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[Like the hidebehind, the snoligoster is a creature I've been putting off for a while. For different reasons. The original writing about the snoligoster contains some really gross racism. It's been edited out of other, more modern retellings, but know that it's there if you're going to track down the source material.]

Snoligoster

This creature resembles an immense crocodile with no legs and a coating of shaggy fur. A single long bone spike protrudes from its back. Its tail is flexible and muscular, and ends in a three-bladed propeller.

A snoligoster is a cruel wetlands predator that prides itself on being inescapable. Their bizarre bodies combine reptilian, mammalian and fish characteristics, and are crowned with a single long spine growing from their back and a tail like a propeller blade. They use this tail to move through the water at startling speed, although they can only crawl awkwardly on land. Snoligosters are predatory, and gather their victims by impaling them on their back. The very presence of a snoligoster renders the boundaries between planes impermeable, and they enjoy hunting and killing outsiders of all kinds, no matter their alignment. They prefer their meat finely diced, and use their bladed tail to reduce flesh and bone to a slurry.

Snoligosters are of near-human intelligence and act as tyrants of the swamps in which they dwell. They are willing to submit to a greater power, as long as they are accorded what they consider an appropriate amount of respect and land. They fear and envy dragons for their magical powers and keen intellect, and even a relatively weak evil dragon may bully a snoligoster into serving its interests. Snoligosters are fond of titles, and refer to themselves frequently with epithets. They are skilled trackers, and will follow a fleeing victim for miles to finish the kill.

A snoligoster grows to about thirty feet long, half of which is their powerful tails. They live for a century or more if not slain.

Snoligoster **CR 15**
XP 51,200

LE Huge aberration

Init +5; **Senses** darkvision 60 ft., Perception +25, *see invisibility*

Aura frightful presence (60 ft., DC 23)

Defense

AC 30, touch 9, flat-footed 29 (-2 size, +1 Dex, +21 natural)

hp 231 (22d8+132); fast healing 10

Fort +13, **Ref** +10, **Will** +17

Immune acid, disease, poison; **Resist** cold 10, fire 10, electricity 10; **SR** 26

Offense

Speed 10 ft., swim 80 ft.

Melee bite +23 (2d6+9/19-20 plus grab and dispelling bite), bladed tail +24 (4d6+9/17-20x3 plus bleed)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tail)

Special Attacks bleed (2d6), dispelling bite, impale (2d6+13)

Spell-like Abilities CL 15th, concentration +17

Constant—*dimensional lock*, *see invisibility*

3/day—*dimensional anchor*, *locate creature*

Statistics

Str 28, **Dex** 13, **Con** 23, **Int** 9, **Wis** 22, **Cha** 14

Base Atk +16; **CMB** +27 (+31 grapple); **CMD** 37 (cannot be tripped)

Feats Combat Reflexes, Critical Focus, Dazzling Display, Improved Critical (bladed tail), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Tiring Critical, Vital Strike, Weapon Focus (bladed tail)

Skills Intimidate +28, Perception +25, Stealth +18 (+24 in marshes), Survival +13, Swim +22;

Racial Modifiers +8 Stealth in marshes

Languages Draconic

SQ hold breath

Ecology

Environment temperate marshes

Organization solitary or pair

Treasure standard

Special Abilities

Bladed Tail (Ex) The propeller-bladed tail of a snoligoster is treated as a primary natural weapon that deals 4d6 points of slashing damage. It threatens a critical hit on a roll of 19-20 and deals x3 damage on a successful critical hit—most snoligosters augment this further with the Improved Critical feat.

Dispelling Bite (Su) A creature bitten by a snoligoster is affected by a targeted *greater dispel magic* (CL 15th). Unlike an ordinary dispel attempt, this dispel attempt begins with any spell that protects against grapping, such as a *grease* or *freedom of movement* spell.

Impale (Ex) As a swift action that does not provoke an attack of opportunity, a snoligoster can move a creature it is grappling with its bite attack to its space, whereupon it is impaled on its back spine and takes 2d6+13 points of piercing damage. A creature that is impaled takes an additional 2d6 points of damage every turn it remains impaled and is treated as grappled; the snoligoster no longer has the grappled condition with a foe impaled in such a fashion.

A creature can escape a snoligoster's impalement by succeeding a combat maneuver check or Escape Artist check against the snoligoster's CMD. If it succeeds the check, it moves to a square adjacent to the snoligoster and takes 2d6 points of damage. A creature that fails the check does not move but takes 4d6 points of damage in the attempt.

A snoligoster may have one Large, 4 Medium or 8 Small creatures impaled on its back at a time. A creature that is Tiny or smaller cannot be impaled.