

HYDRA

Hy·dra 'hī-drə

1. a many-headed serpent or monster in Greek mythology that was slain by Hercules and each head of which when cut off was replaced by two others.
2. not capitalized : a multifarious evil not to be overcome by a single effort.



Hydra (/ˈhaɪdrə/ HY-drə) is a genus of small freshwater hydrozoans of the phylum Cnidaria. They are native to the temperate and tropical regions. The genus was named by Linnaeus in 1758 after the Hydra, which was the many-headed beast of myth defeated by Heracles, as when the animal had a part severed, it would regenerate much like the mythical hydra's heads. Biologists are especially interested in Hydra because of their regenerative ability; they do not appear to die of old age, or to age at all.

Hydra (often capitalized as HYDRA) is a fictional terrorist organization appearing in American comic books published by Marvel Comics. Its name alludes to the mythical Lernaean Hydra, as does its motto: "If a head is cut off, two more shall take its place," proclaiming the group's resilience and growing strength in the face of resistance. Originally a Nazi organization led by the Red Skull during World War II, Hydra is taken over and turned into a neo-Nazi international crime syndicate by Baron Wolfgang von Strucker. Hydra agents often wear distinctive green garb featuring a serpent motif. Hydra's plans for world domination are regularly foiled by Marvel Universe superheroes and the intelligence organization S.H.I.E.L.D.





Hydras are mainly green creatures, but also red, which is a creature type used for cards that depict serpents with many heads, each of which, if cut off, grows back. Hydra heads are mechanically represented by +1/+1 counters, and are known for frequently combining with damage prevention effects to simulate "chopping off the head" from damage. Hydra is the iconic creature for the color green.

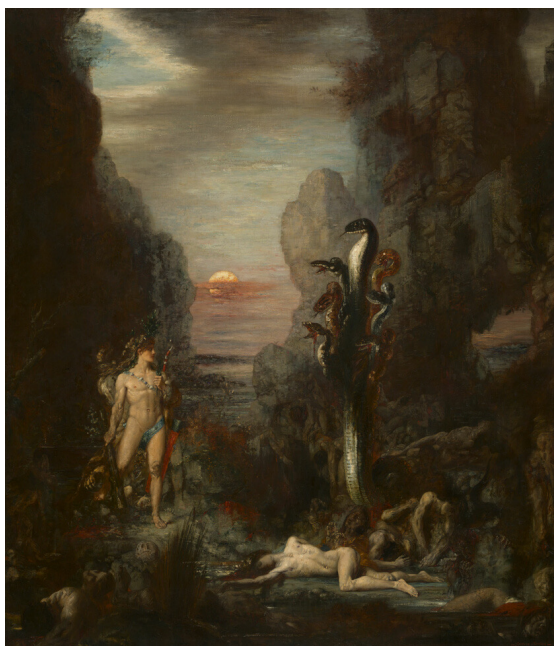
Traditionally, hydras are water serpents, which is reflected in their name (Greek *Hydra* = water). In Magic they can also be associated with other environments (for example Molten Hydra). The first creature to bear the type was Rock Hydra in Alpha.



Rathi Hydras are, like their counterparts on Dominaria, red-aligned. Examples include the four-headed Spitting Hydra.

Hydra, also called the Lernean Hydra, in Greek legend, the offspring of Typhon and Echidna (according to the early Greek poet Hesiod's *Theogony*), a gigantic water-snake-like monster with nine heads (the number varies), one of which was immortal. The monster's haunt was the marshes of Lerna, near Argos, from which he periodically emerged to harry the people and livestock of Lerna. Anyone who attempted to behead the Hydra found that as soon as one head was cut off, two more heads would emerge from the fresh wound.

The destruction of the Lernean Hydra became one of the 12 Labours of Heracles. For that and other labours, Heracles enlisted the aid of his nephew Iolaus. As Heracles severed each mortal head, Iolaus was set to the task of cauterizing the fresh wounds so that no new heads would emerge. When only the immortal head remained, Heracles cut it off too and buried it under a heavy rock. Further, he dipped his arrows in the beast's poisonous blood (or venom) to be able to inflict fatal wounds. According to Sophocles (*Trachinian Women*), that measure eventually caused his own accidental death at the hands of his wife, Deianeira. (*Britannica*)



On Ravnica, three kinds of Hydras have been observed:

Phytohydra: Grown by the Selesnya Conclave. Carnivorous plants with hydra-like regeneration and growth abilities, they can spread at enormous speed and are depicted on cards like Phytohydra and Sprouting Phytohydra.

