

TORTLE

*Deliberate, wise coastal mystics,
powerful and implacable in battle*

RACIAL TRAITS

Average Height: 5' 6"-6' 2"

Average Weight: 360-420 lb.

Ability Scores: +2 Wisdom, +2 Constitution

Size: Medium

Speed: 5 squares

Vision: Normal

Languages: Common

Skill Bonuses: +2 Endurance, +2 Nature

Turtle Shell: You gain a +1 racial bonus to AC.

Due to your shell, you must wear armor designed for turtles. You can retrofit regular armor to fit you as long as you are proficient with it with two hours' work.

Slow but Steady: You gain a +5 racial bonus to saving throws against being slowed.

Teach the Hare: You grant all non-turtle allies within 10 squares a +1 racial bonus to Endurance checks.

Turtle Weapon Proficiency: You are proficient with tridents.

Natural Swimmer: On a successful Athletics check for swimming you can swim your full speed instead of half. If you fail a swim check by 4 or less, you can swim at one-half your speed. If you fail a swim check by 5 or more, you stay where you are and lose the rest of your move action. Turtles are naturally buoyant and don't sink, though they can choose to swim downwards.

Deep Diver: You can hold your breath for up to ten minutes without penalty.

Shell Defense: You can use *shell defense* as an encounter power.

Shell Defense

Turtle Racial Power

You throw yourself into the path of danger, counting on your shell and your natural survival instincts to protect you.

Encounter

Immediate Interrupt

Personal

Trigger: You or an adjacent ally would be hit by an attack, or an adjacent enemy would hit an ally.

Effect: You gain a +2 power bonus to all defenses until the end of your next turn. If the triggering attack targeted an ally, the attack instead targets you.

Simple but wise, turtles are coastal farmers with a thirst for knowledge. They are slow to make decisions but steadfast and unshakable once set on a course. Turtles are often looked down upon by other races as naïve and crude, but within their coastal enclaves they maintain stores of ancient wisdom.

Play a turtle if you want . . .

- ◆ to look like a giant turtle
- ◆ to be deliberate, steady, and wise
- ◆ to be an immovable fixture on the battlefield and off
- ◆ to be a member of a race that favors the cleric, fighter, and paladin classes



Artwork from Dragon #315.

PHYSICAL QUALITIES

Turtles resemble large, humanoid tortoises. They stand around six feet tall and usually weigh over 300 pounds due to their heavy, cumbersome shells. Their skin is covered is hard and leathery, made up of many small scales. Old scales tend to collect around a turtle's knees and elbows, but all old scales eventually slough off as they are replaced by new ones.

A turtle's hands are thick, blunted claws, and his feet resemble pillars, with padding on the soles like those of an elephant. This structure helps support their disproportionate weight but hampers attempts at swift movement. A short, squat tail, usually between one and two feet in length, droops from the bottom of each turtle's shell. A turtle's head is dominated by its curved, toothless beak, with the eyes set back under bony brows that occasionally appear to obscure the eyes altogether. A turtle's eyes are earth-toned, often dark brown, amber, or green. As reptiles, they are completely hairless.

Most turtles' back shells range between a deep brown and black, although some particularly lustrous shells appear purple in certain lighting. The smaller front of a turtle's shell is usually a dirty yellow or brown. A turtle's scales are a mottled combination of brown, green, yellow, and black, although some turtles are largely monochromatic.

Turtles hatch from eggs and reach maturity within ten years, but after reaching adulthood they undergo few effects of physical aging. Turtles routinely reach two hundred years of age, and some turtle elders claim to be centuries older. They have legendary memories; turtle elders often cite experiences from their early childhood or stories they heard once from a traveling bard decades ago.

From an early age turtles spend much of their time in the water; they are strong swimmers and fly through water with grace and agility. Contrary to some popular opinion, turtles are not particularly less dexterous than other races.

