



Time Dragon

A Wurm For The Ages

by Mike McArtor • illustrated by Jason Engle

Dragonkind has a unique relationship with time, growing ever more powerful while never sinking into dementia or bodily decay as a result of the accumulation of years, centuries, or millennia. One breed of dragon interacts with time in a manner completely its own, breathing it, eating it, and living as a part of it in such a way as to become a physical manifestation of time itself. This breed, arguably the most rare and most powerful of all dragons (competing even with the draconic deities themselves), is the epic time dragon.

EPIC DRAGON QUALITIES

First introduced in the *Epic Level Handbook*, epic dragons share the same general traits as true dragons: they are massive winged reptilian creatures defined by twelve age categories, powerful breath weapons, and numerous physical attacks. Epic dragons differ from common dragons in their sheer size (even wyrmlings are Huge), their longer lifespans (and greater increases in power levels from age category to age category), and the unusual energies or concepts (in this case, time) over which they extend mastery.

While "common" dragons easily fall into categories based on alignment and temperament, epic dragons display greater individual variation. Epic dragons tend heavily toward neutral, as they care more for their own interests than for the well-being or subjugation of other

creatures, thus rejecting the extremes of alignment and the conflicts they engender. Epic dragons show a range of personalities wider, perhaps, than even that of humans: some live as selfish and ill-tempered hermits while others battle evil or good with the same fervor as outsiders of the opposing alignment. Like other dragons, however, most epic dragons covet and hoard wealth, although their collections tend to focus less on coins and more on magic, lore, and exquisite pieces of art.

All epic dragons speak Draconic.

Combat

Epic dragons share all the combat characteristics of standard dragons, as described in the *Monster Manual*. Even wyrmling epic dragons are Huge, however, and can make tail sweep and crush attacks. The oldest epic dragons grow to such titanic proportions that other Colossal dragons seem small in comparison.

Although no size category exists beyond Colossal, the oldest epic dragons possess greater reach and deal more damage with their attacks than other Colossal dragons, as shown on the following tables. In addition, the breath weapons of the oldest epic dragons reach further than those of most Colossal dragons. The size modifier for these dragons remains -8. The tables of this article and in the *Epic Level Handbook* designate dragons of this truly titanic size as Colossal+.

Wyrmlike epic dragons possess certain abilities that common dragons do not acquire until later in life, including frightful presence, spellcasting, and spell resistance. An epic dragon with a caster level above 20th gains the Improved Spell Capacity feat as a bonus feat once for every three caster levels above 20th. Any epic dragon can choose epic feats for which it otherwise meets the prerequisites.

Empower Spell-Like Ability: An epic dragon can apply the Empower Spell feat to one of its spell-like abilities that it can use at least twice per day. If the dragon has limited use of the spell-like ability, the empowered ability uses up two uses of the ability. If the dragon can use the ability at will, there is no cost for empowering the ability. The dragon does not need to specify a spell-like ability when it chooses this feat; it can apply the feat to any spell-like ability it possesses.

Maximize Spell-Like Ability: The dragon can apply the Maximize Spell feat to one of its spell-like abilities that it can use at least three times per day. If the dragon has limited use of the spell-like ability, the maximized ability uses up three uses of the ability. If the dragon can use the ability at will, there is no cost for maximizing the ability. The dragon does not need to specify a spell-like ability when it chooses this feat; it can apply the feat to any spell-like ability it possesses.

Epic dragons fly even faster than common dragons and can cover greater distances.

EPIC DRAGON OVERLAND FLYING SPEEDS

—Flight Speed—

One Hour	250 feet	300 feet	350 feet
Normal	40 miles	50 miles	60 miles
Hustle	80 miles	100 miles	120 miles
One Day			
Normal	320 miles	400 miles	480 miles

Except as noted here, epic dragons conform to the general information that applies to all dragons given in the *Monster Manual*.

TIME DRAGON

Always N dragon

This dragon's charcoal-gray scales lay close to its flesh and bear no ridges, giving the creature a smooth look. An hourglass-shaped mask of black scales surrounds its eyes and twelve unevenly spaced lines of black scales radiate back along its body, like tree rings. A spike in the shape of a typical gnomon extends from the back of its skull, effectively doubling the length of its head. Its triangular wings spread from their narrowest points at its back to give them the overall shape of an hourglass. Two spikes of different lengths protrude from the end of its tail, giving it two tips.

