Encounter type: Hydra, Young

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 x4
Head #2 Bite: 1-D12 x4
Head #3 Bite: 1-D12 x4

D20 roll needed to have Gems / # of gems found: 14+ / 1-D12 x4

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x10

D20 roll needed to have Treasure / # of treasure items found: 14+ / 1-D12 +1

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

Defense: 15

Experience: 220

Life-points: Body: 200
If the body is slain, the heads of the Young Hydra will fight on, but without its +4 "Offense".
Head #1: 80
Head #2: 80
Head #3: 80

Offense: +4

Region: Volcanic Wilderland Dungeon.

Special: Regeneration: The Young Hydra's wounds will naturally regenerate at a rate of 1-D12 x2 per turn.
Unlike the greater hydras, the heads of this creature do not grow back in greater numbers.