

# Giant Slug

Large, Monstrosity, Unaligned

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

**ARMOR CLASS**

12

**HIT POINTS**

95 (10d10 + 40)

**CHALLENGE**

4 | 1,100 XP

**PROFICIENCY**

+2

**Speed** Walk 20 ft., Climb 20 ft.

**Initiative** -2

**Saving Throws** N/A

**Skills** Athletics +6

**Damage Resistances** Acid

**Senses** Blindsight 30 ft.; Passive Perception 10

**Passive Perception** 10

**Languages** None

STR

18  
+4

DEX

6  
-2

CON

18  
+4

INT

2  
-4

WIS

11  
+0

CHA

4  
-3

## Traits

**Adhesive Body.** The slug can climb difficult surfaces, including ceilings, without making an ability check.

**Mucus Trail.** The ground the slug moves across becomes slick until the start of its next turn and is Difficult Terrain for creatures other than giant slugs.

## Actions

**Radula Bite.** Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Slashing damage plus 4 (1d8) Acid damage.

**Acid Spit (Recharge 5-6).** Dexterity Saving Throw: one creature within 60 feet. Failure: 22 (5d8) Acid damage. Success: Half damage.

### Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/giant-slug>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

## CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/giant-slug>