



BENEOS TOKENS

HYDRA



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock
for the world's greatest roleplaying game



HYDRA

The Hydra is an ancient nightmare given form, coiling serpent heads, their curved fangs dripping with lethal poison and a towering reptile body capable of moving with unsettling grace - there is nothing about the Hydra that does not evoke vivid imagery and primal fears whenever its name is whispered. Hydras are dangerous to hunt, as even a mortally wounded beast might return after only days have passed and whole swathes of land have been put to the torch to drive such a monstrosity from its lair and finally put an end to it.

HYDRA

Gargantuan monstrosity, unaligned

Armor Class 16 (Natural Armor)

Hit Points 244 (15d20 + 75)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	5 (-2)	13 (+1)	7 (-2)

Saving Throws Str +11, Con +10

Skills Perception +6

Damage Resistances Poison

Senses Darkvision 60 ft., passive Perception 15

Challenge 15

Multiheaded Monstrosity. The Hydra regularly has six heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads is destroyed. If all its heads are destroyed, the hydra dies.

Heads of the Hydra. The Hydra's ability to regrow destroyed heads makes the Hydra a terrifying opponent capable of reaching catastrophic levels of power, but takes a toll on the hydra's body and psyche. Keep a tally of destroyed heads. At the start the Hydra's turn, the Hydra must succeed on a Constitution saving throw for each head that got destroyed since the Hydra's last turn. Each success causes the Hydra to regain 10 hit points and two heads to regrow in place of the destroyed one. A fail causes the stump to wither and fall off. The DC for this Constitution saving throw starts at 10, but increases by 1 for each destroyed head, as the Hydra's life force begins to buckle under the stress of the continuous regeneration. If the Hydra took fire damage since its last turn, these Constitution saving throws are made with disadvantage.

Splintered Mind. A Hydra locked in especially taxing combat might generate over a dozen heads, pushing the psyche of the beast to the brink. If the Hydra has more than twelve heads, it must roll a d4 at the start of its turn. A number of heads equal to the roll must use their action to make a **Bite** attack against another head, damaging the Hydra in the process.

Amphibious Hunter. The Hydra can breathe both air and water. While in water, it makes Dexterity (Stealth) checks with advantage.

Venomous Splinters. Hydras have treacherously brittle teeth, often shattering upon impact, with splinters or whole teeth remaining embedded in their prey's flesh. Each time a hydra

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

hits a creature with a bite attack, a fang breaks off and remains embedded in the creature's flesh, poisoning it. A creature with one more embedded teeth suffers 5 (2d4) poison damage at the end of each of its turns. Until it spends an action to remove all teeth from its flesh, it also automatically fails all saving throws to end the poisoned condition on itself.

Moistening Mucus. The Hydra is covered by a layer of moisturizing mucus in an attempt to counteract its natural aversion against fire. The Hydra ignores the first 20 points of fire damage dealt to it, as the mucus absorbs the heat. If the mucus has absorbed 20 points of fire damage, it turns brittle and crumbles off the Hydra, causing it to take normal fire damage.

Legendary Resistance (2/Day). If the Hydra fails a saving throw, it can choose to succeed instead.

BONUS ACTIONS

Crush. A creature grappled by the Hydra must succeed on a DC 18 Strength saving throw or suffer 15 (2d8+6) bludgeoning damage.

ACTIONS

Multiattack. The Hydra makes three Bite attacks or uses Rip Apart once. It also makes one Tail attack in addition. When the Hydra has more than six heads, it makes one an additional Bite attack for every two additional heads. The remaining heads act on their own and can make a (1 Head) action each or use their action to perform a combined (X Heads) action.

Bite. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 15 (2d8 + 6) piercing damage plus 7 (2d6) poison damage. In addition, the target creature must succeed on a DC 18 Constitution saving throw or be poisoned. At the end of each of its turns, the poisoned creature can repeat the initial saving throw, ending the effect on a success.

Rip Apart. Two heads make one **Bite** attack each against a single creature. If both attacks hit, the creature is grappled (escape DC 18) and lifted 15 ft. into the air. As both heads attempt to tear the grappled creature apart, it must succeed on a DC 18 Strength saving throw. On a failed save, the creature suffers 24 (4d8+6) bludgeoning damage and is no longer grappled, plummeting to the ground. On a success, the creature suffers only half damage, but remains grappled.

