

Adallantine



“Diamond Golem” © Legendary Games, by Marco Morales. Accessed at his ArtStation [here](#)

[This monster appears in *Monstrosities* as the “crystalline”, with one L. I changed the name by mashing up “crystalline” with “adamant”, indicating diamond specifically as opposed to the usual Marvel super-metal. The flavor text was inspired by the discussion with [@crazytrain48](#) about the sisiutl. How would creatures that are made out of treasure view mortal treasure hunters? Not very charitably, I would imagine.]

Adallantine

CR 5 N Outsider (elemental)

This humanoid creature stands about the height of a man, its entire body made of glittering crystal. Its arms are oversized, and end in dangerous-looking spikes.

Adallantines are crystalline creatures native to the Plane of Earth. They are sometimes referred to as “crystal men” or “diamond elementals”. Adallantines covet diamonds, not to eat, but to reproduce. At the heart of every adallantine is a valuable gem, and the creatures collect diamonds, the larger and more pristine the better, to build new members of their species. This may bring them into conflict with other denizens of the Plane of Earth or with miners on the Material Plane, and they are sometimes hunted for their diamond bodies.

Adallantines are often distrustful around humanoids, knowing that they are literally made of money. Thus, adallantines typically hide from travelers unless they have reason to suspect that the interlopers are carrying diamonds, in which case they attempt to barter (adallantines do not particularly value other kinds of gems) or attack. The pointed arms of an adallantine allow it to punch through flesh as easily as they dig through rock, and they can focus beams of ambient light into blinding brilliance. They cooperate between members of their own crèche, ganging up on blinded foes before moving onto those better able to fight back. When critically injured, an adallantine explodes, raining sharp shards of diamond in all directions.

Those who hunt adallantines for their diamond flesh may come away disappointed. Their death throes render the diamonds that make up their body cracked and flawed, and usually in tiny fragments to boot. A slain adallantine renders a recoverable amount of diamonds equal to ¼ its base treasure value. Adallantines without a supply of diamonds will typically flee from a losing battle, but they fight to the death to protect their children in the making.

Adallantine CR 5

XP 1,600

N Medium outsider (earth, elemental, extraplanar)

Init +4; **Senses** darkvision 60 ft., Perception +10, tremorsense 30 ft.

Defense

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 52 (7d10+14)

Fort +4, **Ref** +5, **Will** +5

DR 5/-; **Immune** elemental traits

Offense

Speed 30 ft., burrow 20 ft.

Melee 2 claws +11 (1d8+4)

Ranged blinding beam +7 touch (blindness)

Special Attacks death throes

Statistics

Str 18, **Dex** 11, **Con** 15, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +7; **CMB** +11 (+13 sunder); **CMD** 21 (23 vs. sunder)

Feats Blind-Fight, Improved Initiative, Improved Sunder, Power Attack

Skills Appraise +10, Craft (gemcutting) +10, Knowledge (dungeoneering, planes) +10, Perception +10, Stealth +10

Languages Terran

SQ burrowing claws

Ecology

Environment underground (Plane of Earth)

Organization solitary or crèche (2-8)

Treasure standard (see above)

Special Abilities

Blinding Beam (Su) As a standard action, an adallantine can change the reflection of its body in order to shoot a beam of blinding light. Treat this as a ranged touch attack with a range of 60 feet and no range increment. A creature struck must succeed a DC 15 Fortitude save or be blinded for one minute; on a successful save, the creature is dazzled for 1 round. An adallantine can only use this ability if it is in the area of a light source; bright light increases the save DC by 2, and dim light decreases the save DC by 2. The save DC is Constitution based.

Burrowing Claws (Ex) An adallantine's claw attacks ignore the hardness of items made of earth or stone. It may burrow through solid rock as if it were difficult terrain, leaving a tunnel as it does so.

Death Throes (Su) When an adallantine is reduced to 0 hit points, it explodes. All creatures within 10 feet of the adallantine when it explodes take 3d6 points of piercing damage (Reflex DC 15 halves). The save DC is Constitution based.