

THE ROCKSHELL SNIPPER

CREATURE 10

RARE

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GARGANTUAN

ANIMAL

mutant giant snapping turtle

Perception +18; low-light vision, scent (imprecise) 30 feet

Skills Athletics +21

Str +7, **Dex** +0, **Con** +4, **Int** -4, **Wis** +4, **Cha** -2

AC 29; **Fort** +20, **Ref** +16, **Will** +20

HP 190

Three Headed Any ability that would sever the Rockshell Snipper's head (such as a critical hit with a vorpal weapon) severs one head at random. Losing a head doesn't kill the Rockshell Snipper (as long as it has one head left), but it does prevent it from making Strikes or Grabbing with the lost head.

Speed 20 feet, swim 40 feet

Melee ♦ jaws +23, **Damage** 2d12+11 piercing plus Improved Grab

Three-Headed Strike ♦♦ The Rockshell Snipper makes a Strike with each of its jaws, each at a -2 penalty and targeting a different creature. These Strikes count as only one attack for the Rockshell Snipper's multiple attack penalty, and the penalty doesn't increase until after it has made all three attacks.

Triple-Jawed The Rockshell Snipper is capable of grappling 3 creatures at once - one for each of its heads.

Capsize ♦ (attack, move) The turtle tries to capsize an adjacent aquatic vessel of its size or smaller. The turtle must succeed at a DC 36 Athletics check (reduced by 5 for each size smaller the vessel is than the turtle) or the pilot's Sailing Lore DC, whichever is higher.

Shell Defense ♦ The giant snapping turtle retracts its limbs and head into its shell and ends its turn. This increases its AC to 31, but it can't act except to reemerge, which it can do as a single action.

Swallow Whole ♦ Large, 2d12+8 bludgeoning, Rupture 31