EPIC DRAGON ATTACKS

Size	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Tail Crush	1 Tail Sweep
Huge	2d8	2d6	1d8	2d6	2d8	—
Gargantuan	4d8	2d8	2d6	2d8	4d6	2d6
Colossal	4d8	4d6	2d8	4d6	4d8	2d8
Colossal+	6d6	4d8	4d6	4d8	6d6	4d6

EPIC DRAGON FACE, REACH, AND BREATH WEAPON LENGTH

Size	Face	Reach (Bite)	Line ¹	Cone ²
Huge	15 ft.	10 ft. (15 ft.)	100 ft.	50 ft.
Gargantuan	20 ft.	15 ft. (20 ft.)	120 ft.	60 ft.
Colossal	30 ft.	20 ft. (30 ft.)	140 ft.	70 ft.
Colossal+	40 ft.	30 ft. (40 ft.)	160 ft.	80 ft.

1 A line is always 5 feet high and 5 feet wide.

2 A cone is as high and wide as it is long.

Breath Weapons (Su): A time dragon has two types of breath weapon, a line of ravaging time and a cone of time expulsion. Creatures and objects within a line of ravaging time age 1 year per age category (no save); creatures take 1 point of Constitution damage and objects lose 1 point of hardness per age category of the dragon (Fortitude half). Creatures within a cone of time expulsion disappear and cannot act for 1 round per age category of the dragon (Will negates). These creatures are not under the effect of a *time stop*, they are thrown into the future a number of rounds and effectively do not exist until the timestream catches up with them.

Time Control (Su): A time dragon emerges from its egg with some level of natural control over the flow of time and its own place within the flow. From hatching, a time dragon can accelerate its actions relative to the actions of others. As a free action, a time dragon can will itself to move more quickly, enabling it to act as though affected by a *haste* spell for up to 5 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Time dragons are immune to *slow* effects.

Time Stop (Sp): As a standard action, a time dragon can cast *time stop* at will. The time dragon cannot remain completely removed from the timestream, however, and must wait 2d4 rounds between uses of this ability.

Draconic Surge (Ex): A very young or older time dragon can, once per day as a swift action, borrow time from the future. This allows the time dragon to take an extra standard or move action during its turn. An old or older time dragon can use this ability twice per day.

Time Mastery (Su): Thanks to its greater control over its connection (or lack thereof) to the flow of time, an adult or older time dragon operates continuously under the effects of a *haste* spell. A time dragon cannot suppress this ability, and if dispelled it automatically resumes at the start of the time dragon's next turn (this requires no action or conscious thought on the part of the time dragon).

TIME DRAGONS BY AGE

TIME DRAGONS BY AGE									Base					Breath		Frightful
									Attack/		Fort	Ref	Will	Weapon	Presence	
Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Grapple	Attack	Save	Save	Save	(DC)	DC	
Wyrmling	H	44d12+396 (682)	47	10	29	30	37	30	+44/+70	+60	+33	+24	+37	1 (41)	42	
Very young	G	49d12+539 (857)	51	10	33	34	41	34	+49/+81	+65	+37	+26	+41	2 (45)	46	
Young	G	54d12+702 (1,053)	55	10	37	38	45	38	+54/+88	+72	+42	+29	+46	3 (50)	51	
Juvenile	G	59d12+885 (1,268)	59	10	41	42	49	42	+59/+95	+79	+46	+31	+50	4 (54)	55	
Young adult	C	64d12+1,088 (1,504)	63	10	45	46	53	46	+64/+106	+82	+51	+34	+55	5 (59)	60	
Adult	C	69d12+1,311 (1,759)	67	10	49	50	57	50	+69/+113	+90	+55	+37	+59	6 (63)	64	
Mature adult	C	74d12+1,554 (2,035)	71	10	53	54	61	54	+74/+120	+97	+60	+40	+64	7 (68)	69	
Old	C	79d12+1,817 (2,330)	75	10	57	58	65	58	+79/+127	+104	+64	+42	+68	8 (72)	73	
Very old	C+	84d12+2,125 (2,677)	79	10	61	62	69	62	+84/+134	+111	+69	+45	+73	9 (77)	78	
Ancient	C+	89d12+2,403 (2,981)	83	10	65	66	73	66	+89/+141	+118	+73	+47	+77	10 (81)	82	
Wyrmling	C+	94d12+2,726 (3,337)	87	10	69	70	77	70	+94/+148	+125	+78	+50	+82	11 (86)	87	
Great wyrmling	C+	99d12+3,069 (3,712)	91	10	73	74	81	74	+99/+155	+132	+82	+52	+86	12 (90)	91	

