svetsorggviresh seizes anything of real value that the mephits may find, but she allows them to keep most of the food, drink, clothing, and other sundries. She insists, however, that they store their loot here.

Creatures: Two to four mephits (some combination of fire, steam, and magma types) are always here eating, drinking, loafing, and (coincidentally) keeping watch over the entrance to the lair.

➤ **Fire Mephit:** hp 13; see the mephit entry in the *Monster Manual*.

➤ **Magma Mephit:** hp 14; see the mephit entry in the *Monster Manual*.

➤ **Steam Mephit:** hp 12; see the mephit entry in the *Monster Manual*.

Tactics: These mephits use the same tactics as their comrades in area 1, though they're mildly inebriated and thus somewhat difficult to understand. If

attacked, they make a halfhearted attempt to defend their supplies, using their spell-like abilities and breath weapons while they try to stay out of melee reach. If one mephit is killed, the survivors quickly exit through the chamber's three sinkholes.

3. MEPHIT COLONY (EL 10)

All the three-dozen-odd mephits who dwell in Svetsorggviresh's lair call this chamber home, though there are seldom more than a dozen here at any one time.

The crevasse in this chamber is only an inch or two wide, but it constantly belches steam and sulfurous vapors. Vision in this chamber is restricted to 20 feet, and the temperature is 120° F (hot enough to damage characters after 10 minutes of exposure, as noted in the *Dungeon Master's Guide*).

The floor of this chamber is dotted with low mounds of volcanic sand that the mephits have gathered from the neighboring areas. These sandpiles serve as mephit bedding.

Creatures: A swarm of twelve fire, steam, and magma mephits is always here sleeping, playing knucklebones, or diving off the terrace outside into the lava pool some 250 feet below.

➤ **Fire Mephits (4):** hp 15, 13, 12, 12; see the mephit entry in the *Monster Manual*.

➤ **Magma Mephits (4):** hp 16, 15, 13, 12; see the mephit entry in the *Monster Manual*.

➤ **Steam Mephits (4):** hp 15, 14, 13, 13; see the mephit entry in the *Monster Manual*.


Tactics: These mephits use the same tactics as their comrades in area 1. If they are threatened, some of them flee down the natural staircase to area 4, while others use the chimneys and sinkholes to escape.

4. CAVERN OF THE WYRM (EL 20 OR 0)

This area is protected by a *forbiddance* effect and contains a *programmed image* of an attacking dragon. In addition, Svetsorggviresh is lying in wait here for the characters if she has been warned of their approach.

The temperature in this chamber is 150° F (hot enough to damage characters after 1 minute of exposure, as noted in the *Dungeon Master's Guide*).

The *forbiddance* effect covers the entire cavern except for a passage extending north and south from the westernmost column (the square in the northern portion of the cavern) the entire vertical length of the cavern. It also covers the entire terrace. The dragon wants to channel visitors toward area 5, so she has left the straightest path to that area open.



The *forbiddance* ward does not deal damage, but only creatures that speak the password “Sventsorggviresh triumphant” in Ignan can enter the warded area. The effect also prevents all teleportation and planar travel into or out of that area. The *forbiddance* effect was created by a 13th-level lawful evil cleric.

Whenever anyone except a mephit or Sventsorggviresh enters area 4, a *programmed image* goes into action, creating the following illusion.

A cloud of sulfurous steam billows from the head of the natural staircase leading north. The head of an immense red dragon appears within the cloud and mutters a few arcane syllables, then both the dragon and the cloud withdraw down the stairs to the north.

The head appears to be that of a Colossal dragon, though Sventsorggviresh is only Gargantuan. Any character may make a Spellcraft check to determine that the arcane syllables were the verbal component of a *wall of force* spell.

Creature: As noted in the section above on Sventsorggviresh's tactics, the dragon prefers to defend her lair here.

➔ **Sventsorggviresh:** See area 1.

Tactics: If Sventsorggviresh can catch the party in this chamber, she flies in from the crater and tries to drive her foes toward area 5, using *walls of force* to restrict their movements as needed. In addition, she may use bull rush maneuvers to force opponents down the stairs.

5. GROTTO OF FIRE (EL 20 OR 0)

The natural staircase from area 4 leads down 50 feet to this area. The chamber is protected by the same *forbiddance* effect that wards area 4.

This grotto is noticeably hotter than area 4 (180° F). The air stinks of sulfur and rotting flesh. This smell emanates from the 20-foot sinkhole at the end of the corridor. A shaft about 16 feet across drops nearly straight down to the lava pool in area 8, approximately 150 feet below. The shaft's sides are smooth and well greased from the scores of carcasses that Sventsorggviresh has used to smear the walls over the years.

The Climb DC is 30 for the walls in the shaft and the sinkhole, but this DC is reduced by 10 for a Colossal or Gargantuan climber. Any creature that falls into the pit takes 15d6 points of falling damage, plus 20d6 points of fire damage per round for immersion in the molten lava, plus an additional 10d6 points of fire

damage each round for 1d3 rounds after leaving the pool. A Colossal or Gargantuan climber can use the shaft to slow the fall and take only 10d6 points of falling damage.

Creature: If Sventsorggviresh has attacked the characters in the outer chamber (area 4), she tried to finish the battle here.

➔ **Sventsorggviresh:** See area 1.

