

ROCK TORTOISE

Medium • Beast • Unaligned

Armor Class 17 (12; while prone)

Initiative -1 (8)

Hit Points 39 (6d8 + 12)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Damage Resistances poison; slashing from attacks that aren't adamantite

Condition Immunities poisoned

Senses passive Perception 11

Languages -

CR 2 (XP 450; PB +2)



False Appearance. If the tortoise is motionless and inside its shell at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the tortoise move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the tortoise is animate.

Prone Weakness. If the tortoise is knocked prone, roll a die. On an odd result, the tortoise lands upside-down. At the start of each of tortoise's turns, *Dexterity Saving Throw*: DC 10, the tortoise. *Failure*: The tortoise's speed is reduced to 0 until the start of its next turn.

Stable. *Constitution Saving Throw*: DC 10, the tortoise, whenever an effect would knock it prone. *Success*: The tortoise is not knocked prone.

Strong Immune System. The tortoise has advantage on saving throws against diseases.

ACTIONS

Bite. *Melee Weapon Attack*: +5, reach 5 ft. *Hit*: 15 (3d8 + 3) piercing damage. *Constitution Saving Throw*: DC 12. *Failure*: The target becomes diseased. While diseased this way, the target's speed is halved and it can't take reactions. On its turn, the target can take either an action or a bonus action, not both, and it can make only one attack if it takes the Attack action.

Spike Shot (Recharges after a Rest). *Dexterity Saving Throw*: DC 12, each creature in a 10-foot emanation originating from the tortoise. *Failure*: 10 (4d4) piercing damage. *Success*: Half damage.

BONUS ACTIONS

Shell Defense. The tortoise withdraws into its shell. Until it emerges, it gains a +4 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.

ROCK TORTOISE — WEAKER

Armor Class 15 (10; while prone)

Initiative -1 (8)

Hit Points 11 (2d8 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances poison; slashing from attacks that aren't adamantite

Condition Immunities poisoned

Senses passive Perception 10

Languages -

CR 1/4 (XP 50; PB +2)



False Appearance. If the tortoise is motionless and inside its shell at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the tortoise move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the tortoise is animate.

Prone Weakness. If the tortoise is knocked prone, roll a die. On an odd result, the tortoise lands upside-down. At the start of each of tortoise's turns, *Dexterity Saving Throw*: DC 10, the tortoise. *Failure*: The tortoise's speed is reduced to 0 until the start of its next turn.

Stable. *Constitution Saving Throw*: DC 10, the tortoise, whenever an effect would knock it prone. *Success*: The tortoise is not knocked prone.

Strong Immune System. The tortoise has advantage on saving throws against diseases.

ROCK TORTOISE — STRONGER

Armor Class 18 (13; while prone)

Hit Points 105 (14d8 + 42)

Speed 20 ft., climb 20 ft.

Initiative -1 (8)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	3 (-4)	14 (+2)	5 (-3)

Saving Throws Str +7, Con +7

Damage Resistances poison; slashing from attacks that aren't adamantite

Condition Immunities poisoned

Senses passive Perception 12

Languages -

CR 5 (XP 1,100; PB +3)

False Appearance. If the tortoise is motionless and inside its shell at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the tortoise move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the tortoise is animate.

Prone Weakness. If the tortoise is knocked prone, roll a die. On an odd result, the tortoise lands upside-down. At the start of each of tortoise's turns, *Dexterity Saving Throw*: DC 10, the tortoise. *Failure*: The tortoise's speed is reduced to 0 until the start of its next turn.

Stable. *Constitution Saving Throw*: DC 10, the tortoise, whenever an effect would knock it prone. *Success*: The tortoise is not knocked prone.

Strong Immune System. The tortoise has advantage on saving throws against diseases.

ACTIONS

Bite. *Melee Weapon Attack*: +4, reach 5 ft. *Hit*: 6 (1d8 + 2) piercing damage. *Constitution Saving Throw*: DC 12. *Failure*: The target becomes diseased. While diseased this way, the target's speed is halved and it can't take reactions. On its turn, the target can take either an action or a bonus action, not both, and it can make only one attack if it takes the Attack action.

Spike Shot (Recharges after a Rest). *Dexterity Saving Throw*: DC 12, each creature in a 5-foot emanation originating from the tortoise. *Failure*: 5 (2d4) piercing damage. *Success*: Half damage.

BONUS ACTIONS

Shell Defense. The tortoise withdraws into its shell. Until it emerges, it gains a +3 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.



ACTIONS

Bite. *Melee Weapon Attack*: +7, reach 5 ft. *Hit*: 26 (4d10 + 4) piercing damage. *Constitution Saving Throw*: DC 12. *Failure*: The target becomes diseased. While diseased this way, the target's speed is halved and it can't take reactions. On its turn, the target can take either an action or a bonus action, not both, and it can make only one attack if it takes the Attack action.

Spike Shot (Recharges after a Rest). *Dexterity Saving Throw*: DC 12, each creature in a 10-foot emanation originating from the tortoise. *Failure*: 21 (6d6) piercing damage. *Success*: Half damage.

BONUS ACTIONS

Shell Defense. The tortoise withdraws into its shell. Until it emerges, it gains a +5 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.