

Dwarf Wrestler	Level 1 Brute	
Medium natural humanoid	XP 100	
Initiative +2	Senses Perception +2; low-light vision	
HP 36; Bloodied 18		
AC 13; Fortitude 14, Reflex 13, Will 12		
Saving Throws +5 against poison effects		
Speed 6		
Ⓢ Slam (standard; at-will)		
+5 vs. AC; 1d6 + 2 damage and make a secondary attack.		
<i>Secondary:</i> +3 vs. Fortitude; 1d6 + 2 damage and the target is grabbed.		
Ⓡ Haymaker (standard; at-will)		
+3 vs. AC; 2d6 + 4 damage and the target is knocked prone if it is Large or smaller.		
Ⓡ Headbutt (standard, usable only while bloodied; encounter)		
Grabbed target only; +5 vs. Fortitude; 3d6 + 2 damage and the target is stunned until the end of the dwarf wrestler's next turn.		
Stand Your Ground		
The dwarf wrestler moves 1 square less when an effect forces it to move by pulling, pushing, or sliding. When an attack would knock it prone, it can roll a saving throw to avoid falling prone.		
Alignment Unaligned	Languages Common, Dwarven	
Skills Athletics +7, Dungeoneering +2, Endurance +10		
Str 15 (+2)	Dex 14 (+2)	Wis 14 (+2)
Con 16 (+3)	Int 11 (+0)	Cha 9 (-1)

Halfling Barbarian	Level 1 Brute	
Small natural humanoid	XP 100	
Initiative +2	Senses Perception +5	
HP 34; Bloodied 17		
AC 14; Fortitude 13, Reflex 13, Will 11		
Saving Throws +5 against Fear effects		
Speed 6 (8 when charging)		
Ⓢ Handaxe (standard; at-will) * Weapon		
+3 vs. AC; 1d6 + 2 (1d6 + 4 when bloodied) damage.		
Ⓡ Twin Axe (standard; at-will) * Weapon		
Make two handaxe attacks.		
Ⓢ Handaxe (standard; at-will) * Weapon		
Ranged 5/10; +3 vs. AC; 1d6 + 2 (1d6 + 4 when bloodied) damage.		
Ⓡ Feral Frenzy (minor; encounter)		
The halfling barbarian gains 8 temporary hit points. Until the start of its next turn, its attacks also inflict ongoing 5 damage (save ends).		
Second Chance (immediate interrupt, when the halfling barbarian would be hit by an attack; encounter)		
The halfling barbarian forces the attacker to reroll the attack and take the new result.		
Nimble Reaction		
The Halfling barbarian gains a +2 bonus to AC against opportunity attacks.		
Alignment Unaligned	Languages Common, Goblinoid	
Skills Acrobatics +9, Thievery +4		
Str 13 (+1)	Dex 15 (+2)	Wis 11 (+0)
Con 14 (+2)	Int 10 (+0)	Cha 12 (+1)

Pyreskull Guardian	Level 1 Brute	
Tiny natural animate (construct, homunculus)	XP 125	
Initiative +3	Senses Perception +6	
HP 30; Bloodied 15		
AC 16; Fortitude 12, Reflex 14, Will 11		
Immune disease, poison		
Speed Flight 5 (hover)		
Ⓢ Flaming Bite (standard; at-will) * Fire		
+4 vs. AC; 1d4 and 1d6 fire damage.		
Ⓡ Attach (standard; at-will) * Fire		
Small or larger target only; +4 vs AC; 1d4 and 1d6 fire damage, ongoing 5 fire damage, and the target takes a -2 penalty to attacks (save ends both). The guardian slides into the target's square and is treated as restrained by the target. The guardian slides anywhere the target moves. Until the target makes its save, the guardian's flaming bite automatically hits the target. The pyreskull guardian may end the effect as a free action.		
Guard Area		
A pyreskull guardian gains +2 to attack rolls against any enemy within its guarded area.		
Alignment Unaligned	Languages Common	
Skills Insight +6		
Str 4 (-3)	Dex 16 (+3)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 8 (-1)

