

# THE DRAGON HYDRA

— MONSTER HUNT —



MURDEROUS MONSTERS, CRUEL CREATURES  
& VILE VILLIANS



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## MONSTER HUNT

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Murderous Monsters, Cruel Creatures and Vile Villains. The Monster Hunt series is designed to bring your boss game to the next level with challenging and relentless monsters for your players to battle!

### QUICK PDF STATS

**Recommended Average Party Level (APL):** 7  
**Experience from Completion:** ~10,000



The Monster Hunt series is made in partnership  
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### **DARK SWAMPS:**

*Swamps are forested wetlands that often occur near large river systems or along coastlines. The terrain cannot easily be used for agriculture and thus swamps are often home to dangerous monsters and animals.*

## **MONSTER HUNT**

The Monster Hunt series is designed to present your players with a singular challenging encounter that may take multiple sessions to resolve and eventually leads to a memorable and exciting final fight. This PDF works best when inserted into existing campaigns or adventures and built up slowly but you could potentially run this as a one-shot as well.

Everything presented within this PDF will give you the tools and information to run the encounter, along with maps and tokens and stat blocks to make things even easier. Every monster needs to be encountered through obvious easy to grasp hooks and snippets of information, after spending time tracking down and investigating clues left behind by the monster, the player characters uncover its lair and fight the monster in an epic battle!

These fights are designed to feel epic and feel more like an encounter in a video game with a final boss, thus the encounter may have multiple phases, the terrain may play a more important role in the combat or the monster may have unique and terrifying abilities the players might not have encountered before. The monsters are also more challenging for the recommended level and player characters will have to give it their all in order to defeat such powerful and dangerous foes.

## **THE DRAGON HYDRA**

The Dragon Hydra is a furious, deadly and terrifying combination, such creatures are created in the incredibly rare circumstances that a Hydra consumes a recently deceased Dragon.

The exact process that allows the Hydra to transform is not known, but there are many theories as to how the transformation comes about. Mages and scholars who have studied the dead remains of the few known Dragon Hydra recovered from the wilderness know

for certain that not all Hydras are capable of the transformation. It seems there is some link, some common ancestor between Hydra and Dragons, which allows them to combine.

However, this link was so long ago that only a few Hydras now have it. If the transformation does take place, the Hydra soon gains some of the Dragon's characteristics, depending on the type of Dragon it has eaten. For example, eating a Red Dragon might alter the Hydra's color, or it might grant it the Dragon's Fire Breath.

The Hydra's nature also changes. It begins to covet gold and riches, and seeks out her dragon's meal preferred environment to live. In addition, the Dragon Hydra becomes increasingly aggressive and destructive, and though it might gain some of the dragon's abilities it rarely gains its intelligence. Instead, Dragon Hydra's are known to rampage and destroy practically anything they can reach near their lairs.

## **ENCOUNTERING THE HYDRA**

Here are just a few ways to include the Dragon Hydra in your campaign, you can use these to kickstart the player's interest and provide them with a starting hook to get things moving :

**A Call for Aid.** A Dragon Hydra has been tearing through villages, leaving nothing but destroyed houses and half-eaten corpses behind. Even the nearby lord's knights or warriors have failed in killing it, so now he must turn to adventurers with the promise of large sums of gold to sweeten the deal.

**Restoring the Balance.** The Dragon Hydra has been rampaging through a previously peaceful and benign swamp, poisoning the land itself in the process and killing most of the other creatures and animals. The destruction is attracting other more dangerous creatures to the region and the local druidic order are





unable to defeat the beast alone.

**Arcane Studies.** A Dragon Hydra's scales are coveted by mages and wizards for their arcane and potentially powerful properties, but most sane individuals hesitate before fighting such a terrifying beast. A few local mages turn to adventurers for help in procuring the scales instead.

**Rotten Revenge.** A dangerous hag is left without a home after the Dragon Hydra tore through her swamp, she tried and failed to defeat the creature herself but was nearly eaten. Now she needs others to do her dirty work for her and will stop at nothing to get revenge. Even if that means tricking adventures into fighting the monster for her.



## FINDING THE BEAST

The surrounding villages and towns - those not yet destroyed by the Dragon Hydra - are aware of the monster rough location as the nearby swamp nearby has slowly started withering due to the poison in the ground. There is a rough radius of destruction around the swamp itself as well as if the Dragon Hydra has emerged to either expand its territory or simply vent its destructive nature on the lands nearby that it considers its own.

