



Image by Steve Ellis, © Wizards of the Coast. Accessed at the Frostburn Art Gallery [here](#)

[Despite being a well-read kid, I somehow never even heard of *His Dark Materials* until I was a senior in high school, and didn't know about the panserbjorn until publicity for *The Golden Compass* movie geared up a few years later. So when I first read *Frostburn*, I thought, “armored polar bears? What a weird and novel idea!” I'm onto your game, WotC.]

The original urskan was a strongly overpowered CR 5—I bumped them to CR 7 and still had to tone down their offensive capabilities. No more powerful charge, no more rend. I also got rid of their cold subtype, because not every arctic monster needs it.]

Urskan

CR 7 Magical Beast

This white bear has a gleam of intelligence in its eyes, and a suit of armor on its body.

The urskan are a species of sapient, semi-aquatic bears. Due to their love of heavy armor, they are sometimes referred to as “armored bears” or even “tank bears” by outsiders. Although they resemble polar bears closely, they also have a notable feature of pandas. All urskans possess a mobile sesamoid bone in their wrist, acting like a thumb to help them grip objects. Although their grip is not as fine as a human's—urskan writing implements more closely resemble fitted bracers than a pen—it is good enough for them to hold tools and weapons.

Urskans typically hunt in the water for seals, whales and large fish, and do so unarmored. Their armor is donned for territorial battles, displays and clashes with other polar powers such as frost giants. Their claws are exceedingly sharp, but many urskans wield hammers, picks or other dual-purpose weapons as well.

An urskan stands ten feet tall when it rears on its hind legs, but they typically walk on all fours. They get along well with dwarves, and are somewhat distrusting of humans. An urskan's lifespan is

short by humanoid standards—one that survives into its fifties is seen as ancient.

Urskan CR 7

XP 3,200

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +7, scent

Defense

AC 21, touch 10, flat-footed 20 (-1 size, +1 Dex, +3 natural, +8 armor)

hp 80 (7d10+42)

Fort +10, **Ref** +6, **Will** +4

Resist cold 10

Offense

Speed 40 ft., swim 40 ft.

Melee 2 claws +13 (1d12+7), bite +13 (1d6+7) or warhammer +13/+8 (2d6+7/x3), claw +8 (1d12+3), bite +8 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Statistics

Str 25, **Dex** 12, **Con** 21, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +7; **CMB** +15 (+17 overrun); **CMD** 26 (28 vs. overrun)

Feats Improved Overrun, Intimidating Prowess, Power Attack, Toughness

Skills Acrobatics +3 (+7 on icy surfaces), Climb +9, Craft (metalworking) +8, Intimidate +11, Perception +7, Survival +8, Swim +17; **Racial Modifiers** +4 Acrobatics on icy surfaces, +4 Craft, +4 Survival

Languages Dwarven, Urskan

SQ armor training 2, martial training, snow walker

Ecology

Environment cold plains and aquatic

Organization solitary or patrol (2-8)

Treasure standard (Large masterwork half plate, Large warhammer, other treasure)

Special Abilities

Armor Training (Ex) An urskan has the armor training ability of a fighter whose class level equals its Hit Dice. Fighter levels stack with urskan Hit Dice for the purposes of this ability.

Martial Training (Ex) An urskan is proficient in all armor, all simple weapons, and one martial weapon of its choice.

Snow Walker (Ex) An urskan ignores all natural difficult terrain caused by icy or snowy conditions.