

SQUIRMING SKULL

Medium undead, neutral evil

Armor Class 15 (Natural Armor)
Hit Points 30 (4d8 + 12)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	1 (-5)	9 (-1)	5 (-3)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 17
Challenge M10 (1,180 XP)

Bonesense. The skull can pinpoint, by scent, the location of any creature with bones within 20 feet, and does not suffer disadvantage for attacking a creature with bones that it can't see.

Minion. If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Squirming Snap. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 piercing damage.

Reattach. The skull attaches itself to a hydra within 5 feet of it, becoming one of the hydra's heads. The hydra regains 15 hit points and must succeed on a DC 10 Constitution saving throw or be Stunned until the beginning of its next turn.

BONE HYDRA

Huge undead, neutral evil

Armor Class 15 (Natural Armor)
Hit Points 199 (19d12 + 76)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	4 (-3)	9 (-1)	5 (-3)

Saving Throws DEX +5, CON +8
Skills Perception +7
Damage Resistances Piercing and Slashing from Attacks made without Advantage

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 17
Challenge 10 (5,900 XP)

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being Blinded, Charmed, Deafened, Frightened, Stunned, and knocked Unconscious.

Whenever the hydra takes 25 or more damage from a single source, it loses a head. If none of this damage was bludgeoning damage, a **Squirming Skull** that acts on the hydra's turn appears in the nearest unoccupied space to it.

Bonesense. The head can pinpoint, by scent, the location of any creature with bones within 20 feet, and does not suffer disadvantage for attacking a creature with bones that it can't see.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The hydra makes as many Snapping Skull attacks as it has heads.

Snapping Skull. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage and the target is grappled (escape DC 17).

The hydra cannot use this attack if it has no heads.

Skeletal Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (3d12 + 5) bludgeoning damage and the target must succeed on a DC 17 Constitution saving throw or be Stunned until the end of the hydra's next turn.

Worry. One creature grappled by at least two of the hydra's heads must succeed on a DC 17 Constitution throw or take 55 (10d10) piercing damage, or half as much on a success.

A creature makes this save with disadvantage if it is grappled by three or more heads.