

DRAGON SNAIL

A great, scaly snail lurches towards you, trailing acrid slime. Its eyestalks stand before its heavy, spiral shell—the home of various hair-like algae and small invertebrates. As the fleshy neck and body rears up, multiple quivering antennae fan out around its sucking mouthparts.

DRAGON SNAIL

CR 6

Usually CN Medium Dragon

Init +0; **Senses** Darkvision 120 ft., low-light vision

Languages Common, Draconic, Aquan

AC 20, touch 10, flat-footed 20
(+10 natural)

hp 59 (7HD)

Immune sleep, paralysis, acid

Fort +7, **Ref** +5, **Will** +5

Spd 20 ft., spiderclimb 20ft.

Melee bite +12 melee (2D6+6)

Base Atk +7; Grp +19

Atk Options acid breath, power attack, retreat

Abilities Str 18, Dex 10, Con 15, Int 6, Wis 10, Cha 4

Feats Attack Focus (bite), Power Attack, Clinging Breath (MM IV pg.202)

Skills Listen +10, Move Silently +8, Spot +18, Sense Motive +10, Survival +10

Environment Coastal cliffs, swamps, caves near water

SQ all-around vision, snail tracks, stable, strange biology

Organization solo, mated pair, or rout (4-6)

Treasure double standard

Advancement 8-10 HD (medium), 11-14 (large)

Breath Weapon (Su) 60-ft. line, once every 1d4 rounds, damage 7d4 acid, Reflex DC 15 half.

Clinging Breath (Su) The dragon snail may choose (free action) to deal half again as much damage to creatures and objects as was dealt by its breath weapon in the previous round (no save). As a full-round action a targeted creature can attempt a Reflex save DC 15 to scrape off the clinging breath to prevent the damage (+2 to the saving throw if rolling on the ground). **Using Clinging Breath adds 1 round to the dragon snail's breath weapon recharge. The extra damage is applied on the targeted creature's turn.**

All-Around Vision (Ex) A dragon snail's eyestalks let it look in multiple directions at once, making it impossible to flank (but it can still be surprised).

Retreat (Ex) A dragon snail can retreat into its shell as a move action (no AoO), raising its armor class by 6. In addition, this provides a +4 bonus to reflex saves to avoid damage. A dragon snail can move normally while inside its shell, using its slime trails and eyestalks to guide it. A dragon snail can ready (3.5DMG pg. 25) an action to retreat if it senses danger.



Snail Tracks (Ex) A dragon snail's single, enormous foot almost completely covers its space and anchors it to any surface (other than those modified by magic, like the grease spell). The dragon snail can traverse any surface, even vertical walls and ceilings, as if affected by a continuous spider-climb spell. A dragon snail can be pulled off of a wall or forced to move, even while grappling, only by a creature with a strength score of 20 or higher.

Super Stable (Ex) A dragon snail receives a +8 bonus to grapple checks, and any checks to resist being bull-rushed or overrun. Trip attempts automatically fail against a dragon snail.

Strange Biology (Ex) Dragon snails enjoy a 50% chance to avoid any critical hit striking them (damage is still rolled normally). Most of a dragon snail's organs are kept protected within its shell, the exposed portions being muscular flesh that regrows over time, leaving no lasting damage.

Skills The dragon snail's unique physiology allows it to glide around very quietly, providing a +8 racial bonus to Move Silently checks, and its raised eyestalks provide a +4 bonus to spot checks.

Cousins to true dragons, dragon snails are scaly, slimy, cunning, and convinced that other creatures are little more than food. Unfortunately for those that blunder into their territories, often they are proven right by bloody attrition.

A dragon snail is a solid creature as big as a half-orc and as heavy as an ox. Their fleshy, boneless bodies have a soft underbelly and foot, but its "back" is covered in dull, taupe dragon scales. Their shells are usually spiral-shaped, and underneath a coating of crustaceans and plant growth, are resplendent in colors like emeralds and sapphires. A dragon snail's intact shell is worth 1000gp for its use as jewellery, or as a trophy.

Dragon snails eat anything they can break down with their rasping mouthparts and their potent acid (most anything they encounter). They need minerals to form strong shells, but most often roam their coastal or deep forest caves, feasting on algae, carrion, detritus, and any meat they can capture and kill.

Dull in comparison to other dragons, dragon snails are nevertheless insightful and may be open to conversing with prey (even as they close, inexorably, for the kill). Promising immediate gratification with treasure or food is always a necessity when dealing with dragon snails, and even then there are no guarantees. Capricious by nature, they may live alone, or in small groups, often keeping to their territories, but then expanding them to include the homes of neighbouring creatures on whims that only they understand.

COMBAT

Dragon snails have simple tactics and little reason to change them. Alone, a dragon snail positions itself in a hard-to-reach area, often upside down on the roof, and alternates between breathing acid, and biting foes who get too close (always opting to breathe when possible, and always using **clinging breath** when it strikes more than one creature). When hurt, it retreats into its shell and waits for its breath weapon to recharge, emerging only to breathe acid and hurl guttural insults.

Dragon snails in groups are even more dangerous; taking turns breathing, retreating, and then breathing again.