

# EXPANDED HYDRAS

A large, multi-headed hydra with glowing red eyes and a warrior in the bottom left corner. The hydra is the central focus, with its multiple heads reaching upwards. The warrior is a small figure in the bottom left corner, holding a bow and arrow, looking up at the hydra. The background is a bright, hazy sky with some clouds.

**HOME BREW**



## HYDRA

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One of the most bizarre and deadliest of creatures on the Material Plane is the hydra. Most hydras resemble a large serpentine beast typically with five heads that often resembles a snake or a dragon.

### REGENERATIVE HEADS

All hydras share the unique ability to regrow heads upon its destruction. However, the stimulus or process of this regeneration can vary depending on the species of hydra. Some hydras have been known to regrow additional heads upon taking severe wounds while others have been known to regenerate heads upon absorbing magical energy.

### ARCANE INQUIRY

This interesting ability has been the source of debate among scholar on the total amount of heads a hydra can possess at one time. Although most hydras are born with 5 heads, many questioned how many heads they could grow. After a series of very dangerous experiments and observations around the Material Plane, it has been concluded that most species of hydras can possess at maximum 10 heads at a time before it becomes too much for the organism to manage.

Using this as a guideline, one can often determine the age and strength of a hydra by the number of heads it may have possess. Although each head works together as one organism, they seem to develop divergent personalities and leads to interesting interactions seemingly favoring some heads over another, almost akin to siblings.

### HYDRA TACTICS

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Hydras are one of the deadliest creatures on the material plane. Thanks to their sheer bulk and regenerative abilities they are able to establish themselves as a dominant predator in many ecosystems

### ENDLESS HUNGER

Its extraordinary ability to heal wounds and even regenerate heads causes them to have a voracious appetite. As a result, hydras spend most of their times either actively searching for food or resting so that it can conserve energy.

### CAREFUL HUNTERS

Despite what one may expect, hydras do not particularly enjoy growing additional heads as it means needs to eat more to satisfy the appetite of yet another mouth. As a result, hydras tend not to recklessly attack creatures that appear to be strong enough to damage one of its heads (such as various megafauna such as the largest of dinosaurs or rocs).

### UNCHECKED GROWTH

However, if the region has an ample supply of food to fulfill its appetite and no rivals to challenge it, the hydra can become much bolder and powerful growing to colossal proportions with a maximum total of 10 heads.

### REGENERATIVE COUNTERS

Depending on the type of hydra, their regenerative abilities can be halted by certain stimuli (most commonly fire). In this case, hydras tend to avoid and possibly flee from its presence, especially if its already wounded.

### HYDRA COMBAT

If one wishes to challenge a hydra, it is best to fully understand its strengths or weaknesses as hydras can become immensely powerful if one is reckless. In combat, the best tactic is to spread out and divert the attention of each of the heads for if the hydra gets the chance, all of its heads will hone in on isolated targets for a quick kill.

### VENGEFUL PREDATORS

Simply driving off or wounding a hydra is not enough for it will come back much stronger and tends to hold grudges against those who defeat it. However, its limited intelligence and memory causes it to lash out at any creature that resembles its assailant. Many towns and innocents have been killed by vengeful hydras that reckless adventurers failed to kill.



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## CRYPT HYDRA

Crypt hydras are believed to have been created from yuan-ti burial rituals used to turn their faithful guardians beyond the grave. These hydras act as guardians of the ancient barrows and tombs.

Its ability to decipher the presence of living creatures makes it an ideal guardian to deter tomb robbers. As it was in life, the crypt hydra is notoriously powerful and becomes stronger the more it is wounded. However, its regeneration abilities have been further enhanced by its undying nature in the following ways. Its necrotic essence allows it to regenerate additional head from seemingly mortal wounds.

The hydra's endless hunger has been weaponized to consume the living essence of its enemies converting their withered corpses into mindless thralls bound to the will of the hydra's master.

## EVERMAW HYDRA

Evermaw hydras are the most common type of hydra and is what typically comes to mind when one thinks of hydra. As their suggested in their name, evermaw hydras have the ability to sprout two additional heads upon decapitation thanks to their superior regeneration

Carelessly attacking one of these creatures can quickly lead to the downfall of inexperienced adventurers. However, numerous heads are not its only weapon. Hydras have extremely acidic blood that is able to melt the skin off most creatures. However, its most potent weapon is its ability to exhale an acidic mist that grows much more powerful the more heads it possesses.

Thankfully, the hydra has a weakness to fire which is able to halt its regenerative abilities.

