

TAURIC CREATURES

Tauric creatures are created using the tauric template published in *Savage Species* and the *Monster Manual II*.

Arctic Thrall (Tauric Arctic Dwarf/Polar Bear)

Large Monstrous Humanoid

Hit Dice: 9d8+36 (76 hp)

Initiative: +3

Speed: 40 ft, swim 30 ft.

AC: 15 (+1 Dex, +5 natural, -1 size), touch 10, flat-footed 14

Attacks: 2 claws +17 melee, longspear +17 melee, or harpoon +10 ranged

Damage: Claws 1d8+8, longspear 1d8+12, or harpoon 1d10+8

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Improved Grab

Special Qualities: Darkvision 60 ft., Scent, Cold Immunity

Saves: Fort +10, Ref +7, Will, +3

Abilities: Str 27, Dex 13, Con 19, Int 10, Wis 11, Cha 9

Skills: Hide +7*, Listen +4, Spot +4, Swim +23, Wilderness Lore +8

Climate/Terrain: Any cold land

Organization: Solitary or pair

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Skills: An arctic thrall gains a +12 racial bonus on Hide checks in snowy areas.

Preferred Class: Fighter

Level Adjustment: +4

Arctic thralls are so named because their entire species is kept in slavery to the sect of frost wizards who initially created them. Serving as elite warriors in the modest armies that the wizards use in their power games, an average thrall can decimate a troop of 20 humans before being pulled down.

Improved Grab (Ex): If an arctic thrall hits with a claw, it may immediately make a grapple check. It has the option of conducting the grapple normally or merely holding the grappled creature by taking a -20 penalty on grapple checks.