



DRAGON SNAIL

The dragon snail, highly prized for its magical absorbing shell, is seldom found outside the faerie realms. A rainbow of colors dapples their mother-of-pearl shells, hinting at their magical quality. While slow in speed and temperament, dragon snails live up to their names with frightening breath attacks against their enemies.

Dragon snails are loyal companions and innate protectors, making them a favorite companion of sylvan noble children. Their favorite game is to race the snails around the palace grounds, dressing up as fey knights on their trusted steeds with ribbons, saddles, and other accouterments as they pretend to be knights-errant.

Absorb Magic. A dragon snail's shell can absorb magic which it can then exhale as a breath weapon, reminiscent of a real dragon.

Climbers. While slow in speed, a dragon snail can traverse any terrain at any angle, including upside down on ceilings.

Impenetrable Shell. When a dragon snail retreats into its shell, it is impervious to most attacks.

DRAGON SNAIL

Small beast, unaligned

Armor Class 18 (natural armor)

Hit Points 67 (9d6 + 36)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	18 (+4)	4 (-3)	9 (-1)	6 (-2)

Damage Immunities poison

Condition Immunities blinded, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Proficiency Bonus: +2

Absorb Magic. When the snail takes magic damage, that damage type is absorbed into its shell until expelled by the snail as a breath attack. The snail can have only one damage type absorbed at a time.

Magic Resistance. The snail has advantage on saving throws against spells and other magical effects.

Snail Climb. The snail can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Exhale Magic (Recharge 6). The snail exhales absorbed magic in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 18 (4d8) damage of the absorbed magic type on a failed save, or half as much damage on a successful one.

REACTIONS

Shell Shield. The snail withdraws into its shell, gaining a +5 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.