

Swarms

March 8, 2023



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Snapping Turtle

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Medium beast, unaligned
Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 20 ft., 40 swim ft.

STR		DEX		CON		INT	
WIS		CHA					
15 (+2)	10 (+0)	12 (+1)	2 (-4)	10			
(+0)	5 (-3)						

Senses Darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The turtle can breathe air and water.

Stable. Whenever an effect knocks the turtle prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone turtle is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

Bonus Actions

Clamp. If the turtle makes a successful bite attack, it can use its bonus action to grapple the target. The creature can make a DC 10 Strength check to break free of the grapple on their turn.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.