Constrict (1 Head). *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. Hit: 15 (2d8 + 6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or become grappled (escape DC 18). Until this grapple ends, the creature is restrained, and this head can't constrict another target.

Spew Bile (1 Head). *Ranged Weapon Attack:* +11 to hit, range 30/50, one creature. Hit: 9 (2d8) acid damage.

Poisonous Breath (6+ Heads, Recharge 6). The Hydra exhales poisonous breath in a 60-foot-cone. Each creature within the area must succeed on a DC 18 Constitution saving throw, suffering 27 (6d8) poison damage on a failed save or half as much on a successful one. For each additional head above six, the size of the cone increases by 10 ft. and the damage increases by 5 (1d8).

Bury (3 Heads). Two of the Hydra's heads burrow into the ground, while a third one grapples a creature within 15 ft. and buries it within the loosened rock and earth. A creature must succeed on a DC 18 Strength saving throw to resist the grapple or be buried alive 20 ft. underground. A buried creature is restrained, blinded, can't breathe and has total cover against attacks and other effects above ground. To escape, it must succeed on a DC 15 Strength (Athletics) check at the start of its turn and move as if through difficult terrain, exciting prone.

Shed Heads (1/Day). The Hydra's heads wither and die until only three remain. The Hydra regains 10 hit points for each head that died this way. After using this ability, the Hydra can't regrow heads until it finished a long rest.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape DC 18).

REACTIONS

Writhing Mass. When the Hydra is hit with a ranged weapon attack, it can start to move its heads erratically, imposing disadvantage on ranged weapon attacks until the start of its next turn.

Block Path. When a creature moves within 15 ft. of the Hydra, the Hydra can use its reaction to interpose one of its serpentine heads. The creature's path is blocked by an obstacle 20 ft. long, 10 ft. wide and 10 ft. high. The creature can climb the scaly hide of the Hydra's neck, but the Hydra's body is considered difficult terrain. This obstacle stays in place until the start of the Hydra's next turn, the head is cut off or the Hydra is moved against its will.

Lash Out. When a creature damages the Hydra with a melee attack, the Hydra can use its reaction to immediately make a Constrict attack against the creature.