## PRIMORDIAL HYDRA

Primordial hydras are some of the oldest species of hydras. They primarily make their home in magically volatile regions such as elemental hotspots or deep underground near magma pools. Although primordial hydras still have eat living creatures like the rest of their kin, they have evolved the ability to feed off of elemental energy as well. As a result, they are known to target elementals on their hunt for food.

Their ability to absorb elemental energy also grants them the ability to grow additional heads, which take the form of that respective element type. However, this ability also makes their body somewhat unstable. Upon destroying the hydra's heads, it can emit an elemental explosion. They also have been able to able to unleash this energy in a prismatic torrent of energy that grows more powerful for each head the hydra possesses.

## RUNIC HYDRA

Unlike the rest of its kin, the runic hydra is not a natural organism for it was created from arcane experimentation on various species of hydras. These creatures will built as weapons to counter various forms of magical warfare by combining the hydra's regeneration capabilities with numerous arcane countermeasures.

Its scales have the ability to absorb magical energy and transform it to enhance its own capabilities according to the spell's school of magic. Its ravenous appetite has been coupled with the ability to consume magical energy allowing it to siphon magic from its surroundings to create temporary antimagic fields. Whenever one of its heads are destroyed, it can generate a burst of antimagic that dispels any magical effects in the vicinity.

## CRYPT HYDRA

*Huge Undead, unaligned*

**Armor Class** 18 (Natural Armor)  
**Hit Points** 184 (16d12+80)  
**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20(+5)	2(-4)	15(+2)	17(+3)

**Condition Immunities** Charmed, Frightened, Exhausted, Paralyzed, Poisoned, Stunned

**Damage Resistances** bludgeoning, piercing, or slashing damage

**Damage Immunities** Poison, Psychic

**Saving Throws** Str+10, Con+10, Wis+7, Charisma+8

**Skills** Athletics +10, Perception +12

**Senses** passive Perception 22, darkvision 120ft.

**Proficiency Bonus** +5

**Challenge** 16 (15000 xp)

**Detect Life** The hydra's can pinpoint the location of a living creature within 300ft. of it. This feature does not work on constructs or undead.

**Undying Nature** The hydra no longer needs to breathe or eat.

**Undying Heads** If the hydra starts its turns with 0 hitpoints, it can a Constitution saving throw equal to half the damage dealt by the killing blow (minimum 10). Upon a successful saving throw, the hydra regains two additional heads and recovers an additional 10 hitpoints per head recovered. It cannot benefit from this feature if it took radiant damage on that turn.

It can grow a maximum of 10 heads at a time

**Radiant Charring** If the hydra takes more than 30 damage on a single turn, one of the heads dies. If all the heads die, the hydra dies. At the end of its turn, it regain two additional heads for each of its heads that die.

It cannot benefit from this feature if it takes radiant damage on its turn.

**Deathly Regeneration** At the start of each of its turns, the hydra regains 30 hitpoints at the start of each of its turns. It can benefit from this feature, even if it starts its turn with 0 hitpoints. However, it can die upon failed death saving throws. It cannot benefit from this feature if it took radiant damage on the previous turn. It regains 10 additional hitpoints for each head it recovers

**Death Eater** Upon taking necrotic damage, the hydra takes no damage and instead regains an additional head.

**Turn Resistance** The hydra has advantage on saving throws against any effects that turn the undead.

**Reactive Heads** For each head the hydra has, it gains an extra reaction. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

### Actions

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

**Withering Bite.** *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 16 (2d10+5) piercing damage + 9 (2d8) necrotic damage and must make a DC 17 Constitution saving throw. On a failed saving throw, that creatures hitpoint maximum is reduced by the necrotic damage dealt.

This effect can be ended by taking a long rest or using *greater restoration*.

If a humanoid is reduced to 0 hitpoints from this attack, it instantly dies and returns to life as a wight at the start of its next turn.

If a humanoid is reduced to 0 hitpoints by this attack instantly dies and returns to life as a wight at the start of the hydra's next turn.

The hydra also regains one additional head upon killing a creature in this manner and regains 10 hitpoints.

**Withering Breath**(*Recharge 5-6*) Creatures in a 60ft. cone must succeed a DC 18 Constitution saving throw. On a failed saving throw, creatures take 45(10d8) necrotic damage and its hitpoint maximum is reduced by the amount of necrotic damage dealt.

This effect can be ended by taking a long rest or using *greater restoration*. On a successful saving throw, creatures take half damage and are otherwise unaffected.