Simic Hydras: Created by the Simic Combine hydra mutants such as the Hydroid Krasis represent the Simics unique take upon evolution which has resulted in some of the more unique Hydras to exist in the multiverse.

Savageborn Hydra: More traditional Hydras, these entities are part of the Gruul Clans and used to unleash devastation against civilization. Once a hydra chooses a lair and declares the surrounding land its territory, it's almost impossible to drive the creature out. The Gruul revere these multiheaded predators as vestiges of the ancient times before the guilds took over the world. They don't kill hydras for trophies but pulling a spine from a hydra's neck is a mark of great bravery among the Gruul.





And in a hollow cave [Ceto] bore another monster, irresistible, in no wise like either to mortal men or to the undying gods, even the goddess fierce **Echidna** who is half a nymph with glancing eyes and fair cheeks, and half again a huge snake, great and awful, with speckled skin, eating raw flesh beneath the secret parts of the holy earth. And there she has a cave deep down under a hollow rock far from the deathless gods and mortal men. There, then, did the gods appoint her a glorious house to dwell in: and she keeps guard in Arima beneath the earth, grim Echidna, a nymph who dies not nor grows old all her days. Men say that **Typhaon** the terrible, outrageous and lawless, was joined in love to her, the maid with glancing eyes. So she conceived and brought forth fierce offspring; first she bore Orthus the hound of Geryones, and then again she bore a second, a monster not to be overcome and that may not be described, Cerberus who eats raw flesh, the brazen-voiced hound of Hades, fifty-headed, relentless and strong. And again she bore a third, the evil-minded **Hydra** of Lerna, whom the goddess, white-armed Hera nourished, being angry beyond measure with the mighty Heracles. And her Heracles, the son of Zeus, of the house of Amphitryon, together with warlike Iolaus, destroyed with the un pitying sword through the plans of Athena the spoil driver. (Hesiod, *Theogony* 300-319)





Hydras are regarded as the manifestations of the "soul of the world" of Alara, the behemoth Progenitus. Following the Sundering, Hydras were limited to the Shards of Naya and Jund. During the Conflux, new types of Hydras, like the Apocalypse Hydra, appeared that came into conflict with the other Shards, like Bant.





(Ἵδρα; Hýdra, 'water snake'). A monster, born of the monsters Typhon and Echidna ('snake') and raised by Hera out of anger at Zeus. It lives at the spring of Amymone in the swamps of Lerna, stealing cattle and humans until it is finally killed by Heracles (Hes. *Theog.* 313-318; Diod. Sic. 4,11,5f.; Apollod. 2,77-80; Hyg. Fab. 30) despite the help of a crab sent to its aid by Hera. This killing constitutes Heracles' second deed in the canonical sequence. His lion's fur protects Heracles against the Hydra's poison, which he uses to make his arrows deadly. A centaur hit by Heracles flees to the Elean river Anigrus, where the poison gives the river a foul smell (Paus. 5,5,9). Beginning with its earliest image, the Hydra has been depicted as many-headed (Boeotian fibula c. 700 BC). In literature, this image was first adopted by Peisander of Rhodes, an epic writer from the mid-7th cent. (Paus. 2,37,4). However, the number of heads varies (usually there are nine, but at times as many as fifty, Verg. *Aen.* 6,576, or a hundred, Eur. HF 1190) and they can grow back. But Iolaus scorches them all except for the ninth and immortal head, which he buries under a rock (visible along the road from Lerna to Elaeus, Apollod. 2,80). In the legends about stars, the Hydra (as the constellation Hydra) as well as the crab (as the constellation Cancer) are immortalized as stars (Eratosth. *Katasterismoi* 11.13.16; Hyg. *Poet. Astr.* 2,23).

Beginning with orientazing art, Heracles' fight against the Hydra has often been represented in the visual arts. The fight itself reveals the adoption of several Near Eastern themes present in the story of the hero's fight against a monstrous snake as well as in the specific iconography; examples are the fight of Ninurta against a seven-headed snake, Baal's fight against a sea monster (Tiamat, Leviathan), and the Hittite narrative about the snake Iluyankas [2; 3]. The allegorical interpretation of the story usually refers to the draining of the Lernaean swamp by Heracles, who is a bringer of culture (Serv. *Aen.* 6,287) - a notion still accepted by modern research.

