GIANT SLUG

Huge Vermin
Hit Dice: 12d8+12 (66 hp)
Initiative: +0
Speed: 20 ft, burrow 10 ft
AC: 16 (-2 size, +8 natural)
Attacks: Bite +11 melee
Damage: Bite 2d6+6
Face/Reach: 10 ft by 20 ft/10 ft
Special Attacks: Spit acid
Special Qualities: Vermin, immune to blunt weapons, blindsight
Saves: Fort +9, Ref +4, Will +4
Abilities: Str 19, Dex 10, Con 12, Int — , Wis 10, Cha 2
Skills: Listen +10

Climate/Terrain: Temperate and warm marsh and underground
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 13-21 HD (Huge); 22-36 HD (Gargantuan)

Giant slugs dwell away from light, preferring the depths of dungeons and similar places. Giant slugs are able to eat substances like wood or burrow through very hard earth using their rasp-like tongues.

Giant slugs appear as larger versions of normal slugs. They are about 25 feet long and can grow to be 50 feet in length. Most are pale gray in color with a pale white underbelly.

COMBAT
A giant slug attacks with its bite, but prefers to attack targets with its highly corrosive spittle.

Spit Acid (Ex): Stream of acid, 5 feet high, 5 feet wide, and 60 feet long, once per round, damage 4d8, Reflex half DC 17. Giant slugs are immune to their own acid and that of other giant slugs.

Immune to Blunt Weapons (Ex): Due to its soft tissue and lack of bones, a giant slug takes no damage from bludgeoning attacks.

Blindsight (Ex): Giant slugs have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

Salt Vulnerability (Ex): A giant slug is highly susceptible to salt, taking 1d8 points of damage per pound of salt.

The Giant Slug first appeared in the 1e MM (Gary Gygax, 1977).