TURTLE, Giant Snapping

Gargantuan Beast
Hit Dice: 10d10+70 (125 hp)
Initiative: -2 Dex
Speed: 10 ft, swim 20 ft
AC: 20 (-4 size, -2 Dex, +16 natural)
Attacks: Bite +14 melee
Damage: Bite 2d8+11
Face/Reach: 40 ft by 40 ft/10 ft
Special Attacks: Improved grab
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +14, Ref +5, Will +2
Abilities: Str 32, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills: Swim +21

Climate/Terrain: Any aquatic
Organization: Solitary or band (2-4)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 11-19 HD (Gargantuan); 20-30 HD (Colossal)

Giant snapping turtles appear as 40-foot diameter turtles. They are aggressive and have a voracious appetite. Most are found in large lakes and rivers.

COMBAT
Giant snapping turtles lurk near the shore or on the bottom of a body of water where they remain motionless. When prey passes nearby it shoots its neck out and bites.

Improved Grab (Ex): To use this ability, the giant snapping turtle must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the opponent.

Swallow Whole (Ex): A giant snapping turtle can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of crushing damage plus 2d8 points of acid damage per round from the giant snapping turtle’s digestive juices. A swallowed creature can cut its way out by using claws or a light piercing or slashing weapon to deal 25 points of damage to the giant snapping turtle’s gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The giant snapping turtle’s interior can hold two Huge, four Large, eight Medium-size, or sixteen Small or smaller opponents.

The Giant Snapping Turtle first appeared in the 1e MM (Gary Gygax, 1977).