● **"Perception/Survival."** The Dragon Hydra has destroyed large swathes of the swamp, leaving behind only bones, half-dead trees and uprooted trunks. The area it has destroyed is vast, and although the players know that the beast has its lair somewhere in the area, they must still search for tracks and traces of its passage to find it. To do so, a successful DC 16 Perception/Survival Check is needed. Should the players fail this check, they still end up finding the Hydra but the chance that it is aware of them rises.

● **"Stealth."** The players need to succeed on a Stealth Check if they wish to approach the monster unseen. Even if the Hydra is asleep when the players approach, one of the heads is always awake. As such, the Dragon Hydra contests the players with a Perception Check of its own. If the players have failed the previous check, the Hydra has advantage.

➤ **"Encounter!"** Although you do not have to include any more encounters for this Monster Hunt if you wish to spice up the search for the Dragon Hydra the players can encounter a Gnoll pack of your design on the way, drawn to the area from the smell of slaughter.

## RESEARCH

To find out how to defeat the Dragon Hydra, the players must first and importantly discover just what kind of dragon the Hydra consumed, so they can figure what, if any, abilities the Dragon Hydra now exhibits. To do so, they must investigate and do their research:

"It is possible for the PC's to search out and combat the Dragon Hydra without doing any research, however, this is not advisable as the fight will be very challenging and potentially deadly, leading to a TPK (Total Party Wipe)"

● **"Investigation."** As the players inquire about the dragon, in the surrounding area, asking villagers, town guards or even lucky survivors of the beats rampages, they must make an Investigation Check.

On a result of 1-10, they learn that the swamp was always off-limits thanks to the presence of a dragon, and so few people know details about the beast (the players might still be able to guess that the dragon was green due to the habitat, although they might guess that it's a black dragon for the same reason).

On a result of 11-16, the players learn that the dragon was solitary and only revealed itself to attack livestock and isolated travelers. As it was rarely seen, the people the players can talk to can only speak of the traces of its passing: Withered, poisoned flora.

On a result of 17 and above, the players are told that they are dealing with a green dragon, who had its lair deep in the swamps for generations. The dragon was solitary enough to not bother the nearby settlements much, to the point where the people living there could even feel at ease.

After inquiring about the dragon's type, the players can seek out information about it:

● **"Nature."** With a successful DC 10 Nature Check, the players are able to remember some basic information about Green Dragons (or black, if they've been fooled). In particular, they remember that they use Poison attacks.

To counter those attacks, the players can buy some Poison Resistance Potions from a nearby alchemist. The alchemist has 2 of those for sale at 500 gold pieces each. Once drunk, the potion grants resistance to poison damage for the next hour.

● **"Perception."** The players can gain another advantage on the way to the Dragon Hydra's lair, if they are perceptive enough. With a DC 16 Perception Check, the players notice some tufts of red-colored grass that seem to resist the poison corruption of the surrounding forest.

● **"Nature."** A DC 15 Nature Check reveals that the plant is named Purgegrass, thanks to its ability to purge poison. If the players chew on it before fighting, it will grant them resistance the first time they take



poison damage during the fight.

With a **DC 20 Nature Check**, they further learn that if they wear masks and put the grass inside, they will have resistance from poisonous fumes. Grinding the grass into paste and ingesting it that way increases its abilities as well, giving resistance to the first two poison attacks instead of just the first one.

The players might also try to drink the grass somehow. However, mixing it with liquids only helps in diluting its effect. Should the players try this method, they simply take 5 less poison damage the first time they are hit.

Should you wish to make these revelations easier for your players, you can have somebody in town or a druid along the way hint at them or outright state them.

The final advantage the players can gain is the knowledge of the Dragon Hydra's Weakness to Fire. Here are some ways to do that:

- **"Arcana."** If the players count a mage among them, they can read scholarly tomes in order to find information on the Dragon Hydra, something that requires a **DC 16 Arcana Check**.

- **"Medicine."** As they explore the swamp, the players come upon a part of it that was burnt. There, they find a half-dead hunter with burns all over his body. With a **DC 17 Medicine** to save them (or with healing magic) the thankful hunter tells them his story. He was attacked by the Dragon Hydra during the night, and he dropped his torch as he was running. The swamp caught fire, and he noticed that the Hydra avoided the flaming woods with a primal fear. The hunter chose to stay close to the fire instead of risking outrunning the beast, and the Dragon Hydra never attacked him.