PLAYING A TORTLE

Turtles are a people of deep thought and feeling. They enjoy mental pondering, thoughtful conversation, and the collection of ancient lore. Turtles value a considered and deliberate course of action, and they arrive at decisions only after a thorough examination of all possible courses of action. Once decided on a course, however, they are steadfast and immovable in executing it, unless new information suggests an alternative.

Villages of turtles can be found along the coasts of oceans and some large lakes and rivers. Turtles build simply, often living in small thatched huts that strike other races as crude and uncivilized. Because of their shells wearing traditional clothing or armor is all but impossible, and most turtles refrain from clothing altogether, considering it ostentatious and unnecessary. Turtle craftsmen do produce armor for turtle warriors to use, and most turtles trained for combat can retrofit a standard set of armor to fit themselves with a few hours' work.

Turtles raise rice and other crops dependent on water in communal farms that feed the entire community and harvest fish, crustaceans, and some aquatic plants from the waters. Turtles craft simple tools for their work and are usually uninterested in grander products; for this reason traveling merchants rarely visit their villages. Those who do, however, usually receive a warm welcome, with the exception of a few turtle villages, scarred by attacks and betrayals by outsiders, that have become xenophobic and guard their villages with staunch militias.

Turtles value and seek meaning in the simple acts of daily life, from tilling the fields of their farms to harvesting the natural bounty of the sea to simply observing the majesty of nature all around them. Such respect for the mundane leads some to view turtles as naïve, slow, or primitive, but in reality turtle society is ancient and complex, driven by centuries of learning and careful thought, collected not in books but in the minds of turtle elders.

Elders are at the center of turtle society, though they would deny that position. Each village is governed by a council of the oldest members of the community, each often approaching two centuries in age; this council hears disputes amongst villagers and regulates relations with the outside world. The elders, however, do not ask for servitude or patronage; in fact, they consider themselves to be servants of the young, for whom the world is yet new and who may yet discover new knowledge and new ways of living that the set minds of elders cannot conceive.

While turtles value the everyday, they also value knowledge. Turtles collect tales, history, science, and any other knowledge they can from travelers who pass through their communities. Thus turtles have been known to feed and house weary travelers while asking only for their stories

in exchange, and they hold troubadours and bards in high regard. Turtle society teaches that knowledge should be the free domain of all; they share their stories freely and eagerly and despise secrets and subterfuge. It is also this concern for knowledge that leads some turtles to leave their insular communities and venture forth into the wide world in search of new knowledge and experiences.

For turtles, the experience of life itself is divine, and thus the worship of gods is of secondary importance within their society. They do, however, recognize Pelor and Melora, who govern agriculture and the wilderness, respectively, as powerful forces within their lives. Additionally, many turtles respect Ioun, goddess of knowledge, and some militant turtles look to Kord as their patron.

Turtle Characteristics: Thoughtful, deliberate, methodical, tolerant, mystical, patient, steadfast, communal, modest

Male Names: Aquin, Boros, Dalm, Forn, Gathem, Irlan, Lume, Monsul, Othreles, Quim, Rolan, Slorn, Sathel, Thorm, Walsen, Yath

Female Names: Astor, Belsyn, Dalmia, Estel, Fathis, Helna, Isinal, Jast, Katlym, Lath, Mila, Sathin, Valen, Wim

TORTLE ADVENTURERS

Three sample turtle adventurers are described below.

Lume is a turtle cleric of Ioun, goddess of knowledge. Fascinated by the ancient lore cited by his village's elders, Lume departed from home with a band of traveling troubadours, dreaming of their stories of the wide world beyond. Lume soon found himself in a great human city in a temple of Ioun that housed a vast and legendary library; after only a short deliberation Lume entered into the service of the temple and dedicated himself to the preservation of knowledge. Now, however, he feels cold and distanced; while the other members of the temple admire him for his powerful memory, Lume yearns for the open coasts and quietly powerful nature of his home. Thus Lume has left the temple and joined a group of adventurers to journey once more into the wild.