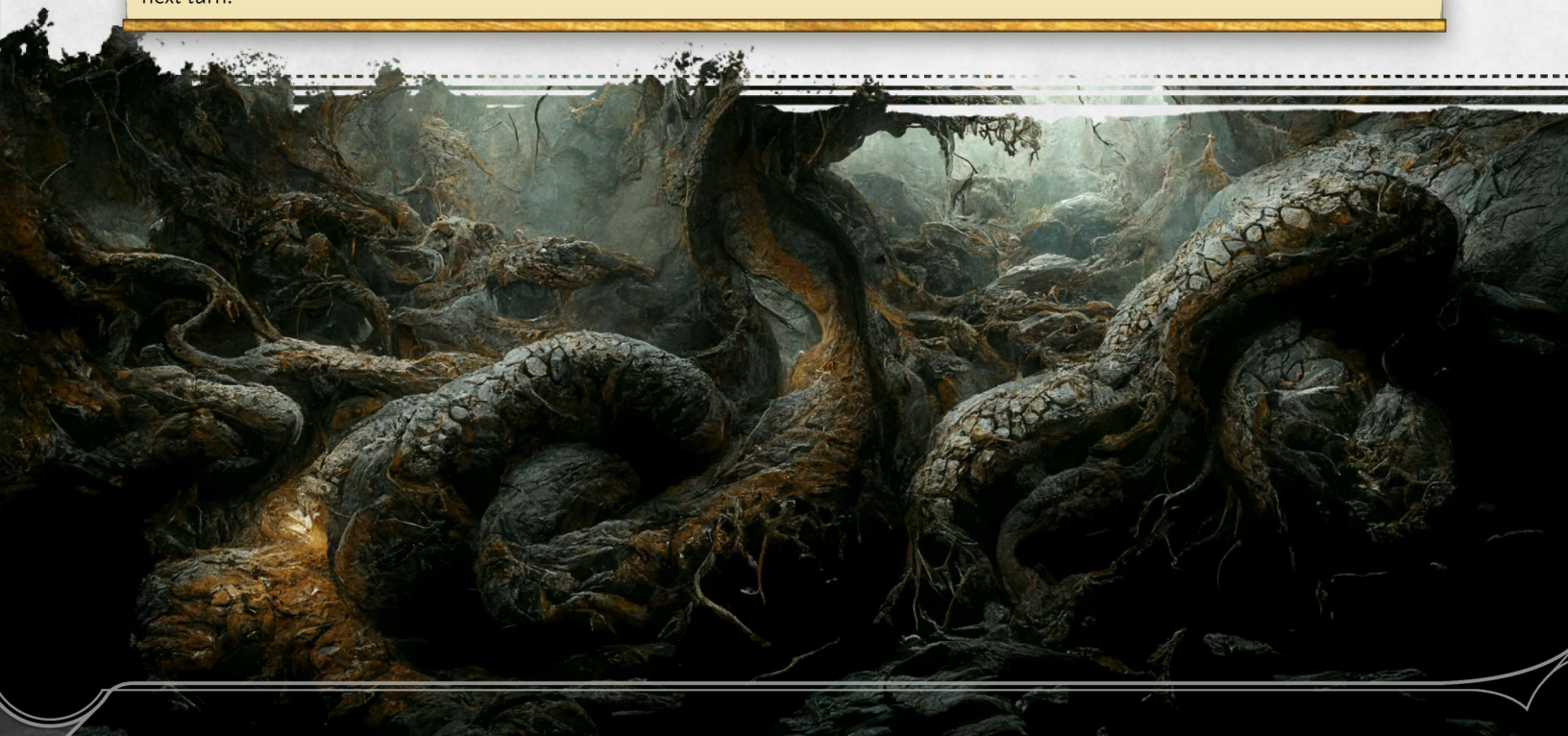
LEGENDARY ACTIONS

If the Hydra has more than six heads, it gains one legendary action for every two additional heads. Choosing from the options below, one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Forced Regeneration (Recharge 2-6). The Hydra takes 10 necrotic damage and reduces its maximum hit points by 10. It immediately regrows two heads and makes a **Bite** attack with each head against target creatures within range. After each time the Hydra uses this legendary action, add 1 to the roll requirement to recharge the ability, until it can only be recharged on a 6. The malus to its hit point maximum remains until the Hydra finishes a long rest.

Poisonblood Fountain. The Hydra forcefully pumps blood through head stumps, causing it to rain down onto the battlefield. The Hydra can choose 1d4+1 points within 30 ft. of it. Each creature within 5 feet of these points must make a DC 18 Dexterity saving throw, suffering 11 (2d10) poison damage on a failed save.

Strike. The Hydra makes a **Bite** or **Constrict** attack. It can use any number of available legendary actions to make as many **Bite** or **Constrict** attacks, up to the current number of heads.



HOW TO RUN A HYDRA

1. OFFENSIVELY.

- There is a handy table on the last page of the document, exactly outlining the complicated array of attacks and interactions that go along with the attempt to do this multiheaded nightmare justice. Managing the offensive output of the hydra's heads seems complicated, but we tried to avoid the boring interaction of just several heads repeatedly crushing down on hapless adventurers, while keeping in mind that this might be why you even run a Hydra in the first place.
- The Hydra can spiral out of control very quickly, this is where the **Tail** and **Spew Bile** actions come into play. The **Tail** is a great way to secretly work for your players, removing a creature from the carnage that is in front of the Hydra and moving it to the back of it. It's still some damage and a grapple, but no *restrain* and it's a nice way to, for example, get the group's healer out of the way before you unleash some **Poisonous Breath** next turn. **Spew Bile** works in a similar way - its objectively worse than **Constrict** to give your players some breathing space, without having to "waste" the heads' actions.
- You can utilize **Bury** in a similar way - see it as a time capsule to remove a player from the action for a few beats. Of course, the character is currently buried alive and suffocating, but the character is also kinda safe down there. Even a character with abysmal Constitution can hold their breath for 1 minute, usually more than enough time. This way, you don't have to unleash a barrage of **Bite** attacks on a party still reeling from the last assault, but can give a different kind of challenge, while allowing them to regroup a bit.
- **Forced Regeneration** sacrifices some precious hit points for two new heads, subsequent **Bite** attacks and can be used to set up a many-many-headed Hydra very fast. Roll for Recharge when you regain your legendary actions, meaning at the start of the Hydra's turn. If stuff is going downhill for the Hydra fast, try and pump out as many heads as possible using this ability.
- **Venomous Splinters** can make the fight that much harder, as realistically the whole party will be constantly poisoned at some point. There are too many saves to resist and too many **Bite** attacks incoming to reliably pass saves (although weirder things have happened) so the party might be looking at some serious disadvantages, literally. Of course, you can mitigate this factor a bit by giving the players some information on what to expect from the Hydra, so they can try and prepare for its devastating venom. Also, there are quite a lot of features granting resistance to poison, a high level party might not suffer from this feature as much as others. It can, however, be quite deadly, as a unconscious character continues to suffer poison damage as well.
- As well as being constantly poisoned all the time, there will be quite a few grapplings going on. **Crush*** is there as a bonus action to deal some damage on the side, because I hate wasting precious resources in this action economy.
- The Hydra's **Poisonous Breath** is a perfect way to illustrate the heads as being capable of acting on their own *and* in tandem. Eight or more heads breathing in deeply and exhaling an 80-foot-cone of poisoned goodness is a sight to behold.
- **Rip Apart** can ruin a creature's day is just plain fun to use, it's also a great way to insert a narrative beat into the combat. Two heads grasping a party member and actively attempting to dismember them is pretty gruesome and can be used to great effect to set the mood.