If a humanoid is reduced to 0 hitpoints by this attack instantly dies and returns to life as a mummy at the start of the hydra's next turn. The mummy acts as an ally of the hydra acting after the hydra's turn.

For each additional head above or below 5 that the hydra possesses, the damage increases or decreases by 5 (1d8).



## EVERMAW HYDRA

*Huge Monstrosity, unaligned*

**Armor Class** 18 (Natural Armor)  
**Hit Points** 184 (16d12+80)  
**Speed** 30ft. 30ft. swim, 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	20 (+5)	12 (+1)

**Condition Immunities** Poisoned  
**Damage Immunities** Acid, Poison  
**Saving Throws** Strength +10, Constitution +10, Wisdom +10  
**Skills** Athletics +10, Perception +10  
**Senses** passive Perception 20, darkvision 60ft  
**Proficiency Bonus** +5  
**Challenge** 14 (11500xp)

**Acid Blood** When the hydra takes damage, creatures within 5ft. of the hydra takes 9(2d8) acid damage.

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

**Reactive Heads** For each head the hydra has, it gains an extra action. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

**Multiheaded** The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

**Rapid Regeneration** At the start of each of its turns, the hydra regains 30 hitpoints if it at least 1 hitpoint. It cannot benefit from this feature if it has taken fire damage on its turn.

**Regenerative Heads** If the hydra takes more than 30 damage on a single turn, one of the heads dies. If all the heads die, the hydra dies. At the end of its turn, it regain two additional heads for each of its heads that die. It cannot benefit from this feature if it takes fire damage.

For each head recovered, it regains 10 hitpoints.

**Shed Scales** At the start of its turn, the hydra can end one of the following conditions on itself: blinded, deafened, paralyzed, or poisoned

### Actions

**Multiattack.** The hydra makes as many bite attacks as it has heads and a single tail attack

**Bite. Melee Weapon Attack:** +10 to hit, reach 15ft., one target. 11 (1d10+5) piercing damage + 5(1d10) acid damage

**Tail. Melee Weapon Attack:** +10 to hit, reach 15ft., one target. 16 (2d10+5) bludgeoning damage. If the target is a creature, it must succeed a DC 18 Strength saving throw or fall prone.

**Poison Breath(Recharge 5-6)** Creatures within a 60ft. cone must succeed a DC 18 Constitution saving throw or take 25(7d6) acid damage + 25(7d6) poison damage. On a successful saving throw, creatures take half damage.

The damage dealt increases or decreases by 4(1d6) acid damage + 4(1d6) poison damage for each head it possesses above or below 5.

# PRIMORDIAL HYDRA

*Huge Monstrosity, unaligned*

**Armor Class** 18 (Natural Armor)

**Hit Points** 184 (16d12+80)

**Speed** 30ft., 30ft. swim, 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	20 (+5)	17 (+3)

**Condition Immunities** Paralyzed, Poisoned

**Saving Throws** Str +11, Con +11, Wis +11, Cha +9

**Skills** Athletics +11, Perception +12

**Senses** passive Perception 22, darkvision 60ft., tremorsense 120ft.

**Proficiency Bonus** +6

**Challenge** 17 (18000 xp)

**Primordial Aura** When the hydra is grappled or its hit with a melee attack from creatures within 5ft. of the hydra, the attacker takes 11(2d10) damage of your choice of acid, cold, fire, or lightning damage.

**Elemental Nature** The hydra does not need to breathe

**Rapid Regeneration** At the start of each of its turns as long as it has at least 1 hitpoint, the hydra regains 20 hitpoints.

**Reactive Heads** For each head the hydra has, it gains an extra reaction. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

**Multiheaded** The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

**Primordial Regeneration** Whenever the hydra takes acid, cold, fire, lightning, or thunder damage, it takes no damage. Instead it gains an additional head. The hydra can only have one head, according to a particular element at a time. Upon regrowing a head, the hydra regains 20 hitpoints. It can possess a maximum of 10 heads at a time

**Explosive Heads** If the hydra takes more than 30 damage on a single turn, one of the heads dies. When that head dies, creatures within a 10ft. radius of the hydra (other than the hydra) must succeed a DC 19 Dexterity saving throw or take 17(3d10) damage on a failed saving throw. On a successful saving throw, it takes half damage. The damage dealt corresponds to the element of the head.

## Actions

**Multiattack.** The hydra makes as many bite attacks as it has heads. The primordial bolt can substitute a fang attack for a primordial bolt attack

**Primordial Fang.** *Melee Weapon Attack:* +11 to hit, reach 15ft., one target. 16 (2d10+5) damage. This damage is your choice of acid, cold, fire, lightning, or thunder.

