

TURTLE

Source: 1e *Monster Manual* (giant sea turtle, giant snapping turtle), 3e *Sandstorm* (dire tortoise).

While most turtles are inoffensive and nonthreatening creatures, there are a number of monstrous species that are carnivorous and willing to hunt humanoid prey. Others are dangerous when disturbed or annoyed. While most turtles are ponderous and slow, there are a few exceptions.

Giant Snapping Turtle

Level 11 Brute

Huge natural beast (reptile)

XP 600

HP 143; **Bloodied** 71

Initiative +9

AC 25; **Fortitude** 24; **Reflex** 20; **Will** 23

Perception +8

Speed 4, swim 6

TRAITS

Like a Rock

While the turtle is immobilized, it gains a +4 bonus to all defenses.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +16 vs. AC.

Hit: 4d6+5 damage.

(melee) Snap * At Will

Attack: Melee 2 (one creature); +16 vs. AC. This attack scores a critical hit on a 19-20.

Hit: 4d6+10 damage plus ongoing 5 damage (save ends). On a critical hit, this attack deals 3d6+34 damage and gains +1d10 bonus to critical severity.

TRIGGERED ACTIONS

Into the Shell * Recharges when the turtle becomes bloodied or suffers a critical hit

Trigger: The turtle is hit by an attack.

Effect (Immediate Interrupt): The turtle takes half damage from the triggering attack and is immobilized until the end of its next turn.

Skills Endurance +16

Str 23 **Dex** 18 **Wis** 16

Con 23 **Int** 2 **Cha** 8

Alignment unaligned

Languages -

Giant Sea Turtle

Level 14 Soldier

Huge natural beast (reptile)

XP Value

HP 143; **Bloodied** 71

Initiative +10

AC 30; **Fortitude** 28; **Reflex** 23; **Will** 26

Perception +9

Speed 5 (clumsy), swim 7

TRAITS

Like a Rock

While the turtle is immobilized, it gains a +4 bonus to all defenses.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 3d6+12 damage, and the giant sea turtle marks the target until the end of the turtle's next turn.

TRIGGERED ACTIONS

(melee) Grabbing Bite * At Will

Trigger: A creature marked by the turtle exits a square within 2 squares of the turtle.

Attack (Immediate Interrupt): Melee 2 (the triggering creature); +19 vs. AC.

Hit: 3d6+12 damage, and the target's movement ends.

Str 20 **Dex** 12 **Wis** 15
Con 23 **Int** 4 **Cha** 10
Alignment unaligned

Languages -

Dire Tortoise

Level 18 Soldier

Large natural beast (reptile)

XP 2,000

HP 175; **Bloodied** 87

Initiative +14

AC 34; **Fortitude** 32; **Reflex** 28; **Will** 30

Perception +15

Speed 4

TRAITS

Like a Rock

While the tortoise is immobilized, it gains a +4 bonus to all defenses.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +23 vs. AC.

Hit: 3d10+11 damage.

TRIGGERED ACTIONS

(melee) No Passage * At Will

Trigger: A creature leaves a square adjacent to the turtle.

Attack (Opportunity Action): Melee 2 (the triggering creature); +15 vs. AC.

Hit: 3d10+11 damage, the tortoise pulls the target 1 square and if the target was moving or shifting, that movement ends.

Surprising Swiftess * At Will

Trigger: The tortoise takes damage.

Effect (Immediate Reaction): The tortoise shifts up to 3 squares.

Into the Shell * Recharges when first bloodied

Trigger: The turtle is hit by an attack.

Effect (Free Action): The tortoise takes half damage from the triggering attack and is immobilized until the end of its next turn.

Str 26 **Dex** 16 **Wis** 22
Con 23 **Int** 2 **Cha** 7
Alignment unaligned

Languages -