

Turtle Druid

Medium, Humanoid (Turtle), Any Neutral Alignment

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ARMOR CLASS

17

HIT POINTS

60 (8d8 + 24)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed

Walk 30 ft.

Initiative

+0

Saving Throws

Con +5, Wis +5

Skills

Nature +3, Medicine +5, Survival +5

Damage Resistances

Poison

Senses

Passive Perception 13

Passive Perception

13

Languages

Aquan, Common, Druidic

STR14
+2**DEX**10
+0**CON**16
+3**INT**12
+1**WIS**16
+3**CHA**11
+0

Traits

Shell Ward. The turtle has Advantage on Strength and Constitution saving throws while it has not moved this turn.

Reef-Wise. The turtle ignores difficult terrain caused by shallow water, reeds, coral, and natural mud.

Actions

Claw. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Slashing damage.

Nature Bolt. Ranged Spell Attack: +5, range 60 ft. Hit: 14 (3d6 + 3) Radiant or Poison damage.

Bonus Actions

Shell Brace. Until the start of its next turn, the turtle gains 2 AC and its Speed becomes 0.

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