**Primordial Bolt.** *Ranged Weapon Attack:* +11 to hit, reach 120ft., one target. 16 (2d10+5) damage. This damage is your choice of acid, cold, fire, lightning, or thunder.

**Primordial Barrage (Recharge 5-6)** Creatures within a 60ft. cone must succeed a DC 19 saving throw saving throw. On a failed saving throw, creatures takes 66 (12d10) elemental damage. You must roll a d10 to determine the effect the damage type and saving throw.

**1-2.** Creatures take acid damage and must succeed a Dexterity saving throw. On a failed saving throw, creatures are coated in acid for one minute taking 11(2d10) acid damage at the start of each of its turns. It can use its action but get rid of the acid.

**3-4.** Creatures take cold damage and must succeed a Strength saving throw. On a failed saving throw, creatures are restrained for one minute. It can repeat its saving throw at the end of each of its turns to end the effect.

**5-6.** Creatures take fire damage and must succeed a Dexterity saving throw. On a failed saving throw, creatures are set ablaze for one minute taking 11(2d10) fire damage at the start of each of its turns. It can use its action to put out the flames ending the effect.

**7-8.** Creatures take lightning damage and must succeed a Constitution saving throw. On a failed saving throw, creatures are paralyzed for one minute. It can repeat its saving throw at the end of each of its turns to end the effect.

**9-10.** Creatures take thunder damage and must succeed a Strength saving throw. On a failed saving throw, creatures are pushed back 30ft. and knocked prone.

The damage from this attack increases or decreases by 6(1d10) for each head the hydra possesses above or below 5.



## SPLITSCALE HYDRA

Splitscale hydras is closely related to the evermaw. However upon decapitation, the splitscale hydra has a much more interesting yet terrifying ability. Each of the hydra's heads has the ability to rapidly grow into a serpentine reptile known as the splitscale viper within a matter of seconds. When greatly wounded, the hydra has the ability to detach its tail (like certain lizards) that will grow into a much larger splitscale viper.

These vipers are miniature clones of its original form and will fight alongside the hydra. As a result, when one encounters a splitscale hydra, one must be wary of splitscale vipers that follows the hydra in droves hoping to scavenge from its kills.

Despite their rapid creation, splitscale vipers take a while to fully regrow into a hydra. However, once they grow large enough to become greater splitscale vipers, they are driven off by the original hydra to find their own territory lest they end up as the hydra's meal.

Thankfully, this behavior serves as a natural check to limiting the population of these hydras as many greater splitscale vipers rarely survive to adulthood on its own. Unfortunately, many societies attempted to exploit the regenerative abilities of these creatures causing their populations to explode. However, this cause these hydras to be hunted to near extinction making them extremely rare to find.

## UMBERMAW HYDRA

Off all standard species of hydra, the umbermaw hydra is believed to be the largest and most destructive. The umbermaw hydra is often confused for a multi-headed worm do to its eyeless, heads, segmented body, and vestigial limbs. However, the hydra developed these adaptations to living in the deepest reaches of the Underdark. Their immense size allows them to compete with other subterranean apex predators such as worms. Their sheer strength and size allows them to burrow through solid stone to quickly devour anything unlucky to find its way into its colossal maw.

However, what makes these hydras extremely destructive and invasive is their ability reproduce. The umbermaw hydra can regenerate its head in a matter of seconds upon decapitation. However, the decapitated head does not die but simply falls to the ground. Immediately, the severed head begins to harden into a cocoon burying itself 50 to 100ft. deep underground.

Here it lies dormant for several days slowly regrowing into a fully grown umbermaw hydra. As these hydras tend to be a deadly nuisance to many underground civilizations, many umbermaw hydra's are carelessly killed leaving (at times dozens of dormant heads) in its demise; quickly turning a simple incursion into an umbermaw hydra infestation.

# RUNIC HYDRA

*Huge Monstrosity, unaligned*

**Armor Class** 18 (Natural Armor)

**Hit Points** 184 (16d12+80)

**Speed** 30ft., 30ft. swim, 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20(+5)	12(+1)	20(+5)	17(+3)

**Damage Resistances** Non-magical bludgeoning, piercing, or slashing damage

**Saving Throws** Str+10, Con +10, Int +6, Wis +10, Cha +8

**Skills** Athletics +10, Perception +10

**Senses** passive Perception 20, darkvision 120ft.

**Languages** The hydra can understand Common and one language of your choice but cannot speak it

**Proficiency Bonus** +5

**Challenge** 16 (15000 xp)

**Arcane Regeneration** If the hydra is hit with a spell attack roll, it can roll a d6. On a 5 or a 6, it is unaffected by the spell and can activate its Runic Heads feature.

