

HYDRA

Gargantuan Monstrosity, Unaligned

Armor Class: 17 (scaly hide)

Hit Points: 285 (30d12 + 90)

Speed: 40 ft., swim 40 ft.

Initiative: +1 (11)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	23	+6	+10	DEX	12	+1	+5	CON	17	+3	+7
INT	2	-4	-4	WIS	10	+0	+4	CHA	7	-2	-2

Skills Perception +8

Senses Darkvision 60 ft., Passive Perception 18

Languages –

Challenge 12 (XP 8,400)

Proficiency Bonus +4

TRAITS

Multiple Heads. The hydra has six heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Head Regrowth. At the start of its turn, the hydra grows two heads for each head it lost

since its last turn, unless it took fire or acid damage since then. The hydra regains 10 hit points for each head regrown.

Wakeful. While the hydra sleeps, at least one head is awake.

ACTIONS

Multiattack. The hydra makes as many Bite attacks as it has heads.

Bite. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 18 (2d10 + 6) piercing damage.

Thrash (Recharge 5-6). The hydra lashes out with all its heads in a frenzy. Each creature within 15 ft. must make a DC 18 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much on a success.

Hydra Rush. As a bonus action, the hydra moves up to half its speed without provoking opportunity attacks and makes one Bite attack during this movement.

