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 Class	Hit Points	Move
15	32 *(8 Hit Dice)*	walk 20 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