**Arcane Sense** The hydra can pinpoint the location and school of a magical effect or item within 300ft. of it. It can also determine if a creature is a spellcaster.

**Dispelling Heads** If the hydra takes more than 30 damage on a single turn, one of the heads dies. When that head dies, an antimagic field is generated in a 30ft. radius around the hydra until the end of its next turn. Any active spells if the affect area are immediately dispelled.

**Multiheaded** The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

Any active spell effects within in this area are immediately dispelled.

**Magic Attacks** The hydra's attacks count as magical for the purpose of overcoming resistance

**Spell Absorption** The hydra has advantage on magical saving throws. Upon a successful saving throw, it takes no damage and can activate its Runic Heads Feature.

**Spell Resistance** The hydra has resistance to damage from spell effects.

**Rapid Regeneration** At the start of each of its turns as long as it has at least 1 hitpoint, the hydra regains 20 hitpoints.

**Runic Heads** Upon activation, the hydra grows an additional head and regains 20 hitpoints for each head that is recovered.

The hydra gains one of the following traits depending on the spell effect. The hydra can only possess a maximum of 10 heads at a time.

- **Abjuration** The hydra gains a immunity to a damage type of its choice
- **Conjuration** The hydra can summon a spectral head attack to make a bite attack against a creature within 120ft. of it that it can see.
- **Divination** This hydra head has advantage on each of its attack rolls
- **Enchantment** The hydra's head inflicts the target with madness. Upon a hit, the target must use its reaction to make a melee weapon attack against a creature other than the hydra within range of it. If there is no target, it take 11(2d10) psychic damage instead.
- **Evocation** This hydra head deals an additional 6(1d10) damage as a damage type of your choice.
- **Illusion** Creature hit by the hydra's attack suffers disadvantage on attack rolls until the end of its next turn
- **Necromancy** The hydra regains a number of hitpoints equal to half the damage dealt
- **Transmutation** The hydra's head is heavily armored granting it a +1 bonus to its AC.

**Reactive Heads** For each head the hydra has, it gains an extra reaction. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

**Runic Scale** At the start of each of its turn if it has at least one hitpoint, the hydra one end any spell effect on itself.

## Actions

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

**Bite. Melee Weapon Attack:** +10 to hit, reach 15ft., one target. 16 (2d10+5) piercing damage.

**Force Bolt.** Ranged Weapon Attack: +10 to hit, reach 120ft., one target. 16 (2d10+5) force damage.

**Dispelling Breath(Recharge 5-6)** Creatures in a 60ft. cone must succeed a DC 18 Charisma saving throw. On a failed saving throw, creatures take 55(10d10) force damage. On a successful saving throw, it takes half damage.

On a failed saving throw, creatures cannot cast or concentrate spells for one minute. At the end of each of its turns, it can repeat its saving throw to end the effect upon a success.

The affected area counts as an anti-magic field for one minute or until the hydra uses this feature again.

The damage from this attack increases or decreases by 6(1d10) for each head the hydra possesses above or below 5.



## SPLITSCALE HYDRA

*Huge Monstrosity, unaligned*

**Armor Class** 18 (Natural Armor)

**Hit Points** 184 (16d12+80)

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

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	20 (+5)	12 (+1)

**Condition Immunities** Poisoned

**Damage Immunities** Poison

**Saving Throws** Strength +10, Constitution +10, Wisdom +10

**Skills** Athletics +10, Perception +10

**Senses** passive Perception 20, darkvision 60ft

**Proficiency Bonus** +5

**Challenge** 15 (13000xp)

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

**Reactive Heads** For each head the hydra has, it gains an extra action. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

**Multiheaded** The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

**Rapid Regeneration** At the start of each of its turns, the hydra regains 30 hitpoints if it at least 1 hitpoint. It cannot benefit from this feature if it has taken fire damage on its turn.

**Living Heads** If the hydra takes more than 30 damage on a single turn, one of the heads dies. If all the heads die, the hydra dies. At the end of its turn, the head returns to life as a splitscale viper. The viper acts on its own turn on initiative count 20 (losing any ties.) as an ally of the hydra.

It cannot benefit from this feature if it takes fire damage on that turn.

