

HUGE (15'X15')

LEVELS 1 THRU 10

HYDRA



The Hydra's 5 heads are colored: Silver, Blue, Green, Gold and Red.

The Hydra makes 5x Bite attacks per turn plus the following:

The Hydra will perform 1x random **Breath** AOE attack during its turn.

The Hydra will perform a 2nd random Breath AOE attack at the end of the 3rd player's turn.

Silver Breath: Life Stealing, 20' cone. Instantly heals the hydra equal to the amount of damage inflicted.

Blue Breath: Chain Lightning, strikes up to 5 opponents (any direction) within 50'

Green Breath: Poison spray, 20' cone

Gold Breath: Gold powder, 20' cone. No damage. Characters who fail a ST have a -3 to hit for 3 rounds.

Red Breath: Fire, 20' cone

Bite: Melee weapon attack, 10' range

Breath: AOE Magic attack, range varies (see details)



The Hydra is part of the RPG adventure The Tailor's Task from GlendorsRPGAdventures.com

| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-------------------|-----------|---------|-----------|-----------|-----------|------------|-----------|-------------|------------|-----------|
| Armor Class | 14 | 14 | 14 | 15 | 15 | 15 | 15 | 16 | 16 | 16 |
| Hit Points | 15 | 26 | 44 | 99 | 100 | 82 | 129 | 106 | 117 | 217 |
| XP Value | 200 | 440 | 680 | 950 | 1500 | 2200 | 2950 | 3800 | 4800 | 5900 |
| Proficiency Bonus | +2 | +2 | +2 | +2 | +3 | +3 | +3 | +3 | +4 | +4 |
| Bite | 2 (1d4) | 2 (1d4) | 3 (1d4+1) | 2 (1d4) | 3 (1d4+1) | 5 (1d6+2) | 4 (1d6) | 6 (1d8+1) | 7 (1d8+3) | 4 (1d6) |
| Breath | 3 (1d4+1) | 4 (1d6) | 5 (1d6+2) | 3 (1d4+1) | 5 (1d6+2) | 8 (1d10+2) | 7 (1d8+3) | 11 (1d12+5) | 12 (4d4+2) | 7 (1d8+3) |
| Damage needed to | | | | | | | | | | |
| kill 1 hydra head | 3 | 5 | 9 | 20 | 20 | 17 | 26 | 21 | 24 | 44 |
| Other | | | | | | | | | | |
| Other | | | | | | | | | | |



HUGE (15'X15')

LEVELS 11 THRU 20

HYDRA

 $\begin{array}{c|c}
\hline
\text{STR} \\
\hline
21 \\
+5
\end{array}$ $\begin{array}{c|c}
\hline
\text{DEX} \\
\hline
15 \\
+2
\end{array}$ $\begin{array}{c|c}
\hline
\text{CON} \\
\hline
18 \\
+4
\end{array}$ $\begin{array}{c|c}
\hline
\text{INT} \\
\hline
15 \\
+2
\end{array}$

CHA

Additional information:

After each 20% of total health lost, one head dies. The hydra dies after all heads are dead.

The Hydra can move up to a maximum 40' per turn.

HOW TO AWAKEN YOUR INNER GENIUS

The Hydra takes 1/2 damage from Fire, Poison and Lightning damage.

Bite: Melee weapon attack, 10' range

Breath: AOE Magic attack, range varies (see details)

CLICK HERE

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| Level | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|-------------------|-----------|-------------|------------|------------|------------|--------------|--------------|------------|------------|------------|
| Armor Class | 16 | 17 | 17 | 17 | 18 | 18 | 18 | 19 | 19 | 19 |
| Hit Points | 268 | 114 | 131 | 132 | 166 | 172 | 186 | 183 | 231 | 403 |
| XP Value | 7000 | 8200 | 9900 | 11700 | 13600 | 15600 | 17750 | 20000 | 22400 | 25000 |
| Proficiency Bonus | +4 | +4 | +5 | +5 | +5 | +5 | +6 | +6 | +6 | +6 |
| Bite | 4 (1d6) | 11 (1d12+5) | 12 (4d4+2) | 12 (4d4+2) | 12 (4d4+2) | 14 (2d8+5) | 14 (2d8+5) | 15 (3D6+5) | 14 (2d8+5) | 9 (1d10+4) |
| Breath | 6 (1d8+1) | 19 (4d6+5) | 19 (4d6+5) | 21 (3d8+8) | 20 (4d6+6) | 23 (2d12+11) | 23 (2d12+11) | 25 (5d6+8) | 24 (8d4+4) | 15 (3D6+5) |
| Damage needed to | | | | | | | | | | |
| kill 1 hydra head | 54 | 23 | 27 | 27 | 34 | 35 | 38 | 37 | 47 | 82 |
| Other | | | | | | | | | | |
| Other | | | | | | | | | | |