TIME DRAGON ABILITIES BY AGE

Age	Speed	Init	AC	Special Abilities	CL	SR	CR
Wyrmling	40 ft., fly 300 ft. (average)	+0	42 (-2 size, +44 natural), touch 8, flat-footed 42	DR 10/epic, time control, time stop	4th	35	26
Very young	50 ft., fly 350 ft. (poor)	+0	45 (-4 size, +49 natural), touch 6, flat-footed 45	Draconic surge 1/day	7th	42	33
Young	50 ft., fly 350 ft. (poor)	+0	50 (-4 size, +54 natural), touch 6, flat-footed 50	DR 15/epic	10th	48	39
Juvenile	50 ft., fly 350 ft. (poor)	+0	55 (-4 size, +59 natural), touch 6, flat-footed 55	Slow	13th	54	45
Young adult	60 ft., fly 350 ft. (clumsy)	+0	56 (-8 size, +64 natural), touch 2, flat-footed 56	DR 20/epic, DR 10/—	16th	62	53
Adult	90 ft., fly 380 ft. (clumsy)	+0	62 (-8 size, +69 natural, +1 dodge), touch 3, flat-footed 61	Time mastery	19th	69	60
Mature adult	90 ft., fly 380 ft. (clumsy)	+0	66 (-8 size, +74 natural, +1 dodge), touch 3, flat-footed 66	DR 20/epic, DR 15/—	22nd	76	67
Old	90 ft., fly 380 ft. (clumsy)	+0	71 (-8 size, +79 natural, +1 dodge), touch 3, flat-footed 71	Draconic surge 2/day	25th	82	73
Very old	100 ft., fly 380 ft. (clumsy)	+0	76 (-8 size, +84 natural, +1 dodge), touch 3, flat-footed 76	DR 20/—	28th	79	70
Ancient	100 ft., fly 380 ft. (clumsy)	+0	81 (-8 size, +89 natural, +1 dodge), touch 3, flat-footed 81	Slow aura	31st	85	76
Wyrmling	100 ft., fly 380 ft. (clumsy)	+0	86 (-8 size, +94 natural, +1 dodge), touch 3, flat-footed 86		34th	91	82
Great wyrmling	100 ft., fly 380 ft. (clumsy)	+0	91 (-8 size, +99 natural, +1 dodge), touch 3, flat-footed 91	Time apotheosis	37th	99	90

This increased control also allows a time dragon of at least adult age to slip into and out of the timestream more effectively. It must wait only 1d4 rounds between uses of its *time stop* spell-like ability.

Slow Aura (Su): An ancient or older time dragon possesses godlike control over time but also a much lesser amount of control over the space around it. It can express this control by emanating a *slow* aura up to 10 feet per age category for up to 10 rounds each day. Choosing to emanate the *slow* aura is a free action that must be made every

round the time dragon wishes to maintain it. The duration of the *slow* aura need not be consecutive rounds. Creatures are automatically affected as by the *slow* spell (no save) each round they begin their turn within the area of the aura.

Time Apotheosis (Ex): Once it lives long enough to become a great wyrmling, a time dragon has such an intricate tie to the timestream that it can move backward and forward through time almost at will. This movement through time allows a great wyrmling time dragon to wait only 1 round between uses of its *time stop* spell-like ability. In addition, a



great wyrms time dragon becomes immune to any spell or effect with a duration greater than instantaneous cast on it by another creature, as well as effects that can affect it over time or that require the passage of time (such as dehydration, disease, poison, and starvation). It is not immune to its own noninstantaneous spells and effects.

Because a great wyrms time dragon can travel into possible futures, it rolls 2d20 on every d20 roll it makes, taking the better of the two results.

Lastly, a great wyrms time dragon can make forays into the past and into possible futures. Such forays require preparation, and cannot be performed within the timeframe of a combat. See the Traveling Through Time sidebar.

Spell-Like Ability: At will—*time stop* (wyrmling and older must wait 2d4 rounds, adult and older must wait 1d4 rounds, great wyrms must wait 1 round); 3/day—*slow* (juvenile or older).

Skills: All Knowledge skills and Speak Languages are class skills for time dragons.

Time dragons, also sometimes called chronology dragons, epoch dragons, or ageless dragons, rarely deign to interact with mortals—or even, for that matter, immortals.

Strategies and Tactics

Time dragons have better things to do than to engage in the potential dangers of combat. As such, they never hesitate to use every ability at their disposal to end a fight as quickly as possible or to simply flee if overwhelmed. Note

TRAVELING THROUGH TIME

Generally, the longer into the past or future the time dragon wishes to explore, the more resources it must expend. The details of this preparation, as well as the actual specifics of time travel, are outside the scope of this article and really only affect PCs if they become willing (or unwitting) assistants to a time dragon.

At the very least, a time dragon must spend several minutes in preparation of traveling through time, meditating and preparing itself physically and mentally for its journey.

For more information on this topic, see the Time Traveling Campaigns sidebar of “Chronomancy,” in DRAGON #350.

that most time dragons are as satisfied with incapacitating enemies as killing them. They make extensive use of their *time stop* ability to move around the battlefield and set up spells to hinder or kill their opponents. Generally, time dragons start with their most powerful spells, weakening any who survive with their ravaging time breath. Time dragons never willingly fight to the death.