--Fritz Graf, "Hydra" *Brill's New Pauly*





As a second labour he ordered him to kill the Lernaean hydra. That creature, bred in the swamp of Lerna, used to go forth into the plain and ravage both the cattle and the country. Now the hydra had a huge body, with nine heads, eight mortal, but the middle one immortal. So mounting a chariot driven by Iolaus, he came to Lerna, and having halted his horses, he discovered the hydra on a hill beside the springs of the Amymone, where was its den. By pelting it with fiery shafts he forced it to come out, and in the act of doing so he seized and held it fast. But the hydra wound itself about one of his feet and clung to him. Nor could he effect anything by smashing its heads with his club, for as fast as one head was smashed there grew up two. A huge crab also came to the help of the hydra by biting his foot.² So he killed it, and in his turn called for help on Iolaus who, by setting fire to a piece of the neighboring wood and burning the roots of the heads with the brands, prevented them from sprouting. Having thus got the better of the sprouting heads, he chopped off the immortal head, and buried it, and put a heavy rock on it, beside the road that leads through Lerna to Elaeus. But the body of the hydra he slit up and dipped his arrows in the gall. However, Eurystheus said that this labour should not be reckoned among the ten because he had not got the better of the hydra by himself, but with the help of Iolaus. (Apollodorus 2.5.2)





Hydras are known to live in the Kalonian Wilds. Like most Hydras, they are massive serpentine creatures with up to six heads.



Hydras are among the fauna of Zendikar. Relatively small hydras, such as those found in Tazeem's Vastwood, have only five heads, but the largest hydras in Ora Ondar have eight. A hydra's heads come together on long, thin necks, connecting to a four-legged body with wide shoulders and narrow hips. Frilled crests adorn its heads and upper necks, and run down the creature's long tail. For all their great bulk, hydras can move quickly and with surprising agility through their forest homes. Some elvish tribes are known to have made alliances with hydras, like the Khalni Hydra, to protect them in times of need.



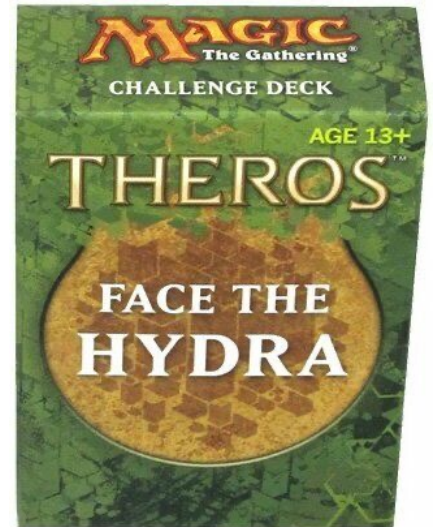


What krakens are to the sea and dragons are to the sky, hydras are to the land of Theros. Theran hydras are very diverse, varying in size and their number of heads. All of them, however, have rapid regenerative properties and acidic blood. They can withstand countless attacks, and some even grow stronger if wounded but not killed. Theran hydras lay eggs, with one of the parents hatching them. Newly hatched hydras are already bicephalic. Hydras can spend years dormant, but they continue to grow during this time. Great thickets grow over the largest sleeping hydras, hiding them from wanderers. When they awaken, they go on rampages that destroy great swaths of land.





Face the Hydra is a Challenge Deck used at the Theros Game Day. It's also the name of the third quest of the Hero's Path. The Challenge Deck is a special self-running deck with its own set of rules. Players are encouraged to pilot it against one another one-on-one or in groups of up to four with guidance from the included instructional playmat. The Challenge deck contains 60-cards (18 Heads and 42 Sorcery cards). The 15 unique cards are not legal in regular Magic, which is made clear by their different card back.



Some of the Heads have the supertype elite. When playing against this deck the player may use their Hero cards. The Hydra follows a predetermined sequence of casting cards from its shuffled deck and blasting the player for damage. The goal is to eliminate all of the Hydra heads before it eats you. When you cut one head down, sometimes more grow back. If you win against the challenge deck, you win a third Hero card (The Slayer). The Face the Hydra Challenge Deck is available as a saleable product for \$11.99.



