Hydra, Sea

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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 Class	Hit Points	Move
15	32 *(8 Hit Dice)*	swim 60 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.

Treasure

Individual: None

Lair: None