Frosthhammer	Level 2 Brute	
Medium elemental construct	XP 125	
Initiative +1	Senses Perception +1	
HP 43; Bloodied 21		
AC 14; Fortitude 14, Reflex 12, Will 12		
Immune disease, poison; Resist 15 cold; Vulnerability 5 fire		
Speed 5		
Ⓢ Icehammer (standard; at-will) * Cold, Weapon		
+6 vs. AC; 1d10 + 4 and ongoing 5 cold damage (save ends).		
Ⓡ Frostburst (free, when reduced to 0 hp; encounter)		
Clost burst 1; +6 vs. Reflex; 2d6 + 1 cold damage.		
Shatter		
The frosthhammer is reduced to 0 hp by any critical hit.		
Alignment Unaligned	Languages -	
Str 16 (+4)	Dex 10 (+1)	Wis 11 (+0)
Con 13 (+2)	Int 6 (-1)	Cha 12 (+1)

Orc Savage	Level 3 Brute	
Medium natural humanoid	XP 150	
Initiative +2	Senses Perception +1; low-light vision	
HP 56; Bloodied 28		
AC 14; Fortitude 16, Reflex 12, Will 12		
Speed 7 (9 when charging)		
Ⓢ Bone Axe (standard; at-will) * Weapon		
+6 vs. AC; 1d10 + 4 (1d10 + 7 while bloodied) damage.		
Savage Charge		
The orc savage gains a +2 bonus to attack rolls and damage when charging. Targets hit by a successful charge are pushed 2 squares.		
Alignment Chaotic Evil	Languages Giant	
Str 19 (+5)	Dex 13 (+2)	Wis 11 (+1)
Con 16 (+4)	Int 6 (-1)	Cha 8 (+0)

Enervation Zombie		Level 4 Brute
Medium natural animate (undead)		XP 175
Initiative +4	Senses Perception +1; darkvision	
HP 66; Bloodied 33; see also <i>zombie weakness</i>		
AC 16; Fortitude 18, Reflex 14, Will 12		
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
Speed 5		
Ⓢ Claw (standard; at-will) * Necrotic		
+9 vs. AC; 1d6 + 4 damage, ongoing 5 necrotic damage, and the target is weakened (save ends both). <i>Failed Save</i> : the enervation zombie gains a +2 bonus to attack and damage rolls until the end of its next turn and gains 5 temporary hit points.		
Zombie Weakness		
The enervation zombie is instantly reduced to 0 hp by a critical hit.		
Alignment Unaligned	Languages -	
Str 18 (+6)	Dex 15 (+4)	Wis 8 (+1)
Con 16 (+5)	Int 2 (-2)	Cha 4 (-1)

Spore Warrior		Level 4 Brute
Medium fey humanoid		XP 175
Initiative +2	Senses Perception +1	
HP 66; Bloodied 33		
AC 14; Fortitude 17, Reflex 12, Will 11		
Resist 5 poison		
Speed 5		
Ⓢ Spore Slam (standard; at-will) * Poison		
+6 vs. Fortitude; 1d6 + 3 damage, ongoing 5 poison damage, and the target is weakened (save ends both).		
⚡ Spore Burst (minor; when bloodied only; recharge ⓂⓂⓂ) *		
Poison		
Clost burst 2; +6 vs. Fortitude; 1d6 + 3 poison damage, ongoing 5 poison damage, and the target is weakened (save ends both).		
Alignment Unaligned	Languages Elven	
Skills Endurance +10		
Str 12 (+3)	Dex 11 (+2)	Wis 8 (+1)
Con 16 (+5)	Int 9 (+1)	Cha 9 (+1)

Lavakin		Level 5 Brute
Small elemental humanoid		XP 200
Initiative +1	Senses Perception +1	
Waves of Flame (Fire) aura 2; Any creature entering or starting its turn in the aura takes 5 fire damage.		
HP 71; Bloodied 35		
AC 15; Fortitude 15, Reflex 13, Will 12		
Resist 10 fire; Vulnerability cold (a lavakin damaged by cold is slowed until the end of its next turn)		
Speed 5		
Ⓢ Slam (standard; at-will) * Fire		
+8 vs. AC; 1d4 and 2d6 fire and ongoing 5 fire damage (save ends).		
⚡ Lavaburst (immediate reaction, when first bloodied and again when reduced to 0 hp)		
Clost burst 2; +8 vs. Reflex; 1d4 and 2d6 fire damage and ongoing 5 fire damage (save ends).		
Alignment Unaligned	Languages -	
Str 11 (+2)	Dex 10 (+2)	Wis 9 (+1)
Con 11 (+2)	Int 8 (+1)	Cha 8 (+1)