**Shed Scales** At the start of its turn, the hydra can end one of the following conditions on itself: blinded, deafened, paralyzed, or poisoned

**Sentient Tail (1/long rest)** If the hydra starts its turn with less than half its hitpoint maximum, its tail can break off as a greater splitscale viper. The viper acts on its own turn on initiative count 20 (losing any ties). The hydra loses its tail attack upon using this feature. It can regrow its tail after 1 day.

### Actions

**Multiattack.** The hydra can use its Sprout Heads ability (if available) and makes as many bite attacks as it has heads and a single tail attack.

**Sprout Heads(Recharge 5-6)** The hydra can regrow 3 (1d4) additional heads. It cannot use this feature if it possesses 10 heads. It regains 10 hitpoints for each head recovered.

**Bite. Melee Weapon Attack:** +10 to hit, reach 15ft., one target. 10(2d4+5) piercing damage. Creatures must succeed a DC 18 Constitution saving throw or take 14 (4d6) poison damage and is poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned.

**Constricting Tail. Melee Weapon Attack:** +10 to hit, reach 15ft., one target. 16 (2d10+5) bludgeoning damage and the target is grappled and restrained (escape DC 18). Until this grapple ends, the hydra cannot grapple another target.

While restrained, creatures take 11(2d10) bludgeoning damage at the start of each of its turns.

## SPLITSCALE VIPER

*Small monstrosity, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 33(6d6+12)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	2 (-4)	15 (+2)	7 (-1)

**Saving Throws** Dex +5, Con +4

**Skills** Stealth +5, Perception +4

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** darkvision 60ft., passive Perception 14

**Proficiency Bonus** +2

**Challenge** 2 (450 xp)

**Pack Tactics** The viper has advantage on attack rolls against a creature that is within 5ft. of one of the viper's allies that is not incapacitated.

**Shed Scale** At the start of its turn, the viper can end one of the following conditions on itself: blinded, deafened, or paralyzed.

**Hydra Growth** After 3(1d4) weeks, the split scale viper can grow into a greater splitscale viper

### Actions

**Bite. Melee Weapon Attack:** +5 to hit, reach 5ft., one target. 7(2d4+2) piercing damage. Creatures must succeed a DC 12 Constitution saving throw or take 14 (4d6) poison damage and is poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned.

## GREATER SPLITSCALE VIPER

*Large monstrosity, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 71(9d10+27)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	15 (+2)	2 (-4)	15 (+2)	7 (-1)

**Saving Throws** Str +8, Dex +6, Con +5

**Skills** Athletics +8, Stealth +5, Perception +5

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** darkvision 60ft., passive Perception 15

**Proficiency Bonus** +3

**Challenge** 5 (1800 xp)

**Pack Tactics** The viper has advantage on attack rolls against a creature that is within 5ft. of one of the viper's allies that is not incapacitated.

**Hydra Growth** After 3(1d4) weeks, the greater splitscale viper can grow into a splitscale hydra

**Shed Scale** At the start of its turn, the viper can end one of the following conditions on itself: blinded, deafened, or paralyzed.

### Actions

**Bite. Melee Weapon Attack:** +8 to hit, reach 10ft., one target. 10(2d4+5) piercing damage. Creatures must succeed a DC 13 Constitution saving throw or take 14 (4d6) poison damage and is poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned.

## UMBERMAW HYDRA

*Huge Monstrosity, unaligned*

**Armor Class** 20 (Natural Armor)

**Hit Points** 279 (16d20+112)

**Speed** 40ft., 40ft. climb, 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
25(+7)	17(+3)	25 (+7)	2 (-4)	20 (+5)	17 (+3)

**Damage Immunities** Acid

**Saving Throws** Strength +14, Constitution +14, Wisdom +12

**Skills** Athletics +14, Perception +12

**Senses** passive Perception 22, tremorsense 120ft., blindsight 120ft.

**Proficiency Bonus** +7

**Challenge** 21 (33000 xp)

**Cloned Heads** Whenever the hydra takes 50 or more damage on one turn, one of its heads falls off its body.

The head as an 50 hitpoints, an AC of 18, and is immune to all status condition, has a burrowing speed of 20ft. The head drops to an unoccupied space within 20ft. of the hydra and acts on initiative count 20 (losing all ties).

On its turn, it will using its action to Dash to burrow as deep as it can. After 3(1d4) days it will grow into a fully grown umbermaw hydra.

At the end of its turn, the hydra can regain an additional head recovering 20 hitpoints for each head recovered. It cannot benefit from this feature if it takes fire damage on its turn.

**Rapid Regeneration** At the start of each of its turns as long as it has at least 1 hitpoint, the hydra regains 30 hitpoints. It cannot benefit from this feature if it took fire damage on its turn.