In the old timeline of Tarkir, Hooded Hydras existed in the forests. These Hydras had strong similarities to cobras and were aligned with the Sultai Brood.

It is not known if any survived in the modern timeline.





“Thou remindest me of the ranger who thought he could make friends with a hydra because he was sure a couple of the heads would like him. They liked him, all right. They liked his arms, legs, toes... So sit still and listen.”

— Elminster, Sage of Shadowdale



Then the Sali, the dancing priests, came to sing round the lighted altars, their foreheads wreathed with sprays of poplar, one band of youths, another of old men, who praised the glories and deeds of Hercules in song: . . .

No shape, not Typhoeus himself, armed and towering upwards, daunted you: your brains were not lacking when Lerna's Hydra surrounded you with its swarm of heads.

-- Virgil, *Aeneid* VIII:299ff.





Name: HMS Hydra
Operator: Royal Navy
Ordered: 30 April 1795
Builder: William Cleverley, Gravesend
Laid down: November 1795
Launched: 13 March 1797
Commissioned: 25 June 1797 after fitting out at Woolwich Dockyard
In service: 1797
Out of service: 1817
Fate: Sold 13 January 1820.



Class and type: Fifth-rate
Tons burthen: 1,02459/94 (bm)
Length: 148 ft 3 in (45.2 m)
Beam: 39 ft 6+1/2 in (12.1 m)
Depth of hold: 12 ft 8 in (3.9 m)
Propulsion: Sail
Complement: 284 (raised later to 315)
Armament: UD: 28 × 18-pounder guns
 QD: 12 × 32-pounder carronades
 Fc: 2 × 12-pounder guns + 2 × 32-pounder carronades

Hydras are giant lizards resembling iguanas, with multiple heads set atop long, snakelike necks. Aether traces whorling patterns through their scales, shapes the crests running down their necks and tails, and glows blue within the skin under their chins. Kaladeshi hydras emit the characteristic blue glow of aether from their throats. Their heads and necks are crested with barbs and bristles. Most hydras have five or six heads, but small hydras with as few as three heads— as well as enormous specimens with eight or more — have been seen in the deep forests far from Ghirapur. Hydras are fierce predators, favoring prey that has absorbed large quantities of aether from the environment. This taste for aether also leads them to devour aether-powered machines whenever they encounter such devices, from thopters to automatons. In the remote wilderness near Peema where hydras are plentiful, such altercations are rarely an issue. But in the rare event of a hydra coming too close to civilization — or even wandering into one of Ghirapur’s greenbelts — they can cause widespread destruction in their hunt for aether.



The hydras of Amonkhet have heads like those of a cobra. Some were captured and treated as pets of the gods, while their wild cousins lived within Ramunap, hiding in the sand to wait to ambush their prey.



On Fiora, Hydras are known to have been domesticated by the nobility of Paliano. These hydras are trained to obey their masters command, although they are difficult to train.



Hydras are also found on Innistrad, although they rarely come near civilization. One exemplar with five heads has been observed in the Ulvenwald. Its heads seem to have more in common with Hellions than traditional Hydras.

A variety of multi-headed beings inhabit Eldraine, including the famed Questing Beast and Goose Mother. Standard hydras on the plane resemble gigantic multi-headed snapping turtles. Known as snapping hydras, they dwell at the bottom of the Wild’s largest lakes or along shorelines where the Wilds meet the ocean. Frequent foes of questing knights, these creatures are aptly named — their bites are known to snap giants’ arms cleanly in half. Snapping hydras have naturally long lifespans and strong instincts of self-preservation; when a snapping hydra feels a battle’s odds tipping out of its favor, the hydra lets out a raspy screech and retracts into its shell.



“Now, listen, Hercules, you, son of Alcmena: Jupiter, whose child you boast of being, is either wrongly called your father, or is truly a wrongdoer. You seek your father in a mother’s adultery. Choose whether you prefer this fiction of Jove as a father, or to be born the son of shame.” As I spoke, he gazed at me fiercely, all the while, and unable to act like a man and control his blazing anger, he merely replied in these words: “My right hand is more powerful than my tongue. As long as I beat you at wrestling, you can win the talking”, and he came at me ferociously. I was ashamed to retreat, after my words: I took off my green robes; put up my arms; held my hands, fingers curved, in front of my chest in fighting stance; and readied my limbs for the match. He caught up dust in the hollow of his hands and threw it over me, and, in turn, was, himself, gilded by the yellow sand. Now he caught at my neck, or you might think he caught me, now at my legs, now at my loins: and attacked me from every side. My weight protected me, and his attempts were useless. I was like a massive pile that the roaring flood assaults with all its might: it remains, secure in its own bulk.

