

SQUIRTLE

Small beast, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Bubble Spray (Recharge 5-6). The squirtle unleashes a spray of bubbles in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw or be blinded until the end of the squirtle's next turn.

REACTIONS

Withdraw. When successfully hit by an attack from a nonmagical weapon that deals bludgeoning, piercing, or slashing damage, the squirtle can withdraw into its shell, gaining resistance to the damage caused by that attack



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WARTORTLE

Medium beast, unaligned

Armor Class 17 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	20 (+5)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages -

Challenge 3 (700 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Water Gun. *Ranged Weapon Attack:* +3 to hit, range 30 ft, one target. *Hit:* 10 (3d6) bludgeoning damage. If the target is a creature, it must also succeed on a DC 15 Strength saving throw or be pushed back 10 feet.

Water Pulse (Recharge 5-6). The wartortle launches a massive blast of water at a target it can see within 60 feet. The target must make a DC 15 Dexterity saving throw, taking 22 (5d8) bludgeoning damage on a failed save, or half as much on a successful one. Creatures that fail the initial save must succeed at a DC 15 Wisdom saving throw or suffer the effects of the *confusion* spell until the end of the wartortle's next turn.

REACTIONS

Withdraw. When successfully hit by an attack, the wartortle can withdraw into its shell, taking half of the damage from the attack, as if it had resistance against the damage types caused. Additionally, it gains advantage on Strength and Constitution saving throws until the beginning of its next turn.



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BLASTOISE

Large beast, unaligned

Armor Class 20 (natural armor)

Hit Points 187 (15d10 + 105)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+0)	24 (+7)	4 (-3)	12 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 11

Languages -

Challenge 10 (5,900 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Hydro Pump (Recharge 5-6). The blastoise fires several volleys of highly pressurized water from the cannons on its back. Each creature in a 30-foot cone must make a DC 17 Dexterity saving throw, taking 36 points of bludgeoning damage on a failed save, or half as much damage on a successful one. Creatures that fail the initial saving throw must also succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Withdraw. When successfully hit by an attack, the blastoise can withdraw into its shell, taking no damage from the attack, as if it were immune to that type of damage. Additionally, it gains advantage on Strength and Constitution saving throws until the beginning of its next turn.



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