## THE LAIR

As the party makes their way through the swamp and attempts to locate the Dragon Hydra's Lair they will be confronted with a hostile environment and they should find challenges around every corner. Clean drinking water is almost impossible to find and drinking swamp water can lead to any number of diseases and illnesses. Should the players spend longer than a single day in the swamp looking for the Dragon Hydra, they will find that everything around them is damp and almost completely unusable. This means they won't be able to find firewood to make a fire or dry shelters to spend the night. This could lead to player characters gaining levels of exhaustion which would make their fight with the Dragon Hydra even more challenging.

Another aspect of the swamp that the Player Characters may not have considered is the insects and animals present in the swamp itself. While the Dragon Hydra may have chased away or eaten the larger creatures like crocodiles or alligators the clouds of flies, mosquitoes, or other blood-sucking insects can make life very unpleasant. Getting bitten can lead to painful bites or rashes and constant irritation. In addition, the party may have no choice but to wade through small or large bodies of swamp water as they progress and their warm bodies will no doubt attract leeches or carnivorous fish that will take another toll on their constitution. This could be another level of exhaustion for the unprepared party.

Once the Player Characters find the lair itself, they discover the Dragon Hydra has made its lair inside a broken collection of ruins, in the exact place where it killed the Green Dragon - its skeleton can still be seen in the dark depths, along with its treasure - which the Hydra now considers its own, having gained the dragon's obsession for wealth.

### SWAMP WATER:

*The dark waters in a swamp hide the depth and a Player Character can easily find themselves in trouble if they step in the wrong place! Ask them to roll survival or athletics if they make rash decisions and punish them with soggy clothes, health damage after gulping swamp water or even long term diseases.*



The pond is surrounded by broken trees, dark swampy water and ruins, which can both hinder the Dragon Hydra's movement and also provide cover from its attacks. The ruins themselves stick up out of the water by around **10-15ft** with a few connecting broken planks between them. This may give the players the ability to stay out of the water and still manoeuvre during the fight but don't be afraid to have the Dragon Hydra smash into these platforms and walkways, destroying them and making things more difficult for the PC's during the encounter.

Unlike the rest of the swamp, which is still highly dangerous the Dragon Hydra has remained in the ruins for so long that it has turned the water around itself extremely toxic. Anybody submerged in any way by the swampy water must make a **DC 15 Constitution Saving Throw** at the end of their turn. They take **4d8 poison damage** on a failure or half as much on a success.

## THE FIGHT

The Dragon Hydra fight is made up of two phases, both phases will have the Hydra roaring and snapping out at the players with its multiple heads during the encounter. Be sure to describe the ferocious nature of each of the heads as they spin around looking for targets to attack and ultimately eat.

### PHASE 1

During the fight's initial phase, the players can try to approach unseen, if they so wish, as described above. If they manage this, the Dragon Hydra is surprised during its first turn.

During this phase, and during the Dragon Hydra's first round it will first use its **Poison Breath** ability to hit as many of the players as possible. If the PC's have spread out then it uses its breath weapon on a random target. Then, the Dragon Hydra uses its **Frightful Presence** to do some crowd control.

The Dragon Hydra is a cunning predatory creature. As such, it is quite good at identifying the most important threat to its life. If a player seems oddly resistant to poison, or if a player deals fire damage to it, the Dragon Hydra tries to take them down by attacking with all of its heads.

The Hydra also crashes through waters and ruins to get to the players. There is not a mechanic for this process but if the Hydra moves up to one of the ruins during its turn consider removing the height benefits from that square on the map and PC's can be thrown into the water below. If a PC is knocked unconscious during the encounter the Hydra will continue to attack, though it will not see the downed player as much of a threat. If the Hydra manages to kill a player outright, it immediately consumes them, regaining **40 HP** in the process.

In the stat block at the end of the PDF part of the Dragon Hydra's design is its ability to regrows its

heads. If the players cut off one of the Hydra's heads throughout the fight by dealing damage without using fire, with a great burst of metabolic energy the Hydra immediately sprouts two new heads. This means that unless the PC's are aware of its fire weakness the Hydra will continue to increase its deadly potency as the fight goes on and it cannot be defeated, it will continue to attack the PC's until they are all dead and consumed.

### PHASE 2

Once the Hydra is taken down to 0 HP, it immediately drags itself through the water and bites the skeletal Green Dragon's head beath the ruins of its lair. The head breaks apart, and magical energy released causes the Hydra to rejuvenate. The Dragon Hydra immediately gains **150 HP** and **Phase 2** begins.

In this phase, the Hydra keeps the same abilities that it had before and are visible on its stat block, plus some new ones that are added to its abilities.

**Extended Reach:** The Hydra's heads extend in wild and random directions and can now strike a target up to 25 ft. away.