We pulled away for a moment, returned to the conflict, and stood firm, determined not to concede. Foot was set against foot, and I pushed at him, with my chest full forward, fingers locked with fingers, and head to head. I have seen two strong bulls come together like that, when they try for the sleekest heifer in the pasture as their prize in the contest. The herd watches in fear, not sure to which one victory will grant overriding supremacy. Three times without success Hercules tried to push my gleaming chest away from him. At the fourth attempt, he broke my grip, loosed himself from my constricting arms, and with a blow of his hand - Certainly, I myself confess it is the truth - he turned me about, and dung, with all his weight, to my back.

If you can believe it - I am not seeking to gain false credit by saying it - I seemed to have a mountain pressing on top of me. With difficulty I thrust my arms, pouring with sweat from the great effort it took, under him, and, with difficulty, freed his firm hold on my body. He pressed me hard, as I gasped for breath, prevented me from gathering my strength, and gripped my neck. Then, at last, my knee touched the ground, and my mouth tasted sand. Inferior to him in strength, I turned to my magic arts, and slipped from his grasp in the shape of a long snake. But when I had wound my body in sinuous coils, and, hissing fiercely, darted my forked tongue at him, Tiryns’s hero laughed, and mocking my magic arts, said: “My task in the cradle was to defeat snakes, and, though you are greater than other reptiles, Achelouïs, how big a slice of the **Lernean Hydra** would your one serpent be? It was made fecund by its wounds, and not one of its hundred heads was safely cut off without its neck generating two more. I overcame it, and having overcome it, disembowelled that monster, with branching snake-heads, that grew from their own destruction, thriving on evil. What do you think will happen to you, who are only a false snake, using unfamiliar weapons, whom a shifting form hides?”

He spoke and knotted his fingers round my throat. I was suffocating, as if my throat was gripped by a vice, and struggled to tear his thumbs away from my windpipe. Overpowered in this form, only my third, fierce, bull-shape remained. So I fought on, my limbs those of a bull. From the left he threw his arms round my bulging neck; and followed me as I charged off; dragging at me, my horns piercing the hard ground as he pulled me down; and toppling me into the deep sand. As if that was not enough, holding the tough horn in his cruel hand, he broke it and tore it away from my mutilated brow. The Naiades took it, filling it with fruit and scented flowers, and made it sacred: the Goddess of Abundance is rich now because of my horn of plenty.” (Ovid, *Metamorphoses* IX.1-88)





Overview: The Hydra, also called the Lernean Hydra (because it lived near Lerna in Greece), was part of a brood of ancient mythical monsters. Its parents were the creatures Typhoeus and Echidna, and its siblings included other multi-headed beasts, such as Cerberus and the Chimera. The Hydra itself was a serpent with numerous heads (the exact number varied in ancient sources). Its blood and even its breath were poisonous. The Hydra was eventually killed by Heracles, who was sent to fight it as one of his Twelve Labors. After a long struggle, Heracles found a way to prevent the Hydra's heads from regenerating when he cut them off. Once the monster was finally dead, Heracles dipped his arrows in its poisonous blood; he would go on to use these poisoned arrows in many future battles.

Etymology: The Greek word hydra means "water snake." It is clearly related to other Indo-European words for water creatures, including udrá- (Sanskrit), udra- (Avestan), ūdra (Lithuanian), vŭdra (Russian), ottar (Old High German), and the English word otter.

Locale: The Hydra lived in the swamps near Lerna, a town in the eastern Peloponnese. Ancient authors claimed that the creature haunted a spring named for Aymone, a daughter of Danaus and a lover of Poseidon, until it was finally killed by Heracles.

Appearance and Abilities: Though the Hydra was (as far as we know) always imagined as a many-headed creature, there was no consensus as to the exact number of heads or its other attributes and abilities.