**Multiheaded** The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned.

**Siege Monster** The hydra deals double damage to buildings and objects.

**Reactive Heads** For each head the hydra has, it gains an extra reaction. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

**Spider Climb** The hydra can climb difficult surfaces without needing to make an ability check

**Tunneler** The hydra can burrow through solid rock at halve its movement speed and leaves a 20ft. diameter tunnel in its wake

### Actions

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

**Bite. Melee Weapon Attack:** +14 to hit, reach 20ft., one target. 25 (4d8+7) piercing damage. If the target is a large or smaller creature, it must succeed a DC 22 Strength saving throw or be swallowed by the Hydra.

A swallowed creature is blinded, restrained, cannot breathe or speak, and has total cover from effects outside of the hydra. At the start of each of its turns, it takes 18(4d8) acid damage + 18(4d8) bludgeoning damage.

If the hydra takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). On a failed saving throw, it regurgitates all swallowed creatures, which fall prone in a place within 20ft. of the hydra.

If the hydra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20ft. of movement exiting prone.

**Repulsive Vomit(Recharge 5-6)** Creatures in a 120ft. cone must succeed a DC 20 Dexterity saving throw or take 63 (14d8) acid damage. On a successful saving throw, creatures take half damage.

Swallowed creatures immediately fail this saving throw and are ejected 20ft. from the hydra prone.

The damage from this attack increases or decreases by 9(2d8) for each head the hydra possesses above or below 5.



## WORLDEATER HYDRA

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Although all hydras are known for the ravenous hunger, none can invoke the level of dread and impending doom as the worldeater hydra. The worldeater hydra is believed to be the ancestor from which all hydras are descended. However, it is unknown whether there is only one worldeater or if there are multiple of its kin.

## APOCALYPTIC ORIGINS

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The origins of this creature is unclear, but it is believed to be a Primordial titan akin to the tarrasque that has lain dormant for centuries. The true cause of its awakening is unclear as some believe that it could be summoned with enough magical power while others believe it serves as a natural force of the Material Plane serving as an agent of extinction that consumes all life in its wake to spur the dawn of a new age before falling dormant again for the next cataclysm.

## LORD OF HYDRAS

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The sign of an oncoming worldeater hydra is heralded by a surge in the appearances of all species of hydras. Any hydra within the vicinity of this entity immediately falls under its control, even those create and controlled through artificial means, such as the crypt hydra and the runic hydra.

## MYTHIC INTERPRETATIONS

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Legends suggest the worldeater hydra possess a seemingly infinite number of heads on its colossal form. However, all records point out that the worldeater hydra has 5 primary heads of colossal size. Many scholar believe this is the reason why all hydras are innately born with 5 heads. This entity is often worshipped an revered by many races such as the yuan-ti or lizardfolk while other fear its return.

Depending on the mythological iteration, each of these heads are worshipped as a separate deity each seemingly correlates to a certain aspect, typically along the lines of destruction or the apocalypse.

## HYDRA SPAWN

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If one of its heads are destroyed, it is able to birth a new hydra within a few seconds. This hydra resembles that of the evermaw hydra except that it sprouts multiple pairs of bat-like wings akin to that of the worldbreaker. This hydra aids its master in its quest to devour anything in sight.

# WORLDEATER HYDRA

*Gargantuan Hydra, unaligned*

**Armor Class** 20 (Natural Armor)

**Hit Points** 592 (32d20+256)

**Speed** 60ft., 60ft. swim, 60ft. climb, 120ft. fly

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

30(+10) 15(+2) 26 (+8) 14 (+2) 20 (+5) 22 (+6)

**Condition Immunities** Charmed, Frightened, Exhausted, Paralyzed, Poisoned, Stunned

**Damage Resistances** non-bludgeoning, piercing, or slashing damage

**Damage Immunities** Acid, Poison

**Saving Throws** Str+18, Dex+10, Con+16, Wis+13, Cha+14

**Skills** Athletics +18, Perception +21

**Senses** passive Perception 31, darkvision 300ft., blindsight 120ft.

**Proficiency Bonus** +8

**Challenge** 28 (120000 xp)

**Ancestor Hydra** If the worldeater, hydra takes 100 damage in one round, one of its primary heads are destroyed. Upon its destruction, an evermaw hydra appears in an unoccupied spot within 30ft. of the worldeater hydra.

This hydra has a flying speed of 60ft and its attacks are considered magical for the purpose of overcoming resistance. The hydra acts on initiative count 20 losing all ties and is considered an ally to the worldeater hydra.