Jast is a turtle fighter. Her village was overrun and destroyed by marauding lizardfolk when she was a child; she escaped by chance, out fishing and contemplating amongst waves so powerful she could not hear the screams of her people. Now working as a mercenary, Jast has cast aside the teachings of her people, believing that deliberation and preponderance were the weaknesses that led to her village's demise. She is haunted by the deaths of her family and friends, for which she blames herself, and despite her public denigration of them she still calls upon the wisdom of her village elders to calm the storms within.

Rolan is a turtle paladin of Pelor, but he is not a soldier or a crusader. Rather, he travels the small roads between small settlements not visited by most merchants and brings what aid he can. He believes that villages are saved with good farming, not a well-aimed blow from a blade, and he is more often found working in the fields than marching in armor. Recently, however, Rolan has learned that a number of villages he aided have fallen to a rampaging army of goblins. Though he might prefer the feel of soil on his hands, after careful consideration Rolan has accepted that he must take up the sword and fight as he was trained to do, to protect those who have not.

WEAPONS

MELEE WEAPONS

MILITARY MELEE WEAPONS

One-handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Trident	+2	1d10	—	10 gp	8 lb.	Spear	Versatile

RANGED WEAPONS

SUPERIOR RANGED WEAPONS

One-handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Net	+3	—	3/6	5 gp	2 lb.	Net	Light thrown, off-hand, net

WEAPON PROPERTIES

Net: A net is a special weapon that doesn't do damage can't be used to make basic attacks or with most Weapon powers. Instead, wielding a net allows you to use the *entangle* at-will power:

Entangle

Weapon Power

You trap an enemy within the strands of your net.

At-Will • Weapon

Standard Action Ranged weapon

Special: You must be wielding a net.

Target: One creature one size category smaller than the net's size, the same size, or one size category larger

Attack: Dexterity vs. Reflex

Hit: Grants combat advantage and takes a -5 penalty to melee and ranged attack rolls (until escape or the net is destroyed). If the target attempts to escape, the net has Fortitude and Reflex defenses equal to 10 + your Dexterity modifier + one-half your level. If the target attempts to destroy the net, it has Fortitude and Reflex defenses as above, as well as an equal AC, and 5 HP. The target takes no penalty to melee attack rolls when attacking the net. Like all objects the net is immune to poison, psychic, and necrotic damage and attacks that target Will.

A net that misses can be recovered and reused, but if it hits, the process of escaping from a net usually renders it useless.

FEATS

HEROIC TIER FEATS

SHELL TREMOR [TORTLE]

Prerequisite: Turtle, *shell defense* racial power

Benefit: When you use *shell defense*, an enemy that hits you with a melee attack before the end of your next turn takes damage equal to your Constitution modifier.

TORTLE ANGLER [TORTLE]

Prerequisite: Turtle

Benefit: You gain proficiency with nets and all spears, a +2 feat bonus to damage rolls with all spears, and a +2 feat bonus to your nets' Fortitude and Reflex defenses.

WEAPON FOCUS (NET)

Prerequisite: Proficiency with nets

Benefit: You gain a +1 feat bonus to your nets' Fortitude and Reflex defenses.

PARAGON TIER FEAT

SHELL SHOCK [TORTLE]

Prerequisite: Turtle, *shell defense* racial power

Benefit: When you use *shell defense*, an enemy that hits you with a melee attack before the end of your next turn is dazed until the end of its next turn.

TORTLE

TORTLES ARE SIMPLE COASTAL AGRARIANS, farmers and anglers that live in small village communities near oceans as well as some large lakes and rivers. They are usually peaceful and friendly, but some communities distrust foreigners to the point of xenophobia and organize stern militias to prevent other civilized species from entering their enclaves.

Turtles are excellent swimmers and anglers, and fish and crustaceans make up a large part of their diet. When faced with danger turtles are not afraid to take to the water to escape. They can hold their breath for up to ten minutes with little effort.

TORTLE LORE

A character knows the following information with a successful Nature check.

