

SWAMP MONSTER (COSMIC FRAGMENT)



FREQUENCY: Very Rare

NO.APPEARING: 1

ARMOR CLASS: 3

MOVE: 12"

HIT DICE: 16

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACKS: 2-20/2-20

SPECIAL ATTACKS: Unstable energy

SPECIAL DEFENSES: Energy absorption

MAGIC RESISTANCE: Nil

INTELLIGENCE: Unratable

ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: 3650 + 20/hp

Sometimes when a Cosmic Fragment falls from the gulfs of space into a Quasarian swamp and the weird energies from such an incident are perfectly balanced, it will spawn a behemoth monster composed of exotic radiations and forces. Such a towering beast will desire only destruction, and it will prefer to wreak devastation upon living things over nonliving objects.

The spawn of a cosmic fragment is of great size, standing 30 feet tall and being generally humanoid in shape, albeit hunched and lanky. Its great misshapen and rugose head has black eyes of unequal size and its relatively small maw is lined with needle-like teeth. The creature is a startling shade of bright orange, the weird and complex energies it is made of giving it a semi-transparent look at times.

The spawn of a cosmic fragment attacks with its great three fingered fists, and any creature so struck must save vs. dragon breath or take double the normal amount of

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damage due to the beast's destructive radiations. It can easily destroy non-living material just by making contact briefly, and it will always leave glowing yellow footprints where its tread has devastated the ground. The spawn of a cosmic fragment is able to hurl boulders as a storm giant, infusing the missile with destructive energy that will cause double damage unless a save is made (as above).

Due to such a beast's exotic make-up, there is a 50% chance that any spell or spell-like effect that does damage will actually add hit points to the spawn of a cosmic fragment.

The spawn of a cosmic fragment will contantly and mindlessly roar its rage and lust for destruction when in battle.

