

Species, Breed: Hydra, Acid

Type: Not applicable.

Class: Fiend (reptile).

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male.

Level: 32 + 1-D30

Number encountered: 1

Experience points: 650 x level

Characteristics

Awareness: 30 per head. Each head will have a separate awareness.

Charisma: Not applicable.

Constitution: 80

Coordination: 50

Dexterity: 50

Intelligence: 15

Mental-strength: 70 Each head will have it's own mental-strength.

Strength: 200

Wisdom: 15

Movement:

Flying: Can't

Grounded: 21

Swimming: 15

Luck: 300

Oxygen-points: 240

Blood-points: 210

Attack descriptions

Bites: 1 per head. This creature will have 2 heads, and an additional 1 head for every two levels.

Damage: 1-D100 x2 +36

Range: 6 spaces (30')

Attack type: Sharp

and:

Tail Sweep: 1 per turn

Damage: 1-D100 x3 +36

Range: 9 spaces (45')

Attack type: Blunt

Defense: 80 / 110 if 62nd level

Offense: 80 / 110 if 62nd level

Damage-Points: Body: 5-D20 + 36 x level. Head: 3-D20 +18 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 3-D4 x 1,000

Bronze: 06+ to have 3-D6 x 1,000

Silver: 11+ to have 3-D8 x 1,000

Electrum: 16+ to have 3-D10 x 1,000

White-gold: 21+ to have 3-D12 x 1,000

Yellow-gold: 26+ to have 3-D20 x 500

Black-gold: 31+ to have 3-D12 x 100

Treasure item(s):

Common: None

UnCommon: None.

Rare: 11+ to have 3-D10

Legendary: 21+ to have 3-D8

Note:

The will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

60% chance of having 1-D6 Enchanted Armors

60% chance of having 1-D6 Enchanted Weapons

40% chance of having 1-D6 Oracles

40% chance of having 1-D6 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a massive dragon-like creature with multiple heads.

Eye color: Pink with white vertical pupils (like that of a cat).

Eye shape: Large and slanted.

Height: 30'-0"

Length: 78'-0"

Skin color: Snow-white.

Skin texture: Course, hard (scales)

Posture: Quadruped (an animal with four feet)

Weight: 18,000 lbs.

Dislikes: Water. Water will be instinctively avoided unless cornered. Even then, it would take a great deal of danger to convince this creature to flee by swimming in water.

See: "Susceptibilities"

Disposition: The Acid Hydra is a terrible foe, wreaking deadly havoc and mayhem upon creatures bold enough to challenge it. It detests those who would steal from it, or trespass its lair unannounced. It will protect its territory at any cost, especially if a dragon enters into its domain.

See: "Special Abilities".

Fears: Water. See: "Susceptibilities"

Habitat: Acid Dimension.

Immunities: Fear. Acid-based spells and abilities. Pain. Poison. Shock.

Life-span: 40 ages (40,000 years).

Likes: Acid pools to submerge within.

This creature loves dancing. In ancient legend, it was told that one of these terrible creatures somehow escaped the confines of its dimensional habitat and plagued the earthen plane unhindered by all who came up against it. It's rampage was ultimately challenged by the unlooked for dance of a fair maiden, who was dancing by the Waters of Amminur as she sang. The creature was so charmed by her, it came to her, forgetting its wrath and fury and snatched her up. The maiden and the beast were never seen or heard from again.

Needs: This creature must have a permanent source of acid to survive by. If its source of acid depletes, it will set out in search of another, all the while losing 3-D10 damage-points per fortnight until it finds a permanent acid source.

Note: Concerning Mental-Strength: Notice that each head has Mental-strength. If a mind or mental struggle, requiring an avoidance-roll vs. "Mental-Attack" is demanded, each head will have the chance to avoid successfully. If one head succeeds, they all will. All must fail in order for a mental-attack to effect this creature. This is what makes this creature so mentally durable and fearless.

Concerning Oxygen-points: This creature breathes acid and air. Oxygen-points are given in case it can breath none of these elements.

Special Abilities: Hydra-Regeneration: If a head of this creature is chopped off, it will grow its head back in 1-D4 +1 turns. To keep this from happening, water or ice damage must be inflicted to the neck at the point where the head was severed, causing no less than 200 points of damage. If this can be accomplished, its head will never grow back.

Night-vision: As the Psychic spell.

Special Defenses: Resistances: Magic: 55%, Mental-Attack: 12% (check for resistance success for each head; if one succeeds, they all do).

Special Offenses: Acidture: Each head will spew a ball of acid that will effect the space it strikes and all surrounding spaces joined to that space (15' radius). Damage: 1-D10 x12 acid damage in 1-D4 areas of each target's body.

Susceptibilities: Water: Water will inflict 1-D10 x10 damage for 1-D4 turns upon this creature (this much damage would be considered as if a sudden, heavy, downpour of rain struck it. This creature can attempt to evade this attack, but the offensive roll for an "Area of Effect" attack like this would gain a +60 to strike.

Weapon susceptibility: Rank-12 (or better) magical weapon to harm.