

SLUG

Source: 1e *Monster Manual* (giant slug); *Dragon Magazine* #139 (metal master).

While most slugs are inoffensive, or at worst garden pests, there are a number of less mundane species that are very dangerous to humanoids. Many of them live underground, dwelling in dungeons or the Underdark. A few are even intelligent.

Giant Rasping Slug

Level 8 Soldier

Large natural beast

XP 350

HP 86; **Bloodied** 43

Initiative +4

AC 22; **Fortitude** 22; **Reflex** 18; **Will** 22

Perception +7

Speed 4 (cannot shift)

Low-light vision

STANDARD ACTIONS

(mbasic) Slimy Bite * At Will

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 2d8+7 damage and the target is slowed (save ends).

(ranged) Spit Slime (acid) * At Will

Attack: Ranged 10 (one creature); +11 vs. Reflex.

Hit: 1d12+6 acid damage and the target is slowed (save ends).

(ranged or melee) Acid Gob (acid) * Encounter

Attack: Melee 1 or ranged 5 (one creature); +11 vs. Reflex.

Hit: 3d6+10 acid damage, plus ongoing 5 acid damage (save ends).

Str 21 **Dex** 10 **Wis** 17

Con 14 **Int** 1 **Cha** 1

Alignment unaligned

Languages -

Deep Slug

Level 13 Solo Brute

Huge natural beast

XP 4,000

HP 640; **Bloodied** 320

Initiative +5

AC 24; **Fortitude** 27; **Reflex** 23; **Will** 27

Perception +11

Speed 4

Darkvision

Resist 20 acid

Saving Throws +5; **Action Points** 2

TRAITS

Mindless

Any dazed, dominated and stunned conditions affecting the deep slug end at the beginning of its turn.

Slow but Steady

At the start of its turn, the deep slug makes a saving throw against each effect including the immobilized, restrained or slowed condition.

STANDARD ACTIONS

(mbasic) Bite (acid) * At Will

Attack: Melee 2 (one creature); +18 vs. AC.

Hit: 3d6+12 damage, plus ongoing 10 acid damage (save ends).

Slugfest * Recharges when first bloodied and when the deep slug spends its last action point

Effect: The deep slug uses *bite* once against each enemy within 2 squares of it, taking a -2 penalty to each such attack if the slug is not bloodied.

MOVE ACTIONS

(melee) Implacable Advance * At Will

Effect: The deep slug moves up to its speed. It can move into squares occupied by enemies during this movement and gains resist 10 against opportunity attacks triggered by this movement. It makes the following attack on each creature whose space it enters doing this movement.

Attack: Melee 0 (each creature whose space the deep slug enters); +16 vs. Fortitude.

Hit: 4d6+6 damage, and the target is knocked prone.

Sticky Trail (zone) * At Will

Effect: The slug moves up to its speed. Each square it leaves becomes a zone of sticky mucus that lasts until the end of the encounter. Any creature other than the slug that ends its turn in a square of mucus is grabbed by the mucus (escape DC 14).

MINOR ACTIONS

(ranged) Spit Acid (acid) * At Will

Attack: Ranged 10 (one creature); +16 vs. Reflex. This does not trigger opportunity attacks.

Hit: 3d10+5 acid damage.

Str 25 Dex 8 Wis 20

Con 20 Int 1 Cha 1

Alignment unaligned

Languages -

Giant Spitting Slug

Level 14 Artillery

Large natural beast

XP 1,000

HP 108; Bloodied 54

Initiative +14

AC 24; Fortitude 28; Reflex 24; Will 28

Perception +12

Speed 4 (cannot shift), climb 4

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 2d10+5 damage.

(ranged) Spit Acid (acid) * At Will

Attack: Ranged 20 (one creature); +19 vs. Reflex.

Hit: 4d8+4 acid damage and the target is slowed (save ends).

(area) Slimy Splatter (acid) * Encounter

Attack: Area burst 2 within 10 squares (each creature in burst); +29 vs. Reflex.

Hit: 2d10+9 acid damage and the target is immobilized (save ends).

Aftereffect: The target is slowed (save ends).

Miss: Half damage and the target is slowed (save ends).

Str 20 Dex 24 Wis 20

Con 18 Int 1 Cha 1

Alignment unaligned

Languages -

Giant Banana Slug

Level 18 Soldier

Large natural beast

XP 2,000

HP 170; Bloodied 85

Initiative +12

AC 32; Fortitude 32; Reflex 28; Will 32

Perception +15

Speed 4 (cannot shift), climb 4

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +23 vs. AC.

Hit: 3d8+10 damage and the target falls prone.

(melee) Numbing Bite (poison) * Recharge 5 6

Attack: Melee 1 (one creature); +23 vs. AC.

Hit: 3d8+13 damage and the target takes a -2 penalty to attacks, AC and Reflex (save ends all).

(ranged) Spit Slime (acid) * At Will

Attack: Ranged 10 (one creature); +21 vs. Reflex.

Hit: 3d6+8 acid damage and the target is slowed (save ends).

Str 26 **Dex** 12 **Wis** 22
Con 18 **Int** 1 **Cha** 1
Alignment unaligned

Languages -

Metal Master

Level 20 Controller

Large fey magical beast

XP 2,800

A metal master is an intelligent giant slug from the Feywild that is able to use magnetism to influence metal. Metal masters usually accumulate enough small metal items that they can form a protective halo that surrounds them.

HP 190; **Bloodied** 95

Initiative +9

AC 33; **Fortitude** 33; **Reflex** 30; **Will** 34

Perception +16

Speed 4 (cannot shift)

Low-light vision

TRAITS

Control Metal * **Aura** 6

Whenever a creature bearing at least 5 lbs. of metal ends its turn in the aura, the metal master slides that creature up to 3 squares.

STANDARD ACTIONS

(mbasic) Slam * **At Will**

Attack: Melee 1 (one creature); +25 vs. AC.

Hit: 3d12+9 damage.

(area) Magnetic Pulse * **Encounter**

Attack: Area burst 2 within 10 squares.

Hit: 5d6+4 damage, the target falls prone and the metal master slides the target up to 2 squares.

(close) Corona of Metal (zone) * **Encounter**

Attack: Close burst 1 (each creature in the burst); +23 vs. Reflex.

Hit: 4d8+6 damage.

Effect: The area of the burst becomes a zone that lasts until the end of the metal master's next turn that is filled with a whirling maelstrom of bits of metal and loose objects. Any creature other than the metal master that ends its turn in the zone takes 10 damage.

Sustain Minor: The zone persists.

Sustain Standard: The metal master repeats the attack.

MINOR ACTIONS

(ranged) Magnetic Slide * **At Will** 1/round

Attack: Ranged 10 (one creature); +23 vs. Reflex.

Hit: The metal master slides the target up to 6 squares.

Miss: The metal master slides the target 1 square.

Str 15 **Dex** 9 **Wis** 23
Con 22 **Int** 18 **Cha** 27

Alignment unaligned

Languages Common