

HYDRA MATRIARCH

WYRM OF A HUNDRED MAWS

ING : WARNING : W

>> UNIT ABILITIES

3X3
SIZE

SPEED

6

SOAK

2

ACTIONS

3

6 PAA



MAX
VITALITY
80+406

MAX SHIELDS

IMMUNE : CORRODING

The Hydra is a ravenous predator. Its numerous hungry young ride on its back and neck creating the illusion of multiple heads. Some are even freshly hatched from the eggs embedded in the Hydra's stomach. This territorial Wyrms has been known to swim across vast distances, acting like an invasive species, and is well adapted for almost any climate.

PREFERRED BIOME :
JUNGLE // COAST

PREFERRED DIET :
CARNIVORE

CLASH	TOOTH AND CLAW - Range Side : Deal 8 SD of (A) DMG : Apply [Corroding]
CLASH	PARALYZING TONGUE - Range 6 : Pull Target to Side : Deal 4 SD of (A) DMG : Apply [Stuck]
CLASH	TAIL SWIPE - Range All-Side : Deal 3 SD of (A) or (M) DMG : Push 2 away
CHARGE	REGURGITATION FEEDING - Range 5x5 - Side : Deal 8 SD of (A) DMG : Apply [Corroding] : Any Hydra Whelps in the AoE Heal 6 Vitality
CHARGE	RAMPAGE - Move 8 Spaces : Units in the path take 4 SD of (M) DMG and are Pushed 2 away : Apply [Stuck]
COUNTER	TWO MORE GROW BACK - Spawn a Hydra Hatchling Unit beside the Hydra for every 15 DMG it takes
PASSIVE	AGGRESSIVE - All the Hydra's ATKs gain +3 SD when below 20 remaining Vitality
PASSIVE	NESTING - One Zone is designated as this Wyrms Nest : It will recover 30 Vitality when it returns to the Nest for the first time : Nest has 2d6 Hydra Egg Nests



HYDRA HATCHLING



HYDRA WHELP

HITS
4+

SPEED
6

SOAK
-

SIZE
1x1

SPAWN
12s

SHIELDS
-

Covered in birthing bile and stumbling over one another, these mostly-blind Hatchlings are eager to take their first steps into the world.

VITAL
12

SPEED
8

SOAK
-

SIZE
1x1

SPAWN
1

SHIELDS
-

Lean and mean, the Whelps are eager to prove that they can live up to their mother's legacy and one day forge a den of their own.

HYDRA YOUNG

An adult Hydra Matriarch can lay up to 15 eggs per day, each with only a short incubation period of about a month. The Matriarch will keep the most matured eggs nested in her stomach to ensure her Hatchlings don't run into trouble when taking their first steps.

From here it takes another 10 years for the Hatchling to grow into a Whelp, during which time they're vulnerable to predators if they stray too far from their mother. Thankfully the toxic bile of their mother helps clean any food the Hatchlings might eat of the various deadly parasites that are often found in Wyrms meat.

HYDRA EGG NESTS

SPAWN	SIBLINGS - When this Unit is Spawned from Zone generation, Spawn 1 Hydra Egg Nest within the same Zone	CLASH	RENDING BITE - Range Side : Deal 3 SD of (M) or (A) DMG	BASIS	EGG NEST - This 1x1 Unit starts with 12 VT : It cannot Act : When it "Hatches" Spawn a Swarm of Hatchlings equal to the current VT
PASSIVE	LEARN BY WATCHING - When this Unit is beside a Hydra Matriarch it Hits on 3+	CLASH	PINNING LEAP - Range 4 : Move to Target : Deal 1 SD of (M) DMG : Cause [Stuck]	COUNTER	RESTLESS HATCHLINGS - IF : there is an Enemy Unit adjacent to the Hatchling during the Enemy Phase, Eggs Hatch Instantly
PASSIVE	PYROPHOBE - This Unit is immediately killed if [Burning] is Applied to it	PASSIVE	BETTER THAN ONE - Whelp's ATKs gain +1 SD per Hydra-type Unit beside ATK's Target	COUNTER	DEADLY OMELETTE - IF : the Egg Nest loses any VT, Eggs Hatch Instantly
PASSIVE	ACIDIC - Rolling a Double applies [Corroding] : Unit is Immune to [Corroding]				
NATURE	NEWBORN - If the Hydra Matriarch is defeated, the hatchlings scatter and run away				