

TORTOISE

Dwelling primarily in wetlands, rivers and lakes—as well as deserts—tortoises are reptiles and amphibians that prefer temperate to warm climates. They include tortoises, turtles, sea turtles, chelydrids and similar creatures. Some tortoises, such as snapping turtles, have particularly sharp beaks.

- Plodding tortoises include large tortoises and turtles.
- Gliding tortoises include large sea turtles.
- Snapping tortoises include gigantic snapping turtles and chelydrids.
- Spikeshell tortoises are variants with sharp spines on their shells and heinous needles lining their mouths, boosting their defensive and offensive capabilities. They are also far faster than their normal kin.

TORTOISE TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent Lifeways: <i>laxful-detached, lashful-detached, lashful-wicked, lashful-hearted, laxful-detached</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning $\frac{1}{4} \times \frac{1}{4} \times \frac{1}{8}$ to Honing $2 \times 2 \times 1$
Role: warrior Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 11 • <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 18
Roottrait Points: $3 + [2 \times (\text{tier} - 1)]$ Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Wis/Brw • <i>Magical Strikes/Harm:</i> —
Augmentations: Ftl +4; hasten +2; physical strikes +5, physical harm +1; <i>deepfare</i> +1 (train: imp); <i>dive</i> +4 (train: adv); <i>landfare</i> +1 (train: imp); <i>look</i> +4 (train: imp); <i>lurk</i> +2 (train: imp); <i>seafare</i> +3 (train: imp); <i>search</i> +2 (train: sta); <i>toil</i> +1 (train: imp); <i>tumble</i> +0 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d6)×cubes] meals; <i>cook</i> (sta) DR 12 • <i>Water:</i> [(1d2)×cubes] meals; <i>dash</i> (sta) DR 19 • <i>Bones, Beaks:</i> [(1d2)×cubes] coppers; <i>hew</i> (sta) DR 11 • <i>Hide, Shell:</i> [(1d6)×cubes] coppers; <i>taw</i> (sta) DR 15
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

PLODDING TORTOISE
Tier: Beginning Lifeway: <i>laxful-detached</i> Languages: Beast
Shape: $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{4}$ Size Modifier: +4 Mass Modifier: ±0 Speed: walk 1; swim 6; burrow 1
Roottraits: Brw 2; Lth 0; Smt 0; Wis 2; Glt 1 Hasten: 4 Defenses: Nml 14; Ftl 20; Mfl 13 Grit: 6+2d4 [11] Pneuma: 5
Harm Yields: <u>susceptible</u> <i>gleam, gloom, rot, shake, shock, chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>frost</i> 2; <u>resistant</u> <i>wreck</i> 8, <i>whelm</i> 6, <i>flare</i> 2, <i>rasp</i> 3; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>), <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +5 (imp); <i>dive</i> +8 (adv); <i>landfare</i> +5 (imp); <i>look</i> +7 (imp); <i>lurk</i> +4 (imp); <i>seafare</i> +6 (imp); <i>search</i> +3 (sta); <i>toil</i> +4 (imp); <i>tumble</i> +0 (sta)
ATTACKS AND POWERS
1 Nip —1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +7; <i>whelm</i> harm 1d2+3 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling</i> —standard; <i>gulpdown</i> (1d2); <i>inferior defense</i> (Nml, Mfl); <i>shellshield</i>
Ascension-Point Value: 5

SPIKESHELL TORTOISE TEMPLATE
Movement Alterations: walk +4, swim +3, burrow +1
Harm Yields Alterations: resistant <i>wreck</i> +5, <i>whelm</i> +3, <i>rasp</i> +2
Condition Adaptations Alterations: none
Lifeskills Alterations: <i>toil</i> +1 (train upgrade: adv)
Attacks and Powers Alterations: <i>bite</i> strikes—base variable harm +1 d-step; <i>sharpide</i> (DR 21; 1d6) power
Ascension-Point-Value Alterations: +7

ALPENGARD | MONSTER STATISTICS

GLIDING TORTOISE
Tier: Raising Lifview: <i>laxful-detached</i> Languages: Beast
Shape: 1×1×½ Size Modifier: +1 Mass Modifier: ±0 Speed: walk 1; swim 12; burrow 1
Roottraits: Brw 3; Lth 0; Smt 0; Wis 3; Glt 1 Hasten: 5 Defenses: Nml 16; Ftl 23; Mfl 14 Grit: 12+3d4 [20] Pneuma: 7
Harm Yields: <u>susceptible</u> <i>gleam, gloom, rot, shake, shock, logos, hubris, heinous</i> ; <u>resistant</u> <i>wreck 7, whelm 7, flare 3, frost 6, rasp 6</i> ; <u>immune</u> <i>chaos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +6 (imp); <i>dive</i> +9 (adv; <i>avail:1</i>); <i>landfare</i> +6 (imp); <i>look</i> +8 (imp); <i>lurk</i> +4 (imp); <i>seafare</i> +6 (imp; <i>avail:1</i>); <i>search</i> +3 (sta); <i>toil</i> +5 (imp); <i>tumble</i> +0 (sta)
ATTACKS AND POWERS
1 Nip – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +8; <i>whelm</i> harm 1d4+4 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling – standard</i> ; <i>gulpdown</i> (1d4); <i>inferior defense</i> (Nml, Mfl); <i>shellshield</i>
Ascension-Point Value: 7

SNAPPING TORTOISE
Tier: Surging Lifview: <i>lashful-detached</i> Languages: Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 2; swim 5; burrow 1
Roottraits: Brw 3; Lth 0; Smt 0; Wis 4; Glt 2 Hasten: 6 Defenses: Nml 18; Ftl 18; Mfl 10 Grit: 19+4d4 [29] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>frost 1</i> ; <u>resistant</u> <i>wreck 9, whelm 8, flare 2, rasp 4</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +7 (imp); <i>dive</i> +9 (adv); <i>landfare</i> +7 (imp); <i>look</i> +10 (imp); <i>lurk</i> +5 (imp); <i>seafare</i> +7 (imp); <i>search</i> +4 (sta); <i>toil</i> +6 (imp); <i>tumble</i> +0 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +9; <i>wreck (beat-stab)</i> harm 1d6+4 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) or <i>gore</i> (1d6)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling – standard</i> ; <i>gulpdown</i> (1d4); <i>inferior defense</i> (Nml, Mfl); <i>shellshield</i>
Ascension-Point Value: 12