

# Flail Snail

Large, Elemental, Unaligned

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**ARMOR CLASS**

16

**HIT POINTS**

102 (12d10 + 36)

**CHALLENGE**

3 | 700 XP

**PROFICIENCY**

+2

**Speed** Walk 10 ft.

**Initiative** -1

**Saving Throws** Con +5

**Skills** N/A

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder

**Senses** Darkvision 60 ft.; Passive Perception 11

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**Languages** None

**STR**

18  
+4

**DEX**

8  
-1

**CON**

16  
+3

**INT**

3  
-4

**WIS**

12  
+1

**CHA**

5  
-3

## Traits

**Prismatic Shell.** When the snail succeeds on a saving throw against a spell, it gains 10 temporary Hit Points.

**Slow but Certain.** The snail ignores difficult terrain caused by stone, mud, slime, or shallow water.

## Actions

**Multiattack.** The snail makes two Flail Tentacle attacks.

**Flail Tentacle.** Melee Attack Roll: +6, reach 10 ft. Hit: 10 (1d12 + 4) Bludgeoning damage.

## Reactions

**Shell Flash.** When hit by a spell attack, the snail imposes Disadvantage on the triggering attack roll, potentially causing it to miss.

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