Ecology

Only disasters or other creatures can kill time dragons. The passage of time itself cannot. As such, they are the only truly immortal nondeific dragons. Because of their unique ties to the timestream, time dragons age randomly. Knowing the age category of a time dragon does not, therefore, give an accurate estimation of its age, as shown on the following chart. To use this chart, roll for each age category the dragon has to see how long it took for it to reach its current level of maturity (and to give you an idea of its actual age).

d% ¹	Time
up to 05	5d12 minutes
06–15	1d12 hours
16–25	1d6 days
26–35	1d4 weeks
36–45	1d12 months
46–65	1d10 years
66–85	1d10 decades
86–00	1d10 centuries
above 00	1d2 millennia

¹ For each age category the dragon possesses, add 5% to this roll.

Time dragons younger than great wyrms can go months without eating, but doing so makes them lethargic. As dragons, they can eat anything and frequently do so, not bothering with hunting down living food.

Environment: Time dragons can and do live anywhere they find air to breathe. They prefer remote locations for their lairs, although as seminomadic creatures they rarely claim a place as a lair for more than a few years. Great wyrms

often relocate their lairs to some distant point in time, such as before the rise of humanoids or after their fall.

Typical Physical Characteristics: A wyrmling time dragon's scales appear silvery white and lack black stripes or a black eye mask. As the time dragon approaches very young, its mask and stripes grow in and its scales darken. The black stripes gradually change as the time dragon ages, each moving back along the length of its body and reappearing again near its eye mask when the twelfth stripe runs off the tip of its tail.

Society

Time dragons have no society. They live apart from one another and other living creatures, preferring to spend the time they deign to socialize with deities and other powerful immortals. Roughly once a millennium, a group of four to ten time dragons comes together for the purpose of procreation. As soon as all the females in the group have been fertilized the dragons disband and, likely, never again see one another.

Treasure

Time dragons rarely put much effort into their hoards, abandoning and rebuilding them hundreds of times over the long course of years. A time dragon does jealously guard any piece in its hoard that measures time, from a mundane sundial to a mechanically wondrous waterclock.

SAMPLE TIME DRAGON

GIOTRACTUSZEIT CR 24

Male wyrmling time dragon

N Huge dragon

Init +0; Senses blindsense 60 ft.,

darkvision 120 ft., keen senses, low-light vision; Listen +60, Spot +60

Aura frightful presence (30 ft., DC 42)

Languages Celestial, Common, Draconic, plus 55 more dialects and racial languages

AC 52, touch 8, flat-footed 52

(-2 size, +44 natural)

hp 682 (44 HD); DR 10/epic

Immune paralysis, sleep, slow

SR 31

Fort +33, Ref +24, Will +37

Spd 40 ft., fly 300 ft. (average); Hover, Wingover

Melee bite +61 (2d8+27/19-20/x2) and 2 claws +59 each (2d6+18) and 2 wings +59 each (1d8+9) and tail slap +59 (2d6+27)

Space 15 ft. Reach 10 ft. (15 ft. with bite)

Base Atk +44; Grp +70

Atk Options Awesome Blow, Cleave, Flyby Attack, Great Cleave, Improved Bull Rush, Power Attack, Snatch, empower spell-like ability, maximize spell-like ability

Special Actions breath weapon, crush (2d8+27, Reflex DC 41)

Sorcerer Spells Known (CL 4th)

2nd (6/day)—bear's endurance

1st (9/day)—mage armor, ray of enfeeblement (+44 ranged touch), shield

0 (6/day)—detect magic, flare (DC 20), mage hand, open/close, prestidigitation, read magic

Spell-Like Abilities (CL 44th)

At will—time stop (2d4 rounds between use)

Abilities Str 47, Dex 10, Con 29, Int 30, Wis 37, Cha 30

Feats Awesome Blow, Cleave, Flyby Attack, Great Cleave, Hover, Improved Bull Rush, Improved Critical (bite), Multiattack, Power Attack, Snatch, Weapon Focus (bite, claw, tail slap, wing)

Skills Appraise +57, Decipher Script +57, Diplomacy +18, Gather Information +14, Knowledge (all) +57, Listen +60, Search +10 (+14 secret doors), Sense Motive +60, Speak Language (47), Spot +60, Survival +13 (+17 on other planes, +17 underground, +17 avoiding getting lost and hazards, +17 in aboveground natural environments)

Possessions hoard valued at 350,000 gp

Breath Weapon (Su) 100-foot line, once every 1d4+1 rounds, damage age 10 years plus 1 Con or lose 1 hardness (Fort DC 41 half); or 50-foot cone, damage disappear 1 round (Will DC 41 negates).

Crush (Ex) Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+27 points of bludgeoning damage, and must succeed on a DC 41 Reflex save or be pinned.

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