Alchemical Hydra Guide

INTRODUCTION

The Alchemical Hydra is a level 426 boss, with 1100 health. To access it you must complete the quest "Creepers in the Crevice" which requires 95 Slayer to complete.

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Requirements

Creepers in the crevice quest completed
95+ Slayer

Rewards

The most notable rewards from Alchemical Hydra are:
Ikkle Hydra pet
Hydra's Claw
Hydra Leather
Hydra Tail
and the Hydra's Eye, Fang, and Heart to make the Brimstone Ring

Recommended Gear for Melee

WEAPON: Scythe of Vitur > Dragon Hunter Lance > Ghrazi Rapier > Ominous Whip > Serpentine Whip
SHIELD: Avernic Defender > Dragon Defender > Dragonfire Shield
HELMET: T5 Statius > T4 Statius > Neitiznot Faceguard > Magma Helm > Neitiznot Helm
CHEST/LEGS: T5 Vesta > T4 Vesta > T5 Statius > T4 Statius > T3 Vesta > Bandos (i) > Bandos
AMULET: Amulet of Blood Fury > Amulet of Torture > Amulet of Fury > Amulet of Strength
CAPE: Prestige Master Cape > Prestiger Cape > Infernal Max Cape > Infernal Cape > Fire Cape
AMMO: Rada's Blessing 4 > Any other God Blessing
GLOVES: Ferocious Gloves > Barrows Gloves
BOOTS: Primordial Boots > Dragon Boots
RING: Commander Ring > Berserker Ring (i) > Brimstone Ring > Berserker Ring
SPECIAL ATTACK: Bandos Godsword > Dragon Warhammer > Statius's Warhammer > Dragon

Claws > Dragon Dagger(p++) > Vesta's Longsword
INVENTORY: Antidote++ (12min of poison immunity per sip), Double Damage potion, Overload/Ominous Heart (Sponsors and above may use the Overload Chalice in SPZ instead), noted food (to quickly unnote on Banker pet), Looting Bag

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This would be my personal best-in-slot setup for killing Alchemical Hydra as fast as possible. I prefer BGS as a spec weapon because Hydra only has 100 defence, so one good hit will increase your hit chance significantly. Dclaws are used for the second spec if BGS does sufficient damage on the first. I prefer Blood Fury over Torture because you'll spend less time eating, making kills faster.

Recommended Gear for Ranged

WEAPON: Twisted Bow > Toxic Blowpipe > Dragon Hunter Crossbow
SHIELD: Twisted Buckler > Dragonfire Ward > Odium Ward
HELMET: T5 Morrigan > T4 Morrigan > T3 Morrigan > Armadyl (i) >Serpentine Helm > Armadyl
CHEST/LEGS: T5 Morrigan > T4 Morrigan > T3 Morrigan > Armadyl (i) > Armadyl
AMULET: Necklace of Anguish > Amulet of Fury
CAPE: Prestige Master Cape > Prestiger Cape > Ensouled Max Cape > Ensouled Cape > Ava's Assembler > Ava's Accumulator
AMMO: Dragon Arrows (for tbow) > Ruby (e) adamant bolts (above 500 hp) and Dragonstone (e) rune bolts (under 500 hp) (for DHCB) > Any God Blessing (for Blowpipe)
GLOVES: Barrows Gloves
BOOTS: Pegasian Boots > Ranger Boots > God dragonhide boots
RING: Commander Ring > Archers Ring (i) > Brimstone Ring > Archers Ring
SPECIAL ATTACK: Bandos Godsword > Dragon Warhammer > Statius's Warhammer > Dark Bow > Toxic Blowpipe
INVENTORY: Antidote++ (12min of poison immunity per sip), Double Damage potion, Overload/Ominous Heart (Sponsors and above may use the Overload Chalice in SPZ instead), noted food (to quickly unnote on Banker pet), Looting Bag

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This would be my personal best-in-slot setup for killing Alchemical Hydra as fast as possible with ranged. I prefer BGS as a spec weapon because Hydra only has 100 defence, so one good hit will increase your hit chance significantly. Dark Bow is used for the second spec if BGS does sufficient damage on the first.

Walkthrough for Fight

The Alchemical Hydra has 4 different forms which each have their own special attacks. The first form is green and for its special attack it will spit venom pools at you, this is pretty easy to dodge by moving a few tiles away but will quickly reduce your HP if you stand in it. The second form is blue and its special attack will have lightning storms in the room that will follow you and deal damage, these are easy to avoid by running away. The third form is red and will cover a large area with fire as its special attack, then shoot a fireball which will cause fire to appear under you and deal continuous damage unless you're moving. The fourth and final form will turn black and will

also spit venom pools at you.
Each hydra form except the last one can be greatly weakened by luring it on to one of the colored vents on the floor in the room, the south-east red vent is for the first form, the north-east green vent is for the second form, and the north-west blue vent is for the third form. Rather than memorizing the vents to use, it is easier to simply pull/drag/push Hydra over the 3 vents in a counterclockwise order during the fight. This is easier to do with ranged, but melee is also possible with more effort.

Videos

Welfare gear:

https://www.youtube.com/embed/I9Hu6njGHMg

Endgame gear:

https://www.youtube.com/embed/F64lp5EkV3g

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