The earliest known depiction of the Hydra was found on a pair of bronze fibulae (decorative brooches or pins) made in Boeotia around 700 BCE; it showed the monster with six heads. Literary representations of the Hydra began to appear around the same time, starting with Peisander in his lost epic the *Heraclea* (late seventh century BCE). However, Peisander failed to specify exactly how many heads the Hydra had. Later poets gave a range of suggestions for the number of heads. In the sixth century BCE, for example, the poet Alcaeus said that the Hydra had nine heads. This number was probably the most popular one in antiquity. But other sources gave the Hydra as few as three heads or as many as fifty or one hundred.

Another important attribute of the Hydra was its ability to regenerate its heads. This was likely not a part of the earliest versions of the myth, where the creature's many heads were sufficiently terrifying on their own. But by the first century BCE, it was commonly said that the Hydra regrew two or even three heads for every one that was cut off. Taking this ability into account, the Hydra could have started out with any number of heads and then increased them exponentially.

Some sources claimed that one of the Hydra's heads was immortal, while the other eight (or however many there were) were mortal (but could regenerate).

The Hydra also exuded deadly poison. According to Hyginus, the creature was "so poisonous that she killed men with her breath, and if anyone passed by when she was sleeping, he breathed her tracks and died in the greatest torment."^[10] The Hydra's poison was said to give the swamps and springs in which it lived a terrible smell.^[11] Even the smallest contact with the Hydra's blood could be fatal; Heracles used this to his advantage by dipping his arrows in the monster's blood after he had killed it.

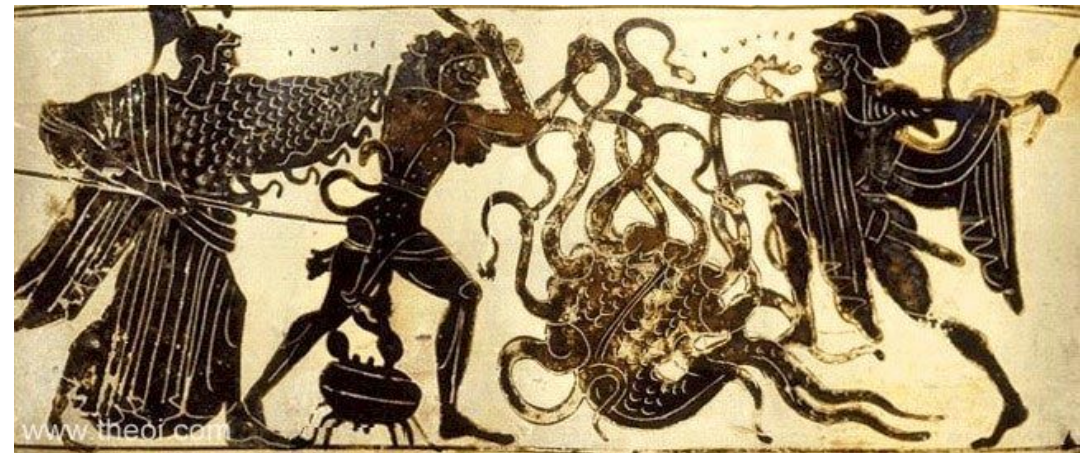
Other Interpretations: Some ancient writers tried to come up with a rational explanation for the myth of the Hydra. Heraclitus, for example, suggested that the Hydra really had only one head, but was accompanied by its numerous brood—that is, the Hydra was really many snakes rather than a single many-headed snake.

--mythopedia.com





Zaxara, the Exemplary is a legendary nightmare hydra from the plane of Ikorra. Lurking among the peat bogs of Indatha, this many-headed nightmare hydra oozes toxins from every pore. Zaxara's vivid coloration serves as a warning to any creature that might want to take a bite out of it. Only other hydras seem immune to its toxins, sometimes coating themselves in puddles of Zaxara's leftover poison to make themselves even more dangerous.







A hydra (pl: hydrae or: hydras) was reptilian magical beast that had anywhere from five to twelve heads. And very rarely may even have up to fifty heads.

Behavior: A hydra was not very intelligent, about as much so as an animal. Hydras were usually neutral in alignment.

Combat: A hydra was an especially deadly monster, since every time a head was severed, two new ones grew in its place.

Ecology: A pregnant hydra preparing to give birth would build a nest for this purpose. It dug a pit beside a pond or body of water, then lined it with sticks and weeds.