Hobgoblin Battlefist		Level 5 Brute (Leader)
Medium natural humanoid		XP 200
Initiative +7	Senses Perception +3; low-light vision	
Hobgoblin Standards aura 10; hobgoblin allies in the aura gain a +1 bonus to attack rolls and AC.		
HP 76; Bloodied 38		
AC 18; Fortitude 21, Reflex 15, Will 18		
Speed 5		
Ⓢ Mace (standard; at-will) * Weapon		
+10 vs. AC; 1d8 + 5 damage. Any hobgoblin allies adjacent to the target may shift 1 square.		
⚔ Grab and Smash (standard; recharge ⓂⓂⓂ) * Weapon		
+8 vs. Reflex; 1d6 + 5 damage and slide the target to any square adjacent to the hobgoblin battlefist and make a secondary attack.		
<i>Secondary</i> : +10 vs. AC; 1d8 + 5 damage and the target is pushed 1 square and knocked prone.		
⚔ Enforced Sacrifice (immediate interrupt, when the hobgoblin battlefist is attacked; encounter)		
Target an adjacent creature other than the attacker; +8 vs. Reflex; redirect attack to target.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin battlefist suffers an effect that a save can end; encounter)		
The hobgoblin battlefist rolls a saving throw against the effect.		
Alignment Evil	Languages Common, Goblin	
Skills Athletics +12, Endurance +10, History +5		
Str 20 (+7)	Dex 13 (+3)	Wis 13 (+3)
Con 16 (+5)	Int 12 (+3)	Cha 16 (+5)

Bloat Devil		Level 5 Brute
Medium immortal humanoid (devil)		XP 200
Initiative +1	Senses Perception +1	
HP 82; Bloodied 41; see <i>deathburst</i>		
AC 13; Fortitude 20, Reflex 12, Will 13		
Resist 5 fire		
Speed 5		
Ⓢ Smash (standard; at-will)		
+10 vs. AC; 1d8 + 5 damage and the target is pushed 1 square.		
⚔ Crush (standard; recharge ⓂⓂⓂ)		
+8 vs. Fortitude; 2d6 + 5 damage and the target is restrained until the end of the bloat devil's next turn. If the bloat devil moves or is moved, the target is no longer restrained.		
⚡ Deathburst (free, when reduced to 0 hp; encounter) * Poison		
Clost burst 2; +8 vs. Fortitude; 1d6 + 5 damage, ongoing 2 poison damage, and the target suffers a -2 penalty to Fortitude defense (save ends both).		
Stability		
The bloat devil moves 2 squares less when an effect forces it to move by pulling, pushing, or sliding. When an attack would knock it prone, it can roll a saving throw to avoid falling prone.		
Alignment Evil	Languages Supernal	
Str 20 (+7)	Dex 8 (+1)	Wis 8 (+1)
Con 22 (+8)	Int 9 (+1)	Cha 11 (+2)

Bone Lord Level 5 Elite Brute

Large natural animate (undead) XP 400

Initiative +2 **Senses** Perception +2

Skeletal Strength Aura 10; undead animate allies in the aura gain a +2 bonus to AC and damage.

HP 152; **Bloodied** 76

AC 19; **Fortitude** 19, **Reflex** 16, **Will** 16

Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Speed 6

Action Points 1

Ⓢ **Claw** (standard; at-will)

Reach 2; +10 vs. AC; 1d6 + 5 damage and the target is grabbed (escape ends).

Ⓡ **Sting** (standard; at-will) * **Poison**

Reach 2; +10 vs. AC; 2d6 + 5 damage, ongoing 5 poison damage, and the target is weakened (save ends both).

Ⓡ **Hurl** (standard; at-will)

Grabbed target only; +8 vs. Fortitude; 1d6 + 5 damage and the target is knocked prone and slides 5 squares. *Miss*: the target slides 2 squares.

Ⓡ **Bone Shatter** (minor; recharged by *hurl* attack) * **Necrotic**

Grabbed target only; +8 vs. Fortitude; ongoing 5 necrotic damage and the target is slowed and takes a -2 penalty to attack rolls (save ends all).

Ⓡ **Reactive Sting** (immediate reaction, when an enemy grabbed by the bone lord escapes; at-will)

The bone lord makes a free sting attack against the enemy.

Alignment Evil **Languages** Common

Skills Intimidate +10

Str 20 (+7) **Dex** 11 (+2) **Wis** 10 (+2)

Con 16 (+5) **Int** 11 (+2) **Cha** 11 (+2)

Orc Doomsounder Level 6 Brute (Leader)

Medium natural humanoid XP 250

Initiative +5 **Senses** Perception +3; low-light vision

Doom Charge Aura 20; orc allies in the aura who charge gain a +2 bonus to attack rolls and damage until the end of their next turn.

