FLAIL SNAIL

Large Vermin
Hit Dice: 4d8+8 (26 hp)
Initiative: -1 (Dex)
Speed: 10 ft
AC: 18 (-1 size, -1 Dex, +10 natural)
Attacks: 4 tentacle slams +4 melee
Damage: Tentacle slam 1d8+2
Face/Reach: 5 ft by 10 ft/5 ft
Special Qualities: Warp magic, immunities, blindsight, light blindness
Saves: Fort +6, Ref +0, Will +1
Abilities: Str 15, Dex 8, Con 14, Int 5, Wis 10, Cha 2
Skills: Hide +4, Listen +3
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-9 HD (Large); 10-12 HD (Huge)

Flail snails appear as larger versions of normal snails, but in place of its head are four 5-foot long tentacles that end in mace-like lumps of hardened flesh. A flail snail’s shell is striped in various colors from red to blue or yellow and green. Its flesh is gray-blue.

COMBAT
A flail snail attacks by smashing its prey with its mace-like tentacles. A flail snail attacks until either it or its prey is dead. Some flail snails have been known to chase down their prey if it tries to escape.

Warp Magic (Su): Each time a spell is cast on or at a flail snail, it produces a random effect. Roll 1d10 and consult the table below.

<table>
<thead>
<tr>
<th>1d10</th>
<th>Result</th>
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<tbody>
<tr>
<td>1-7</td>
<td>Spell misfires; nothing happens.</td>
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<tr>
<td>8-9</td>
<td>Spell functions normally</td>
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<tr>
<td>10</td>
<td>Spell rebounds on caster (as spell turning)</td>
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Immunites (Ex): Flail snails are immune to fire and poison.
Blindsight (Ex): Flail snails can ascertain all foes by vibration within 60 feet.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds flail snails for 1 round. In addition, they suffer a −1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Vermin: Immune to mind-influencing effects.