

TURTLE SEAL

Small • Beast • Unaligned

Armor Class 15, 12 while prone

Initiative +0 (10)

Hit Points 18 (4d6 + 4)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	3 (-4)	11 (+0)	5 (-4)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages -

CR 1/2 (XP 200; PB +2)



Amphibious. The seal can breathe air and water.

ACTIONS

Multiattack. The seal makes one Bite and one Ram attack.

Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) piercing damage.

Ram. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) slashing damage. If the target is a Medium or smaller creature and the seal moved 20+ feet straight toward it immediately before the hit, the target is knocked prone.

BONUS ACTIONS

Shell Defense. The seal withdraws into its shell, gaining a +3 bonus to its AC until it emerges and reducing its speed to 0. It can emerge from its shell as a bonus action on its turn.

TURTLE SEAL — WEAKER

Armor Class 13, 10 while prone

Initiative +0 (10)

Hit Points 3 (1d6)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	3 (-4)	10 (+0)	5 (-4)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages -

CR 0 (XP 10, PB +2)



Amphibious. The seal can breathe air and water.

ACTIONS

Ram. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 slashing damage. If the target is a Medium or smaller creature and the seal moved 20+ feet straight toward it immediately before the hit, the target is knocked prone.

BONUS ACTIONS

Shell Defense. The seal withdraws into its shell, gaining a +2 bonus to its AC until it emerges and reducing its speed to 0. It can emerge from its shell as a bonus action on its turn.

TURTLE SEAL — STRONGER

Armor Class 16, 13 while prone

Initiative +1 (11)

Hit Points 55 (10d6 + 20)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	5 (-4)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

CR 3 (XP 700; PB +2)



Amphibious. The seal can breathe air and water.

ACTIONS

Multiattack. The seal makes one Bite and one Ram attack.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage.

Ram. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage. If the target is a Medium or smaller creature and the seal moved 20+ feet straight toward it immediately before the hit, the target is knocked prone.

BONUS ACTIONS

Shell Defense. The seal withdraws into its shell, gaining a +4 bonus to its AC until it emerges and reducing its speed to 0. It can emerge from its shell as a bonus action on its turn.