

CLOCKWORK HYDRA**CR 7****XP 3,200**

N Huge construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 12, flat-footed 13 (+1 Dex, +8 natural, -2 size)**hp** 67 (5d10+40); fast healing 5**Fort** +1, **Ref** +2, **Will** +1**DR** 5/adamantine

OFFENSE

Speed 20 ft., swim 20 ft.**Melee** 5 bites +10 (1d12+6)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** death burst, magic fangs, pounce

STATISTICS

Str 19, **Dex** 12, **Con** —, **Int** 2, **Wis** 11, **Cha** 9**Base Atk** +5; **CMB** +11; **CMD** 22 (can't be tripped)**Feats** Combat Reflexes, Weapon Focus (bite)**Skills** Perception +10, Swim +11; **Racial Modifiers** +2

Perception

SQ hydra traits, regenerate head