

# Hydra, Sea

written by A J | January 23, 2020

*Uncommon | Gargantuan | Neutral | Magical Beast*

Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster. It's lower legs and long tail make it perfectly suited for salt water.

**Armor Hit**  
**Class Points Move**

32 swim  
15 (8 Hit 60  
Dice) ft

**Appearing** 1

**Habitat** Forest, Fresh  
Water, Hills, Salt  
Water, Swamp, Underground

**Negotiation** no

**Morale DC** 12

**Challenge** 15.4 (4,620 XP per  
monster)

## Ability Scores

**STR DEX CON INT WIS CHA**

5 1 2 -3 0 -2

## Combat

Has 3 attacks. Hit Bonus +5. Damage: Bite. Hydras have multiple heads. Each does 1d10 +5

## Special Defense

Regeneration. For every 25 hit points of damage the hydra takes, one head is killed. If all heads are killed, the hydra dies. At the end of 1 turn, for each head killed 2 new head will grow. To a maximum of 6 heads.

Fast Healing: A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5 hp / round)

Ambush. Plesiosaurus uses its camouflage to ambush swimmers from below. +6 to stealth.

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## Treasure

**Individual:** None

**Lair:** None