

Bear Rider

Bear riders are the mounted cavalry of the Uldan Guard. They use bears as their mounts. Many bear riders patrol the city of Uldan, the surrounding tunnels, and mountain passes.

Medium humanoid (mountain dwarf), lawful good

AC 16 (chain mail) Hit Points 6d8 + 6 Speed 30 ft. (40 ft./climb 30 ft. on their bear mount)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	10 (+0)

Skills/Perception +3

Senses/darkvision 60', passive Perception 13

Languages/Common and Dwarvish

CHALLENGE RATING 2 (450 XP)

Actions

Multiattack. The bear rider makes two melee attacks or one ranged attack.

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d10 + 3) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* (1d8 + 1) piercing damage.

Cave Hydra

This monster has a large, round central body with a set of razor sharp teeth. It is usually brown in color. Five long tentacles extend from the center and can be used to move itself across land. Cave hydras live in caverns with underground rivers or lakes.

Huge monstrosity, unaligned

AC 16 (natural armor) Hit Points 15d12 + 90 Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+0)	22 (+6)	2 (-4)	10 (+0)	6 (-5)

Skills/Perception +6

Senses/Darkvision 60 ft., passive Perception 16

Languages -

CHALLENGE RATING 8 (3,900 XP)

Hold Breath. The cave hydra can hold its breath for 20 minutes.

Multiple tentacles. The cave hydra has five tentacles and it begins with the ability to strike with all five and bite. However, each time the cave hydra takes 25 hit points of damage, a tentacle is cut off.

Actions

Multiattack. The cave hydra starts with five tentacle attacks and one bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* (2d6 + 5) bludgeoning damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* (1d12 + 5) piercing damage.