

# ADAMANTITE DRAGON

---

## **Outsider (Good, Fire)**

**Climate/Terrain:** Any land

**Organization:** Solitary

**Challenge Ratings:** Wyrmling 6; very young 9; young 12; juvenile 14; young adult 17; adult 19; mature adult 20; old 22; very old 23; ancient 26; wyrm 29; great wyrm 31

**Treasure:** Quadruple standard

**Alignment:** Always neutral good

**Advancement:** Wyrmling 13-14 HD (Large); very young 16-17 HD (Huge); young 19-20 HD (Gargantuan); juvenile 22-23 HD (Gargantuan); young adult 25-26 HD (Gargantuan); adult 28-29 HD (Colossal); mature adult 31-32 HD (Colossal); old 34-35 HD (Colossal); very old 37-38 HD (Colossal); ancient 40-41 HD (Colossal); wyrm 43-44 HD (Colossal); great wyrm 46+ HD (Colossal)

The mighty adamantite dragons are said to be the most powerful of all dragonkind. They dwell on the Twin Paradises of Bytopia, where they are the self-appointed guardians of the entire plane. They are the epitome of goodness, and are willing to sacrifice anything and everything for the common good of all sentient creatures in the multiverse.

These dragons are enormous when compared to other dragons, and unbelievably powerful. They are born with fully developed coats of adamantite, which shines with a brilliance that is awesome to behold, but painful to those with evil in their hearts.

There is a rumor that only one adamantite dragon exists, and given the fact that no one has ever seen more than one at a time, this is hard to disprove. No one who has survived an encounter with one of these beasts has ever reported facing anything more powerful than a mature adult dragon, so it is quite possible that there are no more powerful specimens. The gods themselves may tremble if a great wyrm does exist somewhere!

Adamantite dragons speak Common, Dragon, and Celestial, and can learn an untold number of other languages.

## **COMBAT**

Adamantite dragons have a strong love for physical combat, and may enter battle with little or no provocation against evil beings. They use the full variety of physical attack forms that their size allows them, making as many attacks as possible in any given round. They are tireless in their defense of good creatures, and punishment of evil ones.

**Breath Weapon:** Adamantite dragons have two breath weapons. The first one is more commonly used, and is a cone of magical flame. The second breath weapon is a most unusual effect, and can only be used on Bytopia, when the dragon is defending the plane, and only once per day. This breath weapon is a cone that creates an area of *temporal stasis*. Anyone caught in this area must make a Will save (DC as spell cast by a 20th-level sorcerer) or be affected as by the spell of the same name, but with a duration of 1d4+1 rounds.

**Spell-Like Abilities:** 3/day – *polymorph self* (permanent, but may revert to dragon form at will); at will – *magic missile* (5 missiles per round, usable by Adult and older), *blink* (Mature adult and older).

### Adamantite Dragons by Age:

| Age          | Size | Hit Dice (hp)   | AC                        | Attack Bonus | Fort Save | Ref Save | Will Save | Breath Weapon (DC) | Fear DC | SR  |
|--------------|------|-----------------|---------------------------|--------------|-----------|----------|-----------|--------------------|---------|-----|
| Wyrmling     | L    | 12d12+60 (138)  | 20 (-1 size, +11 natural) | +19          | +13       | +8       | +11       | 2d12 (21)          | ---     | --- |
| Very young   | H    | 15d12+90 (187)  | 22 (-2 size, +14 natural) | +23          | +15       | +9       | +13       | 4d12 (23)          | ---     | --- |
| Young        | G    | 18d12+108 (225) | 23 (-4 size, +17 natural) | +28          | +17       | +11      | +15       | 6d12 (25)          | ---     | --- |
| Juvenile     | G    | 21d12+147 (283) | 26 (-4 size, +20 natural) | +33          | +20       | +13      | +17       | 8d12 (27)          | ---     | --- |
| Young adult  | G    | 24d12+192 (348) | 29 (-4 size, +23 natural) | +37          | +22       | +14      | +19       | 10d12 (30)         | 27      | 23  |
| Adult        | C    | 27d12+216 (391) | 28 (-8 size, +26 natural) | +41          | +23       | +15      | +21       | 12d12 (31)         | 28      | 24  |
| Mature adult | C    | 30d12+270 (465) | 31 (-8 size, +29 natural) | +45          | +26       | +17      | +25       | 14d12 (34)         | 31      | 26  |
| Old          | C    | 33d12+330 (544) | 34 (-8 size, +32 natural) | +49          | +28       | +18      | +27       | 16d12 (36)         | 33      | 28  |
| Very old     | C    | 36d12+396 (630) | 37 (-8 size, +35 natural) | +53          | +31       | +20      | +30       | 18d12 (39)         | 36      | 30  |
| Ancient      | C    | 39d12+468 (721) | 40 (-8 size, +38 natural) | +57          | +33       | +21      | +31       | 20d12 (41)         | 38      | 32  |
| Wurm         | C    | 42d12+546 (819) | 43 (-8 size, +41 natural) | +61          | +37       | +23      | +36       | 22d12 (44)         | 41      | 34  |
| Great wurm   | C    | 45d12+630 (922) | 46 (-8 size, +44 natural) | +65          | +39       | +24      | +38       | 24d12 (46)         | 43      | 36  |

### Adamantite Dragon Abilities by Age:

| Age          | Speed                      | Str | Dex | Con | Int | Wis | Cha | Special Abilities      | Caster Level* |
|--------------|----------------------------|-----|-----|-----|-----|-----|-----|------------------------|---------------|
| Wyrmling     | 40 ft, fly 100 ft (poor)   | 24  | 10  | 21  | 16  | 17  | 16  | Damage reduction 5/+1  | ---           |
| Very young   | 40 ft, fly 100 ft (poor)   | 27  | 10  | 23  | 17  | 18  | 17  |                        | ---           |
| Young        | 40 ft, fly 100 ft (clumsy) | 31  | 10  | 23  | 17  | 18  | 17  |                        | 1st           |
| Juvenile     | 40 ft, fly 100 ft (clumsy) | 35  | 10  | 25  | 18  | 19  | 18  |                        | 4th           |
| Young adult  | 40 ft, fly 100 ft (clumsy) | 37  | 10  | 27  | 20  | 20  | 20  | Damage reduction 10/+1 | 7th           |
| Adult        | 40 ft, fly 150 ft (clumsy) | 39  | 10  | 27  | 22  | 23  | 22  | <i>Magic Missile</i>   | 10th          |
| Mature adult | 40 ft, fly 150 ft (clumsy) | 41  | 10  | 29  | 25  | 26  | 25  | <i>Blink</i>           | 13th          |
| Old          | 40 ft, fly 150 ft (clumsy) | 43  | 10  | 31  | 27  | 28  | 27  | Damage reduction 15/+2 | 16th          |
| Very old     | 40 ft, fly 150 ft (clumsy) | 45  | 10  | 33  | 30  | 31  | 30  |                        | 19th          |
| Ancient      | 40 ft, fly 200 ft (clumsy) | 47  | 10  | 35  | 32  | 30  | 22  |                        | 22nd          |
| Wurm         | 40 ft, fly 200 ft (clumsy) | 49  | 10  | 37  | 35  | 36  | 35  | Damage reduction 20/+3 | 25th          |
| Great wurm   | 40 ft, fly 200 ft (clumsy) | 51  | 10  | 39  | 37  | 38  | 37  |                        | 28th          |

\*Can also cast cleric spells and those from the Good, Protection, Strength, and War domains as arcane spells.

The Adamantite Dragon first appeared in MC8.