DC 15: Turtle live in coastal communities, where they grow crops and harvest fish from the sea. Most villages have little interest in trade with the outside world, but some have established trade relationships, often with halflings, exchanging exotic fish, crustaceans, and sea plants for goods they cannot produce themselves. Turtles are usually friendly to outsiders, but some communities are xenophobic and zealously guard their villages against intrusion.

DC 20: Turtles hatch from eggs and grow quickly compared to most civilized races, reaching maturity within ten years. Turtles mate for life and couples only lay an egg every four or five years; thus, young turtles are considered a treasure, and the entire community aids in raising them, teaching them vital skills like farming, fishing, and the crafting of tools.

Turtle communities are led by a council of the oldest turtles in the community. While having little fondness for books or the written word, turtles have lasting memories and the eldest among them often call upon over a century of experiences in order to guide the community. Turtles enjoy collecting lore and often ask only for stories of the outside world in return for housing and feeding travelers.

DC 25: Turtle society emphasizes the role of worship in daily life, and their religion, though discarded as simplistic by some observers, combines ritual and practicality and holds the experience of life as itself divine. Because of this, for turtles the gods are subjects of respect but not worship. They recognize Pelor and Melora, governors of agriculture and the wilderness, respectively, as powerful forces over their lives. Additionally, many turtles respect Ioun, goddess of knowledge, and some militant turtles look to Kord as their patron.

ENCOUNTER GROUPS

Armed turtles are most commonly found in citizen militias guarding turtle villages. Some villages train beasts as part of their defense. Turtles can also occasionally be found as mercenaries among other races.

Level 5 Encounter (XP 1025)

- ◆ 8 turtle militia (level 4 minion)
- ◆ 2 turtle anglers (level 3 lurker)
- ◆ 1 turtle militia captain (level 4 soldier)
- ◆ 1 turtle elder shaman (level 5 controller)

Level 6 Encounter (XP 1400)

- ◆ 1 tiefling heretic (level 6 artillery)
- ◆ 1 warforged captain (level 6 soldier)
- ◆ 2 turtle bruisers (level 6 brute)
- ◆ 2 dire wolves (level 5 skirmisher)

Turtle Militia		Level 4 Minion
Medium natural humanoid (reptile)		XP 44
Initiative +1	Senses Perception +3	
HP 1; a missed attack never damages a minion.		
AC 18 (20 with <i>shell lock</i>); Fortitude 16, Reflex 13, Will 13		
Saving Throws +5 against slow effects		
Speed 5, Swim 3		
⚔ Spear (standard; at-will) • Weapon		
+9 vs. AC; 5 damage.		
🏹 Sling (standard; at-will) • Weapon		
Ranged 10/20; +9 vs. AC; 5 damage.		
Shell Defense (immediate interrupt, when the turtle militia or an adjacent ally would be hit by an attack or an adjacent enemy would hit an ally; encounter)		
The turtle militia gains a +2 bonus to all defenses until the end of his next turn. If the triggering attack targeted an ally, the attack instead targets the turtle militia.		
Shell Lock		
The turtle militia gains a +2 bonus to AC while adjacent to at least one turtle ally.		
Alignment Unaligned		Languages Common
Skills Endurance +10, Nature +8		
Str 14 (+4)	Dex 8 (+1)	Wis 12 (+3)
Con 16 (+5)	Int 10 (+2)	Cha 8 (+1)
Equipment hide armor, light shield, spear, sling with 20 bullets		

TORTLE MILITIA TACTICS

Turtle villages are defended by militias of citizen soldiers that take up arms only when the village is threatened. Poorly trained, turtle militia are firm in their resolve. They prefer to make sling attacks from behind a barrier and remain in a line in order to gain the benefits of *shell lock*. If enemies close to melee, turtle militia switch to their spears. They usually use *shell defense* to protect themselves rather than an ally.

