

HYDROS

Medium • Elemental • Neutral

Armor Class 17 (21; Ice Form)

Initiative +10 (20)

Hit Points 204 (24d8 + 96)

Speed 30 ft., swim 120 ft., fly 60 ft. (hover; Steam Form only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	19 (+4)	20 (+5)	21 (+5)

Saving Throws Int +10, Wis +11, Cha +11

Skills Insight +11, Nature +10, Perception +11

Damage Resistances fire; bludgeoning, piercing, slashing (Steam/Water Form)

Damage Immunities acid, cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., tremorsense 300 ft. (water only), passive Perception 21

Languages Common, Primordial (Aquan)

CR 17 (XP 18,000 or 20,000 in lair; PB +6)



Aura. The hydros creates one of the following effects in a 20-foot emanation originating from it, depending on its form:

- **Ice Form.** When a creature starts its turn in the area or enters it on a turn for the first time, it takes 9 (2d8) cold damage.
- **Steam Form.** The area is heavily obscured, for creatures of the hydros' choice.
- **Water Form.** The area is lightly obscured and difficult terrain, for creatures of the hydros' choice.

Amorphous (Only Steam and Water Form). The hydros can move through a space as narrow as 1 inch wide without squeezing.

Unusual Nature. The hydros doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The hydros makes three Aqua Blasts. It can replace two of these with attacks with a use of Spellcasting.

Aqua Blast. *Melee or Ranged Spell Attack:* +11, reach 5 ft or range 150 ft. *Hit:* 21 (3d10 + 5) damage. Depending on the hydros' form, it causes the following additional effect:

- **Ice Form.** The damage type is piercing, and the target's speed is reduced by 10 feet.
- **Steam Form.** The damage type is cold target has disadvantage on the next attack roll it makes before the end of its next turn.
- **Water Form.** The damage type is bludgeoning and target is pushed 5 feet away from the hydros.

Spellcasting. The hydros casts one of the following spells, requiring no material components, using Charisma as spellcasting ability (spell save DC 19):

At will: *control water, create or destroy water, fog cloud*

1/day: *ice storm, cone of cold, freezing sphere, wall of ice*

BONUS ACTIONS

Change Form. The hydros changes to a different form: Ice Form, Steam Form, or Water Form.

REACTIONS

Flowing Redirect (2/Day, 3/Day in Lair). *Trigger:* The hydros fails a saving throw or is hit by an attack, ability, or spell. *Response:* The hydros loses 20 hit points and creates a **water elemental** (Medium-sized, 50 hit points only) in an unoccupied space within 5 feet of it under its control, and the water elemental becomes the target instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the kapre can expend a use to take one of the following actions. The kapre regains all expended uses at the start of each of its turns.

Aqua Blast. The hydros makes one Aqua Blast attack.

Clinging Droplets. *Strength Saving Throw:* DC 19, one creature inside the hydros' aura. *Failure:* 10 (4d4) cold damage, and the target can't leave the hydros' aura and is moved with the area if the hydros moves. The effect lasts until the start of the hydros' next turn.

Freeze. The hydros freezes a 20-radius solid piece of ground until the start of its next turn. *Dexterity Saving Throw:* DC 19, any creature of the hydro's choice starting its turn inside the area or entering it for the time on a turn. *Failure:* The target is knocked prone. *Failure or Success:* The area is difficult terrain for creatures of the hydros' choice.

HYDROS — WEAKER

Armor Class 16 (20; Ice Form)

Initiative +8 (18)

Hit Points 172 (23d8 + 69)

Speed 30 ft., swim 120 ft., fly 60 ft. (hover; Steam Form only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	17 (+3)	18 (+4)	19 (+4)

Saving Throws Int +10, Wis +11, Cha +11

Skills Insight +9, Nature +8, Perception +9

Damage Resistances fire; bludgeoning, piercing, slashing (Steam/Water Form)

Damage Immunities acid, cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., tremorsense 300 ft. (water only), passive Perception 19

Languages Common, Primordial (Aquan)

CR 14 (XP 11,500 or 13,000 in lair; PB +5)



Aura. The hydros creates one of the following effects in a 20-foot emanation originating from it, depending on its form:

- **Ice Form.** When a creature starts its turn in the area or enters it on a turn for the first time, it takes 10 (3d6) cold damage.
- **Steam Form.** The area is heavily obscured, for creatures of the hydros' choice.
- **Water Form.** The area is lightly obscured and difficult terrain, for creatures of the hydros' choice.

Amorphous (Only Steam and Water Form). The hydros can move through a space as narrow as 1 inch wide without squeezing.

Unusual Nature. The hydros doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The hydros makes three Aqua Blasts. It can replace two of these with attacks with a use of Spellcasting.

Aqua Blast. *Melee or Ranged Spell Attack:* +9, reach 5 ft or range 150 ft. *Hit:* 17 (3d8 + 4) damage. Depending on the hydros' form, it causes the following additional effect:

- **Ice Form.** The damage type is piercing, and the target's speed is reduced by 10 feet.
- **Steam Form.** The damage type is cold target has disadvantage on the next attack roll it makes before the end of its next turn.
- **Water Form.** The damage type is bludgeoning and target is pushed 5 feet away from the hydros.

