Encounter type: Hydra, Adult

Encountered: 1-D4 -2 per 3 players (minimum of 1 encountered).

Attacks per turn: 3 See: "Special".

Attack types / Damage per successful attack: Head #1 Bite: 1-D12 x6
Head #2 Bite: 1-D12 x6
Head #3 Bite: 1-D12 x6

D20 roll needed to have Gems / # of gems found: 10+ / 1-D12 x5

D20 roll needed to have Gold / # of gold coins found: 10+ / 4-D12

D20 roll needed to have Silver / # of silver coins: 5+ / 1-D12 x11

D20 roll needed to have Treasure / # of treasure items found: 10+ / 3-D6

Note: Check for each creature to have treasure of its own.

Defense: 16

Experience: 440

Life-points: Body: 400
If the body is slain, the heads of the Young Hydra will fight on, but without its +6 "Offense".
Head #1: 160
Head #2: 160
Head #3: 160

Offense: +6

Region: Volcanic Wilderland Labyrinth

Special: Regeneration: The Adult Hydra's wounds will naturally regenerate at a rate of 1-D12 x3 per turn.
Unlike the greater hydras, the heads of this creature do not grow back in greater numbers.