**An Archer's Bane:** If a player within 25 ft. of the Dragon Hydra strikes the beast with a ranged attack, the Hydra immediately strikes back, attacking with one of its heads as a reaction.

The Dragon Hydra gains two additional reactions to use for striking back against ranged attacks.

Moreover, on Initiative Count 20 (winning all ties) the Hydra can use one of the two following abilities:

**Harness the Fumes:** The Hydra controls the pond's poisonous fumes given off by its lair and sends them at one of the players within 30 feet of it. The player must make a DC 16 Constitution Saving Throw. They take 10d6 poison damage on a failure or half as much on a success, as they are surrounded by the fumes.

**Poison Haze:** The Hydra surrounds itself with a layer of poisonous fog so thick that it almost resembles armor. The Hydra gains +1 to its AC, as well as resistance to bludgeoning & slashing damage.





## REWARD SUGGESTIONS

After the defeat of the Hydra depending on the circumstances and the player characters reasons for hunting it down and killing it the surrounding swamp will slowly return to normal. Its lair will no longer be toxic after only a day and the players may enter the swamp water without taking any additional damage. They will see this process happen visibly in the water upon the Dragon Hydras death.

The rewards depend on how the players came upon the Dragon Hydra and ended up fighting it. Still, no matter how that came to be, a good baseline is **1,500 gold** pieces for each of the players. On top of the reward from the quest givers, the players can also get the Dragon Hydra's hoard - inherited from the Green Dragon. As the Green Dragon was solitary, the hoard is not enormous, but it should still contain about **5,000 gold** pieces and at least a couple of magical items chosen at random. However, since the swamp water is toxic, getting the items will be difficult unless they wait.

On top of that, the items and gold they uncover from

the dark water are covered in a thick gunk of rotten bio-matter and hydra toxin. All of the treasure in the water needs to be purified and to do that, the players must take them to an alchemist or use pure water from a sacred spring to cleanse them.

⦿ **"Alchemist's Supplies."** Moreover, the players can also use the Hydra's scales. If any of them is proficient in alchemy, a **DC 17 Alchemist's Supplies** Check means that they can use them to produce a particularly strong poison, capable of dealing **8d6** poison damage.

⦿ **"Dragon Hydra Teeth."** If the players spend time investigating the Dragon Hydra after its death they will find its teeth seem to possess a faint necromantic aura of magic and they can be harvested for additional effects. If ground into oil, any weapon coated with such oil will gain **2d6** poison damage for 3 rounds of combat. The Teeth can also be used to craft poison damage dealing weapons, such as the dagger of venom.

### SWAMP RUINS MAP:

*There are plenty of rocky ruins for players to perch upon and attack the Dragon Hydra, staying out of the water will be a constant concern during the encounter, even the dry bits of land might give way at any moment..*



# DRAGON HYDRA

Huge monstrosity, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 250 (20d12 + 120)

**Speed** 30 ft., swim 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 12 (+1) | 22 (+6) | 2 (-4) | 10 (+0) | 7 (-2) |

**Skills** Perception +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** —

**Challenge** 10 (10,000 XP)

**Legendary Resistance (1/Day).** If the Dragon Hydra fails a saving throw, it can choose to succeed instead.

**Hold Breath.** The hydra can hold its breath for 1 hour.



**Multiple Heads.** The hydra has five 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 dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. If a head is cut off without the use of fire, the hydra regains 40 hit points for each head regrown in this way.

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

**Unyielding.** When the Hydra has only three or less heads remaining, it becomes maddened, swirling about and refusing to die. The Hydra's AC increases by 1.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

## ACTIONS

**Multiattack.** The hydra makes as many bite attacks as it has heads.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, plus 5 (1d10) poison damage.

**Frightful Presence.** Each creature of the dragon hydra's choice that is within 60 feet of it and aware of it must succeed on a DC 13 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, Ending the Effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Poison Breath (Recharge 6).** The Dragon Hydra exhales poisonous gas in a 40-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

The hydra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hydra regains spent legendary actions at the start of its turn.

**Attack.** The Hydra uses its Bite Attack.

**Mad Dash.** The Hydra moves up to 50 ft.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 5) bludgeoning damage, plus 5 (1d10) poison damage.

## TRUE SIZE

The Dragon Hydra Token art appears much larger than its stat block size of Huge, this is intentional from an aesthetic standpoint as the heads and tail would most likely extend far beyond its main bulk of a body. However, from a mechanical standpoint, its art size does not give it any extra reach and it should still be played like any other Huge creature.



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