

Hydra

written by CresthavenRPG Guru | January 23, 2020

Uncommon | Gargantuan | Neutral | Magical Beast

Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster.

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

15 32 walk
(8 Hit 20
Dice) ft
swim 20
ft

Appearing 1

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

Negotiation no

Morale DC 12

Challenge 25.6 (7,680 XP per
monster)

Ability Scores

STR DEX CON INT WIS CHA

5 1 2 -3 0 -2

Combat

Has 5 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 10 heads.

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

Treasure

Individual: None

Lair: None