Encounter type: Hydra, Hatchling
Encountered: 1 per 4 players.
Attacks per turn: 3 See: "Special".
Attack types / Damage per successful attack: Head #1 Bite: 1-D12 x2
Head #2 Bite: 1-D12 x2
Head #3 Bite: 1-D12 x2
D20 roll needed to have Gems / # of gems found: 15+ / 1-D12 x2
D20 roll needed to have Gold / # of gold coins found: 15+ / 3-D6
D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x5
D20 roll needed to have Treasure / # of treasure items found: 15+ / 2-D4 Check for each to have treasure.
Note: Check for each creature to have treasure of its own.

Defense: 13
Experience: 73
Life-points: Body: 100
If the body is slain, the heads of the Hatchling Hydra will fight on, but without its +2 "Offense".
Head #1: 40
Head #2: 40
Head #3: 40
Offense: +2
Region: Volcanic Wilderland.
Special: Regeneration: The Hatchling Hydra's wounds will naturally regenerate at a rate of 1-D12 per turn.
Unlike the greater hydras, the heads of this creature do not grow back in greater numbers.