HP 85; **Bloodied** 42

AC 17; **Fortitude** 18, **Reflex** 15, **Will** 15

Speed 6 (8 while charging)

Ⓢ **Bone Club** (standard; at-will) * **Weapon**

+9 vs. AC; 1d6 + 4 damage.

Ⓡ **Double Attack** (standard; at-will) * **Weapon**

The orc doomsounder makes two bone club attacks. If both attacks hit the same target, the target is dazed until the end of the orc doomsounder's next turn.

Ⓡ **Warrior's Surge** (standard, usable only while bloodied; encounter) * **Healing, Weapon**

The orc doomsounder makes a melee basic attack and regains 21 hit points.

Ⓡ **Incite Surge** (standard; recharge Ⓡ) * **Necrotic**

Range 10; target orc ally recharges its *warrior's surge*.

Alignment Chaotic Evil **Languages** Common, Giant

Skills Endurance +10

Str 18 (+7) **Dex** 14 (+5) **Wis** 10 (+3)

Con 15 (+5) **Int** 9 (+2) **Cha** 13 (+4)

Boneskull Level 6 Brute

Medium natural humanoid XP 250

Initiative +4 **Senses** Perception +3

HP 91; **Bloodied** 45; see *shattered skull*

AC 22 (16 bloodied); **Fortitude** 20, **Reflex** 16, **Will** 22 (16 bloodied)

Resist 10 psychic; see *shattered skull*

Speed 7

Ⓢ **Slam** (standard; at-will)

+9 vs. AC; 1d8 + 4 damage.

Ⓡ **Headbutt** (standard; at-will)

+9 vs. AC; 2d8 + 4 damage and the target is pushed 2 squares and secondary attack. *Secondary*: +9 vs. Fortitude; target is stunned until the end of the Boneskull's next turn. See *shattered skull*.

Shattered Skull (free, when bloodied)

The boneskull is dazed for the encounter and loses its *headbutt* attack and psychic resistance. Its AC and Will also decrease to 16.

Alignment Unaligned **Languages** Giant

Skills Athletics +12

Str 19 (+7) **Dex** 13 (+4) **Wis** 11 (+3)

Con 21 (+8) **Int** 12 (+4) **Cha** 10 (+3)

Flameborn Reaver Level 6 Brute

Medium elemental humanoid XP 250

Initiative +9 **Senses** Perception +5

HP 86; **Bloodied** 43

AC 20; **Fortitude** 20, **Reflex** 18, **Will** 18

Resist 8 fire

Speed 5

Ⓢ **Longsword** (standard; at-will) * **Fire, Weapon**

+10 vs. AC; 1d8 + 5 damage (crit 1d12 fire + 13 damage).

Ⓡ **Double Attack** (standard; at-will) * **Fire, Weapon**

The flameborn reaver makes two *longsword* attacks.

Ⓡ **Burning Whirlwind** (standard; recharge Ⓡ) * **Fire, Weapon**

Close burst 1; targets enemies; +10 vs. AC; 1d8 + 5 damage plus 1d12 fire damage.

Alignment Chaotic Evil **Languages** Common, Primordial

Skills Endurance +13

Str 18 (+7) **Dex** 15 (+5) **Wis** 14 (+5)

Con 16 (+6) **Int** 12 (+4) **Cha** 11 (+3)

Arya Sunlord	Level 6 Elite Brute
Large natural humanoid	XP 500
Initiative +5	Senses Perception +11
Searing Radiance (Radiant) Aura 2; an enemy who enters or starts its turn in the aura takes 5 radiant damage.	
HP 170; Bloodied 85	
AC 19; Fortitude 20, Reflex 17, Will 19	
Resist 10 radiant	
Saving Throws +2	
Speed 6, flight 8 (clumsy)	
Action Points 1	
Ⓢ Armlade (standard; at-will) * Radiant, Weapon	
Reach 2; +10 vs. AC; 1d8 + 4 damage plus 1d8 radiant damage.	
Ⓡ Sunslash (standard; at-will) * Radiant	
Reach 2; +10 vs. Reflex; 2d8 + 5 radiant damage and the target is blinded (save ends).	
⚡ Searing Light (standard; recharge Ⓜ) * Radiant	
Range 10; +10 vs. Fortitude; 1d8 + 5 radiant damage and the target is blinded until the end of the arya sunlord's next turn.	
⚡ Searing Whirlwind (standard; recharge Ⓜ) * Radiant	
Close burst 2; targets enemies; +10 vs. Reflex; 2d8 + 5 radiant damage and the target is blinded (save ends).	
Alignment Unaligned Languages Common	
Skills Endurance +10, Intimidate +13	
Str 19 (+7)	Dex 14 (+5) Wis 16 (+6)
Con 15 (+5)	Int 13 (+4) Cha 20 (+8)