Spellcasting. The hydros casts one of the following spells, requiring no material components, using Charisma as spellcasting ability (spell save DC 17):

At will: *control water, create or destroy water, fog cloud*

1/day: *ice storm, cone of cold, freezing sphere, wall of ice*

BONUS ACTIONS

Change Form. The hydros changes to a different form: Ice Form, Steam Form, or Water Form.

REACTIONS

Flowing Redirect (1/Day, 2/Day in Lair). *Trigger:* The hydros fails a saving throw or is hit by an attack, ability, or spell.

Response: The hydros loses 20 hit points and creates a **water elemental** (Medium-sized, 50 hit points only) in an unoccupied space within 5 feet of it under its control, and the water elemental becomes the target instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the kapre can expend a use to take one of the following actions. The kapre regains all expended uses at the start of each of its turns.

Aqua Blast. The hydros makes one Aqua Blast attack.

Clinging Droplets. *Strength Saving Throw:* DC 17, one creature inside the hydros' aura. *Failure:* 7 (3d4) cold damage, and the target can't leave the hydros' aura and is moved with the area if the hydros moves. The effect lasts until the start of the hydros' next turn.

Freeze. The hydros freezes a 20-radius solid piece of ground until the start of its next turn. *Dexterity Saving Throw:* DC 17, any creature of the hydro's choice starting its turn inside the area or entering it for the time on a turn. *Failure:* The target is knocked prone. *Failure or Success:* The area is difficult terrain for creatures of the hydros' choice.

HYDROS — STRONGER

Armor Class 18 (22; Ice Form)

Initiative +11 (21)

Hit Points 294 (31d8 + 155)

Speed 30 ft., swim 120 ft., fly 60 ft. (hover; Steam Form only)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	21 (+5)	22 (+6)	23 (+6)

Saving Throws Int +10, Wis +11, Cha +11

Skills Insight +12, Nature +11, Perception +12

Damage Resistances fire; bludgeoning, piercing, slashing (Steam/Water Form)

Damage Immunities acid, cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., tremorsense 300 ft. (water only), passive Perception 22

Languages Common, Primordial (Aquan)

CR 20 (XP 25,000 or 33,000 in lair; PB +6)



Aura. The hydros creates one of the following effects in a 20-foot emanation originating from it, depending on its form:

- **Ice Form.** When a creature starts its turn in the area or enters it on a turn for the first time, it takes 10 (3d6) cold damage.
- **Steam Form.** The area is heavily obscured, for creatures of the hydros' choice.
- **Water Form.** The area is lightly obscured and difficult terrain, for creatures of the hydros' choice.

Amorphous (Only Steam and Water Form). The hydros can move through a space as narrow as 1 inch wide without squeezing.

Unusual Nature. The hydros doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The hydros makes three Aqua Blasts. It can replace two of these with attacks with a use of Spellcasting.

Aqua Blast. *Melee or Ranged Spell Attack:* +12, reach 5 ft or range 150 ft. *Hit:* 28 (4d10 + 6) damage. Depending on the hydros' form, it causes the following additional effect:

- **Ice Form.** The damage type is piercing, and the target's speed is reduced by 10 feet.
- **Steam Form.** The damage type is cold target has disadvantage on the next attack roll it makes before the end of its next turn.
- **Water Form.** The damage type is bludgeoning and target is pushed 5 feet away from the hydros.

Spellcasting. The hydros casts one of the following spells, requiring no material components, using Charisma as spellcasting ability (spell save DC 20):

At will: *control water, create or destroy water, fog cloud*

1/day: *ice storm, cone of cold, freezing sphere, wall of ice*

BONUS ACTIONS

Change Form. The hydros changes to a different form: Ice Form, Steam Form, or Water Form.

REACTIONS

Flowing Redirect (3/Day, 4/Day in Lair). *Trigger:* The hydros fails a saving throw or is hit by an attack, ability, or spell.

Response: The hydros loses 20 hit points and creates a **water elemental** (Medium-sized, 50 hit points only) in an unoccupied space within 5 feet of it under its control, and the water elemental becomes the target instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the kapre can expend a use to take one of the following actions. The kapre regains all expended uses at the start of each of its turns.

Aqua Blast. The hydros makes one Aqua Blast attack.

Clinging Droplets. *Strength Saving Throw:* DC 20, one creature inside the hydros' aura. *Failure:* 15 (6d4) cold damage, and the target can't leave the hydros' aura and is moved with the area if the hydros moves. The effect lasts until the start of the hydros' next turn.

Freeze. The hydros freezes a 20-radius solid piece of ground until the start of its next turn. *Dexterity Saving Throw:* DC 20, any creature of the hydro's choice starting its turn inside the area or entering it for the time on a turn. *Failure:* The target is knocked prone. *Failure or Success:* The area is difficult terrain for creatures of the hydros' choice.