2. DEFENSIVELY.

- On the defensive side of things, **Heads of the Hydra** appears to be the most complicated feature. It is paramount that you keep some kind of tally during the fight, several at best. The first thing to continuously note and update is the amount of heads in play. The second tally should be the amount of heads destroyed. Each destroyed head increases the Constitution saving throw necessary to replace heads by 1. With a starting DC of 10 and a +9 bonus to Con saving throws, it starts out almost impossible to fail. But as the Hydra loses heads at an increased pace, this DC rises. The Hydra will make its saves most of the time and it will probably be dead (or have killed the party) before the DC reaches dwindling heights. But it adds a factor of randomness to the whole shebang, and this is also the place where the fabled weakness to fire comes in. It *also* gives the players an agenda in finding a way to manipulate the Hydra's ability to pass its saves or suppress its regeneration.
- Despite its disgusting name (sorry for that), **Moistening Mucus** is the Hydra's attempt to somewhat mitigate its glaring weakness. The Hydra blatantly ignores the first 20 points of fire damage, after that it's done. If you want to buff the Hydra even further, you could give it a Legendary Action to produce an amount of Mucus or have it automatically gain 5 Mucus points with each new head. But that's one more thing to keep track of, which I generally tried to avoid.
- Shed Heads** is the Hydra's last resort and should only be used to either prepare for an escape or to gain a much needed boost in hit points to finish off a severely weakened enemy (or group thereof). Also a great way to relocate the fight, with the weakened Hydra retreating into its lair and the players having to make the choice between retreating and tending to their wounds or pursuing the beast in an attempt to finally bring it down.

3. GENERAL NOTES

- As always, feel free to make variations to the Hydra, especially regarding its weakness to fire. An ash-covered Hydra inhabiting volcanic wastelands and great lava lakes might not be especially vulnerable to fire anymore, but to cold damage instead.

- You can also make your and your player's life harder by having each head roll individually to regain breath weapon and let each head be able to use a mini breath weapon as a 1 Head action or several to boost its area and damage. You have 1d4 heads regain their breath weapon at the start of the hydra's turn automatically. Represented by the stat block above is a Hydra whose poisons comes from the main body, not glands or magical stuff in the individual heads. But feel free to change that!
- Use the Hydra's unique properties to incorporate roleplay into the encounter. Have different heads fighting for prey or coming to rescue each other, let specific heads have grudges against specific players, leading them to aggressively target them or timidly avoid them.
- An encounter with this Hydra might need a bit more preparation than our usual monsters. Better think of a convenient way to keep and update your tallies beforehand.

MULTIATTACK OVERVIEW

Number of Heads	Bite		Legendary Actions
	Attacks	Remaining Attacks	
6	3	1x Tail + 3x 1H or 1 Bury	0
7	3	1x Tail + 4x 1H or 1 Bury + 1H	0
8	4	1x Tail + 4x 1H or 1 Bury + 1H	1
9	4	1x Tail + 5x 1H or 1 Bury + 2x 1H	1
10	5	1x Tail + 5x 1H or 1 Bury + 2x 1H	2
11	5	1x Tail + 6x 1H or 1 Bury + 2x 1H or 2x Bury	2
12	6	1x Tail + 6x 1H or 1 Bury + 3x 1H or 2x Bury	3

1H = Constrict or Spew Bile