Kerdat Executioner	Level 7 Brute
Medium natural humanoid	XP 300
Initiative +4	Senses Perception +2
HP 98; Bloodied 49; <i>see crimson haze</i> .	
AC 18; Fortitude 21, Reflex 16, Will 17	
Speed 6	
Ⓢ Greataxe (standard; at-will) * Weapon	
+10 vs. AC; 1d12 + 5 (crit 1d12 + 17) damage. If the kerdat is bloodied, it instead deals 1d12 + 10 (crit 1d12 + 22) and the target is pushed 1 square.	
Ⓡ Swipe (standard; at-will) * Weapon	
The kerdat executioner makes a <i>greataxe</i> attack against two different enemies.	
Ⓡ Execute (standard; encounter) * Weapon	
Target must be bloodied; +10 vs. Fortitude; 1d12 + 17 damage and the target is knocked prone and dazed until the end of the kerdat executioner's next turn.	
⚡ Howl of Terror (minor; begins uncharged; recharged by scoring a critical hit or reducing an enemy to 0 hp) * Fear	
Close burst 5; targets enemies; +10 vs. Will; target is dazed (save ends). The kerdat executioner gains a +2 bonus to attack rolls for the encounter.	
Crimson Haze	
A bloodied kerdat executioner gains a +5 bonus to saves against charm and fear effects.	
Alignment Evil Languages Goblinoid	
Skills Athletics +13, Intimidate +12	
Str 21 (+8)	Dex 13 (+4) Wis 8 (+2)
Con 18 (+7)	Int 9 (+2) Cha 15 (+5)

Voracious Maw (Medium)	Level 8 Brute
Medium aberrant beast	XP 350
Initiative +6	Senses Perception +5
HP 106; Bloodied 53	
AC 21; Fortitude 20, Reflex 19, Will 18	
Speed 7	
Ⓢ Bite (standard; at-will)	
+11 vs. AC; 1d12 + 4 (crit 1d12 + 16) damage. The voracious maw deals +1d12 damage against bloodied enemies. See also <i>devour</i>	
Devour (free, when reducing an enemy to 0 hit points; at-will)	
Any death saving throws that the enemy makes take a -5 penalty. If the voracious maw outright killed the enemy, it heals 10 hp.	
Alignment Unaligned Languages -	
Skills Athletics +13	
Str 19 (+8)	Dex 14 (+6) Wis 13 (+5)
Con 16 (+7)	Int 2 (+0) Cha 8 (+3)

Thorn Horror	Level 8 Brute
Large natural beast (plant)	XP 350
Initiative +5	Senses Perception +4
HP 107; Bloodied 53; <i>see crimson haze</i> .	
AC 19; Fortitude 22, Reflex 17, Will 17	
Speed 6	
Ⓢ Claw (standard; at-will)	
+13 vs. AC; 1d8 + 5 damage and ongoing 2 damage (save ends).	
Ⓡ Double Attack (standard; at-will)	
The thorn horror makes two claw attacks.	
Ⓡ Bloody Sap (immediate reaction, when the thorn horror is bloodied and is damaged by a melee weapon; at-will)	
+9 vs. Reflex; the target is restrained (escape ends). The target cannot use the melee weapon while restrained and may end the restrained condition as a free action by releasing the melee weapon.	
⚡ Thorn Burst (free, when the thorn horror is reduced to 0 hp)	
Close burst 2; +11 vs. Reflex; 1d8 + 5 damage and ongoing 5 damage (save ends).	
Alignment Unaligned Languages -	
Skills Nature +9	
Str 20 (+9)	Dex 13 (+5) Wis 11 (+4)
Con 17 (+7)	Int 5 (+1) Cha 12 (+5)