Turtle Angler		Level 3 Lurker
Medium natural humanoid (reptile)		XP 150
Initiative +8	Senses Perception +3	
HP 46; Bloodied 23		
AC 17 (19 with <i>shell lock</i>); Fortitude 16, Reflex 16, Will 15		
Saving Throws +5 against slow effects		
Speed 5, Swim 3		
⚔ Trident (standard; at-will) • Weapon		
+8 vs. AC; 1d10 + 5 damage.		
🕸 Entangle (standard; at-will, against a small, medium, or large creature) • Weapon		
Ranged 3/6; +8 vs. Reflex; the target grants combat advantage, and takes a -5 penalty to melee and ranged attack rolls (until escape or the net is destroyed) from being entangled in the angler's net. If the target attempts to escape or destroy the net, the net has AC, Fortitude, and Reflex defenses of 16 and 10 HP. See the net rules under <i>Weapons</i> .		
Shell Defense (immediate interrupt, when the turtle angler or an adjacent ally would be hit by an attack or an adjacent enemy would hit an ally; encounter)		
The turtle angler gains a +2 bonus to all defenses until the end of his next turn. If the triggering attack targeted an ally, the attack instead targets the turtle angler.		
Combat Advantage		
The turtle angler deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Shell Lock		
The turtle angler gains a +2 bonus to AC while adjacent to at least one turtle ally.		
Alignment Unaligned		Languages Common
Skills Athletics +9, Nature +9		
Str 14 (+3)	Dex 16 (+4)	Wis 14 (+3)
Con 16 (+4)	Int 10 (+1)	Cha 8 (+0)
Equipment hide armor, trident, 5 heavy nets		

TORTLE ANGLER TACTICS

Turtle anglers try to *entangle* the most powerful enemies as quickly as possible. Once entangled, the turtle angler uses his trident, dealing bonus damage with combat advantage. If the enemy untangles himself, the turtle angler retreats behind nearby allies, attempting to gain the benefit of *shell lock*. From there he tries to flank and regain combat advantage. The turtle angler uses *shell defense* if cornered.

Turtle Militia Captain		Level 4 Soldier (Leader)
Medium natural humanoid (reptile)		XP 175
Initiative +4	Senses Perception +4	
HP 58; Bloodied 29		
AC 20 (22 with <i>shell lock</i>); Fortitude 17, Reflex 14, Will 15		
Saving Throws +5 against slow effects		
Speed 5, Swim 3		
⚔ Longsword (standard; at-will) • Weapon		
+11 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the militia captain's next turn.		
🏹 Javelin (standard; at-will) • Weapon		
Ranged 10/20; 1d6+5 damage, and the target is marked until the end of the militia captain's next turn.		
⚡ Incite Resolve (minor; encounter)		
Close burst 3; turtle allies in the burst gain a +2 bonus to all defenses until the end of the militia captain's next turn.		
Shell Defense (immediate interrupt, when the militia captain or an adjacent ally would be hit by an attack or an adjacent enemy would hit ally; encounter)		
The militia captain gains a +2 bonus to all defenses until the end of his next turn. If the triggering attack targeted an ally, the attack instead targets the militia captain. An enemy that hits the militia captain with a melee attack before the end of the militia captain's next turn takes 6 damage.		
Shell Lock		
The militia captain gains a +2 bonus to AC while adjacent to at least one turtle ally.		
Alignment Unaligned	Languages Common	
Skills Endurance +11, Athletics +10		
Str 16 (+5)	Dex 10 (+2)	Wis 14 (+4)
Con 18 (+6)	Int 12 (+3)	Cha 10 (+2)
Equipment chainmail, heavy shield, longsword, 3 javelins		

TURTLE MILITIA CAPTAIN TACTICS

Often the only dedicated soldier in a turtle village is the militia captain, who is usually an elder turtle with the most experience in combat. For turtle militia captains, the defense of their village and the survival of its defenders is the highest priority. Thus they prefer to remain behind a defensive barrier, organizing ranged barrages and ensuring as many possible allies gain the benefits of *shell lock*.