If the hydra loses all of its heads, it dies.

**Frightening Presence** Creatures within 300ft. of the hydra and is aware of it must succeed a DC 24 Wisdom saving throw or become frightened. Creatures frightened in this manner are paralyzed with fear for one minute. A creature can repeat its saving throw at the end of each of its turns to end the effect upon a successful save. On a successful saving throw, creatures are immune to this effect for the next 24 hours.

**Magical Attacks** The hydras attacks count as magical for the purpose of overcoming resistance.

**Multiheaded** The hydra has advantage on saving throws against being blinded or deafened.

**Legendary Resistances (5/long rest)** If the hydra fails a saving throw, it can choose to succeed. As part of this feature, the hydra recovers 50 hitpoints and regrows one head (total maximum of 5 heads).

**Rapid Regeneration** At the start of each of its turns, the hydra regains 50 hitpoints at the start of each of its turns if it has at least one hitpoints.

**Reactive Heads** The hydra can make a reaction at the end of each of every creature's turn. It can use these reactions only to make an infinity maw attack against a creature that enters within range or provokes opportunity attack

**Siege Monster** The hydra deals double damage to buildings and objects

**Titanic Proportions** The hydra has advantage on Strength and Constitution saving throws. Upon a successful saving throw, it takes no damage and half upon a success.

**Unusual nature** The hydra does not need to breathe or sleep.

## Actions

**Multiattack.** The hydra can make a Cataclysmic Screech and can make as many devouring maw attacks as it has heads on a turn.

**Devouring Maw** Melee Weapon Attack: +18 to hit, reach 60ft., one target. 32 (4d10+10) piercing damage. If the target is Huge or smaller creature, it is swallowed by the Hydra.

A swallowed creature is blinded, restrained, cannot breathe or speak, and has total cover from effects outside of the hydra. At the start of each of its turns, it takes 22(4d10) acid damage + 22(4d10) bludgeoning damage.

If the hydra takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). On a failed saving throw, it regurgitates all swallowed creatures, which fall prone in a place within 30ft. of the hydra.

If the hydra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20ft. of movement exiting prone. Creatures killed while inside the hydra are instantly killed.

**Cataclysmic Screech (Recharge 5-6)** Creatures within a 300ft. radius of the hydra that can hear it must succeed a DC 24 Constitution saving throw. On a failed save, creatures fall prone and become stunned for one minute. Any buildings or structures within range take 88 (16d10) thunder damage. Creatures can repeat its saving throw at the end of each of its turns to end the effect.

## Reactions

**Infinite Maws** Melee Weapon Attack: +18 to hit, reach 60ft., one target. 21 (2d10+10) piercing damage. If the target is a Large or smaller creature, it is grappled by the Hydra (escape DC 26).

## Legendary Actions (5/ turn)

**Titanic Charge(1 action)** The hydra can move up to half its movement speed without provoking opportunity attack

**Devour (1 action)** The hydra can make a Devouring Maw attack against a creature grappled by its Infinite Maw.

**Regenerate Head(3 actions)** The hydra can regain one of its lost heads and recovers 50 hitpoints as part of this action.



## MYTHIC TRAITS

**Fury of the Hydra(1/short rest)** If the hydra starts its turn below half its hitpoint maximum, the hydra can regrow all of its lost heads (regaining hitpoints for each head recovered) and regains all expended legendary resistances. Upon using this feature, it can use its Cataclysmic Screech, even if its not recharged.

**Renewed Fear** Upon using the Fury of the Hydra, creatures must repeat its saving throw against its Frightening Presence, even if it already succeeded on its saving throw.

## Mythic Actions

If the hydras mythic trait is active, it can use the following legendary actions 1 hour after using Fury of the Hydra.

**Storm of Jaws(3 actions)** The hydra can make an Infinity Maw attack against all creatures within its reach.

## Regional Effects

The presence of a worldeater hydra is warped by its presence creating one or more of the following effects.

**Hydra Evolution** Hydras within 6 miles of it fall under the control of this entity. As a result, they begin to rapidly evolve and gain a flying speed of 60ft. and its attacks count as magical for the purpose of overcoming resistance.

If the hydra dies, the hydras lose their supernatural link. As a result, they lose their flying speed and magical attacks

**Devourer's Omen** The worldeater can pinpoint the location of every living creature within 6 miles of it.

**Apocalyptic Presence** The presence of wildlife is strangely absent hinting at the presence of a terrible presence.

# ART CREDITS

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