Kerdat Chieftain		Level 8 Brute (Leader)	
Medium natural humanoid		XP 350	
Initiative +4	Senses Perception +2		
HP 108; Bloodied 54; <i>see crimson haze.</i>			
AC 18; Fortitude 21, Reflex 16, Will 17			
Speed 6			
Ⓣ Battleaxe (standard; at-will) * Weapon			
+11 vs. AC; 1d10 + 5 damage. If the kerdat is bloodied, it instead deals 1d10 + 10 and the target is pushed 1 square.			
⚡ Howl of Terror (minor; begins uncharged; recharged by scoring a critical hit or reducing an enemy to 0 hp) * Fear			
Close burst 5; targets enemies; +11 vs. Will; target is dazed (save ends). The kerdat chieftain and any allies in the burst gain a +2 bonus to attack rolls for the encounter.			
Grim Sentence (immediate interrupt, when a kerdat ally within 5 squares rolls an 18 or 19 to attack; at-will)			
The attack is a critical if it hits.			
Crimson Haze			
A bloodied kerdat chieftain gains a +5 bonus to saves against charm and fear effects.			
Alignment Evil		Languages Goblinoid	
Skills Athletics +13, Intimidate +12			
Str 21 (+8)	Dex 13 (+4)	Wis 11 (+2)	
Con 18 (+7)	Int 10 (+2)	Cha 16 (+5)	

Voracious Maw (Large)		Level 14 Brute	
Large aberrant beast		XP 1000	
Initiative +13	Senses Perception +8		
HP 169; Bloodied 84			
AC 27; Fortitude 26, Reflex 25, Will 24			
Speed 7			
Ⓣ Bite (standard; at-will)			
+17 vs. AC; 2d10 + 6 (crit 2d10 + 26) damage. The voracious maw deals +1d12 damage against bloodied enemies. See also <i>devour</i>			
⚡ Devour (free, when reducing an enemy to 0 hit points; at-will)			
Any death saving throws that the enemy makes take a -5 penalty. If the voracious maw outright killed the enemy, it heals 20 hp and makes a secondary fear attack. <i>Secondary</i> : Close burst 5; targets enemies; +17 vs. Will; the target takes a -2 penalty to all defenses.			
Alignment Unaligned		Languages -	
Skills Athletics +18			
Str 22 (+13)	Dex 15 (+9)	Wis 13 (+8)	
Con 19 (+11)	Int 2 (+3)	Cha 8 (+6)	

Young Indomitable Hydra		Level 11 Solo Brute	
Large natural beast (reptile)		XP 3,000	
Initiative +4	Senses Perception +12; all-around vision		
HP 580; Bloodied 290; <i>see many-headed.</i>			
AC 24; Fortitude 25, Reflex 23, Will 22			
Resist daze, dominate, stun (these effects only cause the hydra to be slowed instead of their normal effect)			
Saving Throws +5			
Speed 6 (swamp walk), swim 6			
Action Points 2			
Ⓣ Bite (standard; at-will) * Poison			
Reach 2; +11 vs. AC; 1d8 + 5 damage and ongoing 5 poison damage (save ends).			
Ⓣ Poison Spit (minor; at-will) * Poison			
Range 5; +11 vs. Fortitude; ongoing 5 poison damage (save ends).			
⚡ Hydra Fury (standard; at-will) * Poison			
The hydra must have at least two heads, <i>see many-headed</i> ; Close burst 2; +11 vs. AC; 1d8 + 5 damage and ongoing 5 poison damage (save ends). <i>Miss</i> : half damage and no ongoing poison.			
Many-Headed			
<ul style="list-style-type: none"> • Add the number of heads the hydra currently has as a bonus to attack and damage for <i>hydra fury</i>. The hydra begins combat with five heads. • At 500 hit points and every 50 thereafter (450, 400, 350, 300, 250, 200, 150, 100, and 50), one of the hydra's heads is beheaded, destroyed, or eaten by the other heads, leaving a bleeding stump. • If the hydra is critically hit, or hit by an attack for at least 25 acid or fire damage, while it has one or more bleeding stumps, one stump is also destroyed and <i>regrow heads</i> cannot be used on it. • If the hydra is reduced to zero heads, it is reduced to 0 hp. 			
Regrow Heads (minor, when the hydra has one or more bleeding stumps; recharge Ⓣ:Ⓣ:Ⓣ)			
The hydra gains two heads. <i>See many-headed.</i>			
Alignment Unaligned		Languages -	
Str 20 (+10)	Dex 16 (+8)	Wis 14 (+7)	
Con 20 (+10)	Int 2 (+1)	Cha 8 (+4)	