

SQUIRTLE, WARTORTLE, AND BLASTOISE

A welcome sight along lake shores and coastlines, Squirtle are friendly, endearing creatures that are clumsy on land but swim with an angel's grace in the water. They have a special bladder for collecting water, which controls their buoyancy, but they can spray this water from their mouths in a pressurized burst to stun prey or startle attackers. They spend most of their time ingesting water so as to keep this internal reservoir full. Historically, Squirtle would be brought onto sailing ships in case of fires, where their ability to shoot streams of water would be invaluable.

Shy and Sturdy. The shell of a Squirtle is actually soft when it first hatches, but quickly hardens into resilient natural armor. If a Squirtle is threatened, it's more likely to retreat into this sturdy shell than it is to fight back. Though it cannot move while withdrawn, it would take an exceptionally powerful blow to find purchase against its protective shell's surface, and the shell only continues to harden as it matures into a Wartortle, and later, a Blastoise.

Long-Lived and Wise. Although a Squirtle typically matures into a Wartortle within 40 years, a Wartortle can remain a Wartortle for a very long time. Legends tell of Wartortle living to be over 10,000 years old, greatly eclipsing the lifespans of even the long-lived dwarves and elves. With age comes wisdom, and sailors know that to see a Wartortle swimming alongside your ship is a good omen: no creature would know the seas so well as a Wartortle. The oldest specimens occasionally have thick coats of algae, of all different types from every stretch of the ocean, growing on their shells.

Blaster Masters. Only the oldest and most powerful Wartortle are able to become Blastoise. These apex creatures begin their transformation by retreating to the deepest depths of the ocean, where they rest in a catatonic state. No one has ever witnessed this transformation, but when the Wartortle emerges from the abyss, it is much larger and has two powerful, cannon-like spouts protruding from its shoulders. A far cry from its water gun of youth, these spouts can fire torrents of water so incredibly strong that they can erode sheer cliffs, blast through ships, and even punch through steel. Rising from the depths of the sea, a newly formed Blastoise puts these cannons to use by seeking out a lonely island or secluded cove and blasting a deep cave for itself out of solid rock, which will serve as its home for the rest of its life. If a Blastoise carves its cave out near a coastal town, it's considered a blessing, and the citizens treat the ancient turtle with great respect.

THE STORY OF THE SQUIRTLE SQUAD

Squirtle are cheerful creatures, but a popular sea shanty tells of several mischievous Squirtle terrorizing a coastal village with pranks. As the shanty goes, two bandits start a fire in the village to flee from a heroic adventurer, who convinces the Squirtle to put it out. The Squirtle are inspired to change their ways, and ultimately help the adventurer catch the bandits to become heroes themselves.

#007 SQUIRTLE

Tiny monstrosity (Pokémon), unaligned

Armor Class 13 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	13 (+1)	6 (-2)	12 (+1)	6 (-2)

Damage Vulnerabilities lightning

Damage Resistances cold

Senses darkvision 30 ft. (while underwater only), passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Amphibious: The Squirtle can breathe air and water

Torrent. When the Squirtle's hit points are below half of its maximum, it deals one extra die of damage with its Water Gun attack.

Actions

Water Gun. *Ranged Weapon Attack:* +3 to hit, range 30/50 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Withdraw. The Squirtle withdraws its body into its hard shell. While withdrawn, the Squirtle cannot move or take any actions and automatically fails Dexterity saving throws, but gains a +2 bonus to AC. It can end this effect as a bonus action.



#008 WARTORTLE

Small monstrosity (Pokémon), unaligned

Armor Class 14 (natural armor)

Hit Points 82 (15d6 + 30)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	15 (+2)	6 (-2)	15 (+2)	8 (-1)

Damage Vulnerabilities lightning

Damage Resistances cold

Senses darkvision 30 ft. (while underwater only),
passive Perception 12

Languages —

Challenge 2 (450 XP)

Amphibious: The Wartortle can breathe air and water

Torrent. When the Wartortle's hit points are below half of its maximum, it deals one extra die of damage with its Water Gun attack.

Actions

Water Gun. *Melee Weapon Attack:* +3 to hit, range 40/60 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Withdraw. The Wartortle withdraws its body into its hard shell. While withdrawn, the Wartortle cannot move or take any actions and automatically fails Dexterity saving throws, but gains a +2 bonus to AC and loses its vulnerability to lightning damage. It can end this effect as a bonus action.

Skull Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone. This attack can only be made as a bonus action while the Wartortle is withdrawn and it ends the effects of being withdrawn.

#009 BLASTOISE

Medium monstrosity (Pokémon), unaligned

Armor Class 17 (natural armor)

Hit Points 178 (21d8 + 84)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	17 (+3)	10 (0)

Saving Throws Dex +5, Int +2

Damage Vulnerabilities lightning

Damage Resistances cold

Senses darkvision 60 ft. (while underwater only),
passive Perception 13

Languages —

Challenge 10 (5,900 XP)

Amphibious: The Blastoise can breathe air and water

Torrent. When the Blastoise's hit points are below half of its maximum, it deals one extra die of damage with its Water Gun attack.

Actions

Multiattack. The Blastoise makes three Water Gun attacks.

Water Gun. *Melee Weapon Attack:* +3 to hit, range 80/120 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Withdraw. The Blastoise withdraws its body into its hard shell. While withdrawn, the Blastoise cannot move or take any actions and automatically fails Dexterity saving throws, but gains a +2 bonus to AC, loses its vulnerability to lightning damage, and gains resistance to bludgeoning, piercing, and slashing damage from non-magical attacks. It can end this effect as a bonus action.

Skull Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. This attack can only be made as a bonus action while the Blastoise is withdrawn and it ends the effects of being withdrawn.

Hydro Cannon (Recharge 5-6) The Blastoise fires a massive, highly pressurized deluge of water from the twin cannons on its back, covering a 120-foot line that is 20 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 44 (8d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save must also succeed on a DC 16 Strength saving throw or be pushed backwards 20 feet. Instead of firing its cannons together, the Blastoise can fire them separately and in different directions as two 120-foot lines that are each 10 feet wide. Each separate deluge gets half of the damage dice, doing 22 (4d10) bludgeoning damage to creatures that fail the save, or half as much to any that are successful.