

OSE Encounter Activities – Hydra (d100)

1	<i>Drools a foul venom that causes nearby plants to become poisonous</i>	51	Howling as a head is severed by a Veteran's Axe
2	<i>Spits a poison that clouds vision/makes victims see figments</i>	52	Hunting Stegosaurus, a favorite meal
3	<i>Regrows heads unless stump is Blessed/doused with Holy Water</i>	53	Investigating a Barrow chamber, opened by recent Earthquake
4	<i>When head is severed, a giant Grasping Hand sprouts in its place</i>	54	Joining forces with a conniving Black Dragon
5	<i>If decapitated, head slithers and attacks as Giant Snake</i>	55	Knotting around most prized possession: An inert Amber Golem
6	<i>One of every 3 heads bites with a potent paralytic</i>	56	Lumbering through the brush, leaving a wake of destruction
7	<i>Bony collars must be broken (blunt weapon) before heads can be severed</i>	57	Lunging at a circling Gargoyle with snapping jaws
8	<i>Vile, coagulating blood that acts as Green Slime</i>	58	Making a large nest out of the bones of heroes
9	<i>Only flame or acid can prevent 2 heads sprouting where one is cut off</i>	59	Mesmerized by an Emerald the size of a Giant's fist
10	<i>Can breathe gout of flame (as Hellhound)</i>	60	Munching on a Giant Ant colony
11	<i>Exhales a choking miasma (as Yellow Mould)</i>	61	Napping, one head always painfully alert and perceptive
12	<i>Four Skeleton Warriors climb out of neck stumps when a head is removed</i>	62	Nuzzling the powerful Wizard that charmed them gently
13	<i>Choose one head: This one is vital, if severed the others won't regrow</i>	63	Ousting a family of White Apes from their cave by force
14	<i>Flails neck stumps for additional bludgeoning attacks</i>	64	Overtaking a fleeing Flame Salamander
15	<i>Rapidly distending jaws: can swallow Elf or smaller (as Giant Sturgeon)</i>	65	Pacing at the perimeter of a huge, crystalline Wall of Ice
16	<i>Hypnotically swaying heads and confusing gaze: Charm Person thrice daily</i>	66	Piling another set of armor atop a glittering hoard
17	<i>Spurts a black, blinding bile when head is severed</i>	67	Placated by sacrifices, regularly tied to a gnarled tree
18	<i>Capable of vomiting forth a swarm of Stirges</i>	68	Quibbling with itself: which direction to go, majority favors East
19	<i>Constricting, flexible necks (as Giant Octopus)</i>	69	Raging Berserkers are severed in half by snapping bites
20	<i>Sowing the teeth in salted soil will generate a group of ferocious Fighters</i>	70	Reaching after a treed Halfling, extending a long neck to the limit
21	<i>Approaching a drinking Gorgon stealthily</i>	71	Recoiling after one of its heads is caught in a steel bear trap
22	<i>Attacking an unfortified Hamlet stands absolutely no chance</i>	72	Rending the hide of a Rhinoceros with its serrated teeth
23	<i>Avenging the death of mate by tracking the Paladin slayer</i>	73	Roaring proudly as it writhes atop a defeated Dragon
24	<i>Basking uncomfortably atop a toppled statue of an Elephant</i>	74	Rumored to keep a cache of Holy Texts hidden among its hoard
25	<i>Bellowing loudly to assert a territory from other predators</i>	75	Scowling at a flight of Sprites, buzzing around a head
26	<i>Bickering amongst itself, two heads ganging up on a third</i>	76	Scratching scaly necks by encircling tree trunks
27	<i>Biting at mineral rich clumps of soil, sullen mouthfuls</i>	77	Seizing an Ogre by the leg and shaking it around like a rag doll
28	<i>Burrowing beneath a terrified Treant</i>	78	Settling a dispute among heads with a decisive self-decapitation
29	<i>Chasing after a group of Bandits who invaded her den</i>	79	Slavering over the shell of an enormous Turtle
30	<i>Coiling around a warm iron pillar, miraculously free of rust</i>	80	Snapping at a murder of daredevil Crows, drawn to its Deer kill
31	<i>Concealing all heads but one under water</i>	81	Stalking a nearby tribe of Centaurs
32	<i>Crawling laboriously along muddy banks</i>	82	Stockpiling a dead Sheep for a future snack
33	<i>Defending their Lair from a tenacious Stone Giant</i>	83	Struggling to swallow a fully armored Acolyte
34	<i>Deforesting large swaths of wilderness, creating a barren plain</i>	84	Swallowing sacks of coins: aiding digestion, many gizzards to fill
35	<i>Devouring an Elf, each head squabbling over chunks of meat</i>	85	Tangled intentionally disguising the number of heads it possesses
36	<i>Dragging itself out of a dank burrow to hunt</i>	86	Tasting air with forked tongues, baleful eyes staring all directions
37	<i>Easily decimating a platoon of Hobgoblin Soldiers</i>	87	Tearing apart a Warhorse, Cleric rider unconscious nearby
38	<i>Eating a dead (and crunchy) Basilisk</i>	88	Terrorizing a Dwarf Delve, now recruiting brave or foolish souls
39	<i>Eliminating an Elf Knight sent to slay him</i>	89	Throbbing/pulsating after swallowing too many Magic Wands
40	<i>Fascinated by Nixies, who keep it fed with Giant Bass</i>	90	Twisting to avoid a Giant Spear, hurled from afar
41	<i>Finishing off a drowsy Grizzly Bear that wandered into its cave</i>	91	Tyrannizing its Troglodyte subjects: feeding on strongest Warriors
42	<i>Flinging a Fighter several feet, he lands with a dull thud</i>	92	Unsettling even a Vampire, looking for a Champion to slay it
43	<i>Fortifying lair by lining it with irritating brambles and nettles</i>	93	Uprooting every Dryad tree it comes across
44	<i>Frustrated by Lizard Men archers, who snipe from a distance</i>	94	Vacating den after accidentally opening a Mummy's sarcophagus
45	<i>Gnashing mouths defiantly as he squares up against a Wyvern</i>	95	Was once enslaved as a War Machine and especially wary of Men
46	<i>Gnawing at the enchanted chains that bind them to this cave</i>	96	Weaving with surprising grace through trees, following a scent
47	<i>Growling heard for miles, all birds take wing and fly away</i>	97	Winning a battle with an ill-prepared Adventuring Party
48	<i>Gulping down a Kobold, left as tribute by the tribe</i>	98	Worrying a Monastery by drawing closer with each passing year
49	<i>Hissing a warning to a Giant Crocodile</i>	99	Wresting arm from an Orc with 1 head, while another grabs a leg
50	<i>Hoarding captured Mediums in an anti-magic den</i>	100	Yawning with half of its heads and turning towards its lair