Tactics: If Sventsorggviresh can trap the party here, she uses bull rush to force the characters, one by one, into the sinkhole, starting with one who seems to be the worst climber. If she succeeds in eliminating half the group, she offers to spare the survivors in return for all their treasure and equipment. She demands that anyone who agrees to these terms remove all his armor and equipment. Once everyone has had a chance to disarm, she renews her attack. Sventsorggviresh does not intend to allow anyone who has seen the inside of her lair to escape.

6. SVENTSORGGVIRESH'S CHAMBER (EL 20 OR 0)

The temperature in this chamber exceeds 200° F (hot enough to damage characters after 1 minute of exposure, as noted in the *Dungeon Master's Guide*).


The crevasse in this chamber is similar to the one in area 3, except that it puts out even thicker vapor. Vision in this area is restricted to 15 feet.

A *forbiddance* effect similar to the one protecting area 4 covers this entire chamber, including the terrace. The password is “Clear off!” spoken in Ignan. Sventsorggviresh has not shared this password with the mephits, but she shouts it at any of them who are lingering nearby whenever she enters the cave. Several of the mephits have figured out what the password is, but none have tried to use it so far. When coming here to warn Sventsorggviresh of intruders, the mephits stop when they encounter the ward and simply shout out their information.

Creature: Sventsorggviresh spends most of her time in northwest spur of this cave, resting atop what seems to be a mound of gems and coins at least 30 feet in diameter and 10 feet high. In fact, it is a pile of volcanic sand with Sventsorggviresh's hoard layered over it. If she has not already encountered the party elsewhere, she is here.

➔ **Sventsorggviresh:** See area 1.

Tactics: If forced to fight here, Sventsorggviresh retreats to her treasure pile and tries to hedge herself with *walls of force*, so that her foes must approach her along a narrow front.



If she decides to leave this chamber in order to expel intruders, she digs one of the *mirage arcana* scrolls out of her hoard and uses it to make the whole chamber look like a pool of seething lava.

Treasure: Sventsorggviresh's hoard contains the following: 21,760 gp, 2,320 pp, 1 alexandrite (500 gp), 2 aquamarines (300 gp each), 1 fire opal (1,000 gp), 2 pieces of jade (400 gp each), 3 peridots (50 gp each), 3 red garnets (100 gp each), 2 rubies (400 gp each), 4 pieces of smoky quartz (25 gp each), 1 star ruby (1,000 gp), 2 topazes (500 gp each), 6 gold altar plates (200 gp each), 1 gold and silver chalice with amethysts (2,500 gp), 8 jade scroll cases (500 gp each), 1 jeweled gold casket, 1 platinum and black jade ring (3,500 gp), 2 scrolls of *mirage arcana* (caster level 12th), scroll of *programmed image* (caster level 12th), +4 spell resistance 13 full plate armor, and a +3 heavy pick.

The coins and gems lie atop the mound. The other items are buried in the sand, and a Search check (DC 25) is needed to recover them all. The three scrolls are in separate jade scroll cases, which are included in the list of items in the hoard. All the metal items in the hoard are searing hot, and each deals 2d4 points of fire damage if touched.

7. OLD LAIR

The temperature in this chamber is greater than 250° F (hot enough to damage characters after 1 minute of exposure, as noted in the *Dungeon Master's Guide*). The crevasse here is similar to the one in area 3, and the steam and volcanic gases it emits restrict vision to 20 feet.

The bones of the dragon that Sventsorggviresh defeated when she claimed this lair lie arranged in animated skeleton fashion atop a big mound of volcanic sand. Despite their lifelike arrangement, however, they are just bones.

Sventsorggviresh has laid a clutch of four eggs in the sand under the skeleton.

8. LAVA POOL (EL 10)

This pool of molten lava is several hundred feet deep. Lava tubes lead from here to many geysers and smaller volcanoes in the vicinity. Sventsorggviresh has plumbed the depths of the pool using her *ring of*

swimming and *necklace of adaptation*, and she has discovered several tubes large enough to admit her. If faced with certain defeat within the lair, she dives into the pool and escapes through one of these tubes.

Creatures: A gang of ten fire, steam, and magma mephits are always here playing in the pool or in the air above it.

➤ **Fire Mephits (4):** hp 15, 13, 12, 12; see the mephit entry in the *Monster Manual*.

➤ **Magma Mephits (3):** hp 15, 13, 12; see the mephit entry in the *Monster Manual*.

➤ **Steam Mephits (3):** hp 14, 13, 13; see the mephit entry in the *Monster Manual*.

Tactics: The mephits use the same tactics as their comrades in area 1. If threatened, most flee toward area 4, but a few head for area 7.

ALTERING THE ADVENTURE

Sventsorggviresh is a formidable opponent all by herself. To make this adventure even more dangerous, however, you can give her a mate. She is most likely to choose a younger male. Sventsorggviresh's mate might share her chamber, but he is more likely to dwell in area 4 or area 5. In such a case, Sventsorggviresh won't bother with the *programmed image* in area 4, and woe to the party caught between the two dragons.

Sventsorggviresh's volcano, with its multiple chambers, also makes an ideal lair for a clutch of younger red dragons. Such a group of young dragons has probably driven off the resident mephits, or at least thinned their numbers considerably.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he has been *Dragon Magazine's* sage since 1986. Skip was a code-signer of the D&D 3rd edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden. (His borscht gets rave reviews.)