

Huge Beast, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
17 (natural armor), 12 while prone	105 (10d12 + 40)	30 ft., swim 40 ft.	5 (1,800 XP)	+3	
STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

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.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.