

## FLAIL SNAIL

## Level 5 Brute

Large natural beast (blind)

XP 200

HP 76; Bloodied 38

Initiative +0

AC 17; Fortitude 19; Reflex 12; Will 16 (see also *shell shield*) Perception +4

Speed 4

Tremorsense 10

### TRAITS

#### Shell Shield

A flail snail has a +4 bonus to AC, Fortitude and Reflex against attacks from creatures more than 4 squares away from it.

### STANDARD ACTIONS

#### (mbasic) Head Flail \* At Will

*Attack:* Melee 2 (one creature); +9 vs. AC.

*Hit:* 1d10+5 damage.

#### (m) Flailing Heads \* At Will

*Effect:* The flail snail makes up to three *head flail* attacks at different targets.

#### (m) Emphatic Blow \* Encounter

*Attack:* Melee 2; +9 vs. AC.

*Hit:* 2d10+7 damage and the target is pushed 2 squares.

### MOVE ACTIONS

#### Move Within the Shell \* Recharge 5 6

*Effect:* The flail snail moves its speed and gains a +4 bonus to its defenses against attacks triggered by this move.

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**Skills** skill modifier

**Str** 20    **Dex** 6    **Wis** 14

**Con** 16    **Int** 1    **Cha** 9

**Alignment** unaligned

**Languages** -

## SCINTILLATING FLAIL SNAIL

## Level 7 Controller

Large natural magical beast (blind)

XP 300

HP 80; Bloodied 40

Initiative +2

AC 21; Fortitude 21; Reflex 15; Will 19

Perception +6

Speed 4

Tremorsense 10

### TRAITS

#### Scintillating Shell (radiant) \* Aura 6

When a creature starts its turn in the aura, it chooses: it is dazed until the start of its next turn, or the scintillating flail snail slides it 4 squares.

### STANDARD ACTIONS

#### (mbasic) Head Flail \* At Will

*Attack:* Melee 2 (one creature); +12 vs. AC.

*Hit:* 1d10+6 damage.

#### (m) Flailing Heads \* At Will

*Effect:* The flail snail makes up to four *head flail* attacks at different targets.

#### (m) Overwhelming Blow \* Recharge when first bloodied

*Attack:* Melee 2 (one creature); +10 vs. Fortitude.

*Hit:* 2d8+11 damage, and the target is knocked prone.

### TRIGGERED ACTION

#### Withdraw into the Shell \* Recharge 5 6

*Trigger:* The scintillating flail snail is hit by an effect targeting AC or Reflex.

*Effect (Immediate Interrupt):* The scintillating flail snail gets a +4 bonus to AC and Reflex against the triggering attack.

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**Str** 20    **Dex** 9    **Wis** 16

**Con** 16    **Int** 7    **Cha** 13

**Alignment** unaligned

**Languages** -