

HOLLOW EARTH EXPEDITION EXTREME ENCOUNTERS

THE GIANT ANACONDA

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Extreme Encounters are one shot encounters you can drop into any existing game. They are meant to be fun and challenging. Enjoy!

THE GIANT ANACONDA



The Giant Anaconda can reach lengths of 50 feet long and weigh as much as 2500 pounds; females tend to be larger than males. They are dark green in color and some are almost black. They make their homes in slow moving rivers, swamps, and bogs. The Giant Anaconda is slow and cumbersome on land but stealthy and sleek in the water. While in the water it can be hard to discern its true size. This is due to its color markings, and its eyes and nasal openings are on top of its head; making it able to stay almost completely submerged. This trait makes the Giant Anaconda an excellent ambush hunter. When it attacks it will first bite down on its intended target with its teeth that make it almost impossible to pull out of its bite due to the way the teeth point back. It then coils around its victim suffocating and/or crushing it to death. Then like most snakes it then swallows its meal whole. The Giant anaconda is normally a solitary animal however, during mating it is not uncommon to see several snakes together in the area.



ENCOUNTERING THE GIANT ANACONDA

At first glance the Giant Anaconda could appear to be a large tree limb floating through the water. It should be hard to tell what it is exactly from a long to medium distance **Perception 4**. Once the players get closer it should be clear that it is a snake. A **Science (Biology) 3** will tell you it is a anaconda. However, telling exactly how big it is, is very difficult. The anaconda makes a stealth roll. The player adds the anaconda's stealth roll to a **Perception 4** to determine the anacondas true length.

The players could be simply walking through a swamp, bog or along a river bank. They could be on a boat heading down the river when the anaconda decides its hungry. It attacks one player, first biting and then coiling. It will continue to squeeze its victim until its dead and then swallow it whole. If it sustains a large amount of damage it will try and flee.

Giant Anaconda

Follower 3

Archetype: Reptial **Motivation:** Survival

Style: 0 **Health:** 16

Primary Abilities:

Body: 8 **Charisma:** 0

Dexterity: 4 **Intelligence:** 0

Strength: 8 **Willpower:** 4

Secondary Abilities

Size: 4 **Initiative:** 4

Move: 6(24)* **Defense:** 8

Perception: 4 **Stun:** 8

Skills Base Levels Rating (Average)

Athletics 8 2 10 5

Brawl 8 5** 13 6+

Stealth 4 5*** 9 4+

Survival 0 2 2 1

Talents

Swim (Doubles Movment in water)

**Skill Aptitude (Brawl) +2 Brawl Skill

High Pain Tolerance

Resources

None

Flaw

Beastial (Characters cannot use tools or communicate

Weapons Rating Size Attack Average

Bite 13L -4 9L 4+L

Grapple**** 13 -4 9 + 8N 4N

* Amphibious + Swim double move in water, half on land

***Giant Anaconda has +2 stealth while in water and brush

****See Graple Hollow Earth Expedition p. 120