Habitats: Hydras were typically found in the marshes of regions with a temperate climate. Many hydras were known to inhabit the Forest of Wyrms. They also were quite common in the jungles of Chult.

Relationships: Some individuals of most types of hydras were servants of the dark Chultan demigod Eshowdow, and their appearance was considered a good omen by his followers.

History: Scholars from Candlekeep believed hydras evolved from proto-dragons. In the late 1340s DR, the explorer Hadley Erridge of Thunderstone in Cormyr suggested to his neighbor, the enterprising and prosperous farmer Del Geery, that he get a hydra to scare off the pests plaguing his crops. Geery agreed to finance Erridge's expedition into the Vast Swamp to capture a live hydra. Two months later, they returned with an adult hydra in an iron cage. Erridge released the hydra and it rampaged about the farm, scaring away all the animals within a few days. However, despite what Erridge said about the hydra returning to the swamp when it ran out of prey, it instead stuck around and began building a nest by the pond. The hydra was, in fact, pregnant. Outraged, Geery gave Erridge the sack then hired a group of warriors to slay the hydra. Afterwards, he hired the best rangers and wizards in Cormyr to help him discover the uses to which he could put a hydra carcass, intending to use every part of the beast and recover his losses. He was so successful at this new trade that he began to fund new hydra-hunting expeditions in the Vast Swamp. By 1367 DR, he'd earned a reputation and a fortune in the hydra trade.

Uses: The enterprising farmer and hydra-hunter Del Geery developed a number of useful agricultural products from the body parts of the hydra, as follows:

- Hydra teeth could be used to fashion almost-unbreakable blades for hoes, plows, and saws.
- A hydra's hide could be dried and made into warming covers for raspberries, blueberries, and strawberries maintaining the air around the plants at 70 °F (21 °C), extending the growing period deep into autumn. The hides broke down when the temperature dropped below freezing for two days in a row. Hydra hides were only effective on these three types of berry bush, not on people, beasts, or other plants.
- Dried hydra tongues could be used to predict the weather when hung in the wind like a flag. If the tongue turned red, then the temperature was expected to rise by up to 10 °F (5.6 °C) in the next 24 hours. If the tongue turned green, then the temperature was likely to fall to freezing. If the tongue turned black, then rain was expected the following day.
- Ground, powdered hydra bones were an excellent desiccant. Added to a small grain bin, a pound of ground bone would absorb all moisture and stop rot and mold.
- A mixture of hydra fat and cornmeal made for an oddly useful rat poison. It was irresistible to rats, and they grew so fat they could hardly walk, and were easily caught or predated upon.
- Finally, the head itself, when mounted on a pole in a field, would scare away birds and small mammals. It could be preserved for up to six months.



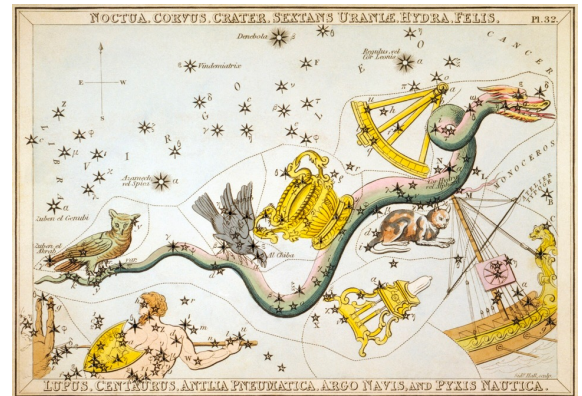


Unlike most hydras, Dominarian hydras are red-aligned, mostly inhabiting mountain ranges and wastelands. Molten Hydras inhabited lava, while the Balduvian Hydra was found in the steppes of Balduvia.





Hydra is the largest of the 88 modern constellations, measuring 1303 square degrees, and also the longest at over 100 degrees. Its southern end borders Libra and Centaurus and its northern end borders Cancer. It was included among the 48 constellations listed by the 2nd century astronomer Ptolemy. Commonly represented as a water snake, it straddles the celestial equator.





HYDRA
Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)
 Hit Points 172 (15d12 + 75)
 Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6
 Senses Darkvision 60 ft., Passive Perception 16
 Languages --

Challenge 8 (3,900 XP) Proficiency Bonus +3

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. The hydra regains 10 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.
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.