If enemies close to melee, the captain engages with his longsword and uses *shell defense* to protect an ally from a particularly dangerous attack. If his allies suffer significant losses, the captain orders a retreat and uses *incite resolve* to protect his allies from opportunity attacks as they escape. The militia captain himself, however, continues to engage the enemy until he dies or all of his allies have successfully retreated.



Artwork from Red Steel Campaign Book.

Turtle Elder Shaman		Level 5 Controller
Medium natural humanoid (reptile)		XP 200
Initiative +2	Senses Perception +6	
HP 64; Bloodied 32		
AC 19 (21 with <i>shell lock</i>); Fortitude 17, Reflex 15, Will 19		
Saving Throws +5 against slow effects		
Speed 5, Swim 3		
⚓ Trident (standard; at-will) • Weapon		
+9 vs. AC; 1d10 + 3 damage.		
✳ Existential Barrier (standard; encounter) • Psychic, Zone		
Area wall 8 within 10. The elder shaman makes an attack against each enemy adjacent to the wall: +7 vs. Will; 2d8 + 6 psychic damage, and the target is pushed one square. The zone of the wall is considered difficult terrain for the rest of the encounter.		
⚡ Somnolent Sagacity (standard; recharge ⚡:⚡:⚡)		
Close burst 3; +7 vs. Will; slowed and weakened (save ends both). If the target fails its first save against this power, the target is stunned (save ends) into a drowsy lull by the elder shaman's soothing voice.		
Shell Defense (immediate interrupt, when the elder shaman or an adjacent ally would be hit by an attack or an adjacent enemy would hit an ally; encounter)		
The elder shaman gains a +2 bonus to all defenses until the end of his next turn. If the triggering attack targeted an ally, the attack instead targets the elder shaman.		
Shell Lock		
The elder shaman gains a +2 bonus to AC while adjacent to at least one turtle ally.		
Alignment Unaligned	Languages Common	
Skills Nature +11, History +9, Insight +11		
Str 8 (+1)	Dex 10 (+2)	Wis 18 (+6)
Con 16 (+5)	Int 15 (+4)	Cha 14 (+4)
Equipment trident		

TURTLE ELDER SHAMAN TACTICS

Elder shamans stand close to their allies to gain the benefits of *shell lock*. At the beginning of a fight they use *existential barrier* to push enemies back and give their allies more time to attack to range. Once enemies are within range the elder shaman uses *somnolent sagacity* as often as possible, fighting with his trident between and using *shell defense* to protect himself or an ally from a powerful attack. If the battle goes poorly, the elder shaman uses *somolent sagacity* to slow enemies while his allies escape.

Turtle Bruiser		Level 6 Brute
Medium natural humanoid (reptile)		XP 250
Initiative +4	Senses Perception +5	
HP 88; Bloodied 44		
AC 18 (20 with <i>shell lock</i>); Fortitude 19, Reflex 15, Will 17		
Saving Throws +5 against slow effects		
Speed 5, Swim 3		
⚔ Maul (standard; at-will) • Weapon		
+9 vs. AC; 2d6 + 8 damage.		
Shell Defense (immediate interrupt, when the turtle bruiser or an adjacent ally would be hit by an attack or an adjacent enemy would hit an ally; encounter)		
The turtle bruiser gains a +2 bonus to all defenses until the end of his next turn. If the triggering attack was directed at an ally, the attack instead targets the turtle bruiser.		
Shell Lock		
The turtle bruiser gains a +2 bonus to AC while adjacent to at least one turtle ally.		
Alignment Unaligned	Languages Common	
Skills Endurance +11, Athletics +10		
Str 20 (+8)	Dex 12 (+4)	Wis 14 (+5)
Con 18 (+7)	Int 8 (+2)	Cha 10 (+3)
Equipment hide armor, maul		

TURTLE BRUISER TACTICS

Occasionally found working as mercenaries, turtle bruisers abandon the defensive tactics of their people. A bruiser wades into battle swinging his maul with little heed for the attacks of others. Bruisers rarely worry about gaining *shell lock*, but they will use *shell defense* to protect themselves from any attack they deem sufficiently dangerous.