

Species, Breed: Hydra, Aquatic

Type: Not applicable.

Class: Fiend (reptile).

Align: Basic instinct creature.

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

Level: 22 + 1-D10

Number encountered: 1

Experience points: 150 x level

Characteristics

Awareness: 23 per head. Each head will have a separate awareness.

Charisma: Not applicable.

Constitution: 60

Coordination: 35

Dexterity: 35

Intelligence: 15

Mental-strength: 53 Each head will have it's own mental-strength.

Strength: 170

Wisdom: 15

Movement:

Flying: Can't

Grounded: 18

Swimming: 24

Luck: 100

Oxygen-points: 180 This creature breath water as well as air.

Blood-points: 180

Attack descriptions

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

Damage: 1-D100 +30

Range: 3 spaces (15')

Attack type: Sharp

and:

Tail Sweep: 1 per turn

Damage: 1-D100 x2 +30

Range: 4 spaces (25')

Attack type: Blunt

Defense: 35 / 65 if 32nd + level

Offense: 35 / 65 if 32nd + level

Damage-Points: Body: 3-D20 + 30 x level. Head: 2-D20 +15 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 51+ to have 1-D4 x 1,000

Bronze: 56+ to have 1-D6 x 1,000

Silver: 61+ to have 1-D8 x 1,000

Electrum: 66+ to have 1-D10 x 1,000

White-gold: 71+ to have 1-D12 x 1,000

Yellow-gold: 76+ to have 1-D20 x 500

Black-gold: 81+ to have 1-D12 x 100

Treasure item(s):

Common: None

UnCommon: None.

Rare: 21+ to have 2-D10

Legendary: 42+ to have 2-D8

Note:

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

30% chance of having 1-D4 Enchanted Armors

30% chance of having 1-D4 Enchanted Weapons

10% chance of having 1-D4 Oracles

10% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

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

Eye color: Emerald-green with black vertical pupils (like that of a cat).

Eye shape: Large and slanted.

Height: 20'-0"

Length: 58'-0"

Skin color: Dark-green.

Skin texture: Course, hard (scales)

Posture: Quadruped (an animal with four feet)

Weight: 9,000 lbs.

Dislikes: Fire. Fire will be instinctively avoided unless cornered.

Disposition: The Aquatic Hydra is a fascinating creature. It loves to indulge itself in the darkness amid cold and deep waters. Cold or freezing temperatures will cause this great beast to become active and lively. It dislikes intruders, and will always investigate any intrusion it notices. It will protect its territory at any cost, especially if a dragon enters into its domain. If it encounters another Aquatic Hydra, Waterwit, or a Water Dragon, it will ignore the encounter, for these species naturally coexist. As does the legendary Pyrann Hydra, this creature does not regenerate two heads when one is severed.

Fears: Fire. See: "Susceptibilities"

Habitat: Mountains (subterranean water sources only).

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

Life-span: 4 ages (4,000 years).

Likes: Cold, dark, waters (especially underground).

Needs: This creature must have a permanent source of water to survive by. If its source of water depletes, it will set out in search of another, all the while losing 3-D10 damage-points per fortnight until it finds a permanent water 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 water and air. Oxygen-points are given in case it can breath neither.

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, fire damage must be inflicted to the neck at the point where the head was severed, causing no less than 100 points of damage. If this can be accomplished, its head will never grow back.

Night-vision: As the Psychic spell.

Special Defenses: Resistances: Magic: 45%, Mental-Attack: 10% (check for resistance success for each head; if one succeeds, they all do).

Special Offenses: Waterture: Each head will spew a ball of freezing water that will effect the space it strikes and all surrounding spaces joined to that space (15' radius). Damage: 1-D10 x6 freezing damage in 1-D4 areas of each target's body.

Susceptibilities: Fire causes x2 damage on the Aquatic Hydra. If bathed in damaging heat, the water ability of Waterture will be extinguished for 1-D4 turns.

Weapon susceptibility: Rank-4 (or better) magical weapon to harm.