

ARCTIC TATZLWYRM

CREATURE 2

UNCOMMON

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MEDIUM

DRAGON

Perception +8; darkvision

Languages Draconic

Skills Acrobatics +7, Athletics +8, Intimidation +6, Stealth +7, Survival +4,


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


Natural Camouflage: An arctic tatzlwyrms blue and white scales provide it natural camouflage. In areas of snow and ice, an arctic tatzlwyrms can move at its full Speed when Sneaking, and it gains a +4 circumstance bonus to Hide.



AC 18; **Fort** +11; **Ref** +5; **Will** +8

HP 30; **Immunities** Paralyzed, Sleep;

Speed 30 feet, Burrow (Snow) 15 feet

Melee Jaws  +10 (magical) , **Damage** 1d8+6 piercing;

Melee claw  +10 (agile,magical) , **Damage** 1d6+6 slashing;

Poison Gasp   The tatzlwyrms 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 tatzlwyrms 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.