EYEDRA CR 4

## XP 1,200

N Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +14

## **DEFENSE**

**AC** 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

**hp** 42 (5d10+15); fast healing 5

Fort +7, Ref +7, Will +1

## **OFFENSE**

Speed 20 ft., swim 20 ft.

**Melee** 5 bites +5 (1d4+1)

Space 10 ft.; Reach 5 ft.

Special Attacks eye rays (+7 ranged touch), pounce

## **STATISTICS**

**Str** 12, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +5; CMB +7; CMD 20 (can't be tripped)

Feats Combat Reflexes, Point Blank Shot, Precise Shot

Skills Perception +14, Swim +11; Racial Modifiers +6

Perception

SQ hydra traits, regenerate head