

TWO HEADED MAGIC HYDRA



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Huge monstrosity, unaligned

Armor Class: 15 (Natural)

Hit Point: 93 (11d12 +22)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	4 (-3)	10 (+0)	15 (+2)

Senses Darkvision 60 ft., Passive Perception +10

Languages --

Challenge 3 (700 XP)

Proficiency Bonus +2

Reactive Heads. For each head the two headed magic hydra has beyond one, it gets an extra reaction.

Wakeful. While the monstrosity sleeps, at least one of its heads is awake.

Innate Spellcasting. The two headed magic hydra's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: [counterspell](#), [vicious mockery](#)

2/day each: [hold monster](#), [magic missile](#)

Hydra Spellcasting. The two headed magic hydra has 4 Spell slots. It recovers all expended Spell slots after it finishes a long rest. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The two headed magic hydra

can spend one Spell slot to cast one of the following spells as a 3rd-level spell:

Cantrips (at will): [shield](#), [ray of frost](#)

2nd-level: [silence](#), [feblemind](#)

Actions

Multiattack. The two headed magic hydra makes two Bad Mouth attacks.

Bad mouth. Roll a d6, or a d4 is the two headed magic hydra attacked itself since its last turn.

On a result of 1-3 one of the monstrosity's head, yells at the other, and it loses one reaction until the beginning of its next turn.

On a result of 4 or more, it makes the following attack: **Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. Hit: 10 (2d6+3) piercing damage.

Tail. **Melee Weapon Attack:** +5 to hit, reach 15 ft., one target. Hit: 8 (1d10+3) bludgeoning damage

Reactions

Counterspell. The two headed magic hydra casts [Counterspell](#). It can't cast the spell again until the beginning of its next turn.

Shield. The two headed magic hydra casts [Shield](#). It can't cast the spell again until the beginning of its next turn.

Tail Attack. The two headed magic hydra tries to attack a creature that is passing through its space. Roll 1d6, on a result of 1-3 it attacks itself, on a result of 4-6 the two headed magic hydra makes a Tail attack.