Encounter type: Hydra, Elder

Encountered: 1-D4 per 6 players.

Attacks per turn: 3 See: "Special".

Attack types / Damage per successful attack: Head #1 Bite: 1-D12 x8
Head #2 Bite: 1-D12 x8
Head #3 Bite: 1-D12 x8

D20 roll needed to have Gems / # of gems found: 15+ / 1-D12 x2

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x8

D20 roll needed to have Treasure / # of treasure items found: 15+ / 1-D12 +3

Note: Check for each Elder Hydra to have treasure of its own.

Defense: 17

Experience: 880

Life-points: Body: 800
If the body is slain, the heads of the Young Hydra will fight on, but without its +8 "Offense".
Head #1: 320
Head #2: 320
Head #3: 320

Offense: +8

Region: Volcanic Wilderland Labyrinth of Souls.

Special: Death Regeneration: The Adult Hydra's wounds will naturally regenerate at a rate of 1-D12 x4 per turn.

Note: When the life-points of the body, or a head, is brought down to 0, 12 points of fire damage must also damage the same area in the same turn, or Death Regeneration will continue healing this creature. Any previous fire damage caused will not count as part of the 12 points needed to stop Death Regeneration.