

Dragon Turtle **Level 24 Artillery**
Huge fey magical beast (reptile) XP 6,050

HP 179; **Bloodied** 89 **Initiative** +21
AC 37; **Fortitude** 38; **Reflex** 36; **Will** 36 **Perception** +17
Speed 5, swim 8 Darkvision
Resist 30 fire

TRAITS

Hot Steam * Aura 5
Creatures in the aura other than dragon turtles have their resistance to fire reduced by 20, and the dragon turtle gains concealment against creatures outside the aura.

Cracking Shell
If the dragon turtle takes cold damage, it suffers a -2 penalty to AC and Fortitude until the end of its next turn.

STANDARD ACTIONS

(mbasic) Bite * At Will
Attack: Melee 2 (one creature); +29 vs. AC.
Hit: 4d6+18 damage.

(ranged) Scalding Spit (fire) * At Will
Attack: Ranged 10 (one creature); +29 vs. Reflex.
Hit: 3d10+13 fire damage, and the target takes 10 fire damage at the start of its next turn.

(close) Scalding Cloud (fire) * Recharges when the dragon turtle is first bloodied
Attack: Close blast 6 (each creature in blast); +27 vs. Reflex.
Hit: 4d12+8 fire damage, plus ongoing 10 fire damage (save ends).

Skills Endurance +26
Str 25 **Dex** 25 **Wis** 21
Con 29 **Int** 16 **Cha** 25
Alignment chaotic evil

Languages Common, Draconic