CLAM, Giant

**Large Vermin**

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** −5 (Dex)

**Speed:** 0 ft

**AC:** 14 (−1 size, −5 Dex, +10 natural)

**Attacks:** None

**Damage:** None (see text)

**Face/Reach:** 10 ft by 10 ft/0 ft

**Special Attacks:** Clamp

**Special Qualities:** Camouflage, blindsight, vermin

**Saves:** Fort +6, Ref −4, Will +1

**Abilities:** Str 20, Dex 1, Con 15, Int —, Wis 10, Cha 9

**Climate/Terrain:** Any warm aquatic

**Organization:** Solitary or cluster (2-10)

**Challenge Rating:** 2

**Treasure:** 50% standard

**Alignment:** Always neutral

**Advancement:** 5–8 HD (Large); 9–12 HD (Huge)

Giant clams dwell in warm waters, lying with their shells open as they filter food out of the water.

**COMBAT**

Giant clams never attack. The threat they pose comes only from their reflex action to clamp shut quickly when they are interfered with.

**Clamp (Ex):** Any creature of Huge size or smaller that comes within 5 feet of a giant clam must make a Swim check (DC 17) or be sucked between its shells as it clamps shut. Small or smaller creatures will be completely trapped. Medium–size or larger creatures will be only partially trapped, perhaps by a leg or by the midsection. Trapped creatures are considered grappled.

A trapped creature takes 1d6+7 points of crushing damage each round and is subject to drowning (see page 85 in the *DMG*).

A giant clam that has clamped shut will not reopen unless forced (requires an opposed Strength roll) or until 1d4 hours have passed without the clam being disturbed.

**Camouflage (Ex):** The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help them blend in with their environment. Creatures must make a Spot check (DC 20) to notice it. Anyone with Wilderness Lore or Knowledge (sea creatures) can use those skills instead of Spot to notice the plant.

**Blindsight (Ex):** Giant clams have no visual organs but can ascertain all foes within 30 feet using vibration.

**Vermin:** Immune to all mind–influencing spells and effects.

The Giant Clam first appeared in module EX2 (Gary Gygax, 1983).