

# ARTIC TATZLEWYRM

## CREATURE 2

**NE****MEDIUM****DRAGON**

**Languages** Draconic

**Skills** Acrobatics +7, Athletics +8, Crafting +4, Intimidation +6, Stealth +7

**Str** +4, **Dex** +1, **Con** +3, **Int** -3, **Wis** +2, **Cha** +0

**Arctic Adaptation** An Arctic Tatzlwyrm treats difficult terrain caused by ice and snow as one step less.

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**AC** 17; **Fort** +9, **Ref** +8, **Will** +5

**HP** 30; **Immunities** paralyzed, sleep; **Resistances** Col 10

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**Speed** 30 feet, climb 30 feet

**Melee** ♦ fangs +10 (magical), **Damage** 1d8+6 piercing

**Melee** ♦ claw +10 (magical), **Damage** 1d6+6

**Poison Gasp** ♦ (poison) The Tatzlwyrm belches a puff of poisonous vapor into the face of an adjacent creature, which must attempt a DC 15 Fortitude save; the creature takes a -2 circumstance penalty to this save if it's grabbed or flat-footed. The tatzlwyrm can't use Poison Gasp again for 2 rounds.

**Critical Success** The target is unaffected.

**Success** The target is sickened 1.

**Failure** The target takes 2d6 poison damage and is enfeebled 1 for 1 round.

**Critical Failure** The target takes 4d6 poison damage and is enfeebled 1 for 1 minute.