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[Yes, there's already a <u>snallygaster in PFRPG</u>. Again, parallel development at work; this critter's been sitting on my hard drive since 2012. And, like with some of these other examples, I've taken a dramatically different mechanical approach.]

Snallygaster

Soaring overhead is an immense reptilian beast held aloft by mighty membranous wings. A savagely beaked head perches atop its long sinuous neck, and in place of arms it bears six lashing tentacles. A tail as thick as a tree trunk swings behind it. Its skin is mottled and grey, and its single eye glares a brilliant red.

Snallygasters are rare and unnatural dragons native to high mountains. The first snallygaster was created as a weapon of war by devils. Although snallygasters have escaped this captivity and migrated to the material world, they still carry with them a permanent infernal taint, allowing even simple warding spells to potentially have a great effect against them. Common folk in the shadow of a snallygaster's mountain typically mark their homes with holy symbols and magic circles in the hope of protecting themselves from the beast.

Although snallygasters can hibernate for decades and require only as much food as a human to survive, they love to indulge in gluttony and terror. Their feasts include wild game, livestock and humanoids, and they have a special fondness for alcohol of all types. Snallygasters are typically

offended if a creature attempts to fight back from their assault, and may retreat in shock for a few moments before returning to battle with their myriad natural weapons and deadly breath. They are remarkably fast and agile for their size. A snallygaster is typically sixty feet long and has a wingspan of equal length.

Snallygaster CR 18

XP 153,600

NE Gargantuan dragon

Init +8; Senses darkvision 60 ft., low-light vision, Perception +20, scent

Defense

AC 33, touch 14, flat-footed 28 (-4 size, +4 Dex, +19 natural, +4 deflection, +1 dodge)

hp 324 (24d12+168)

Fort +25, Ref +22, Will +15

DR 15/silver; Immune fire, magical sleep, mind-influencing effects, paralysis, sonic; SR 29

Defensive Abilities negative energy affinity

Weakness unearthly

Offense

Speed 50 ft., fly 300 ft. (good)

Melee bite +31 (2d8+11/19-20), 6 tentacles +29 (1d8+5), tail +29 (4d6+16)

Space 20 ft.; Reach 20 ft.

Special Attacks breath weapon (once every 1d4 rounds, 120 ft. line, 12d6 fire and 12d6 sonic, Reflex DC 29 half), powerful charge (bite, 6d8+22), powerful tail, rend (3 tentacles, 1d8+11), summon hurricane

Spell-like Abilities CL 20th, concentration +23

Constant—unholy aura (DC 21)

Statistics

Str 32, Dex 18, Con 23, Int 9, Wis 13, Cha 16

Base Atk +24; CMB +39; CMD 54

Feats Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Lightning Stance, Multiattack, Power Attack, Snatch, Stand Still, Wind Stance

Skills Acrobatics +21, Fly +22, Intimidate +23, Knowledge (arcana, planes) +19, Perception +22,

Sense Motive +21

Languages Infernal

Ecology

Environment temperate mountains

Organization solitary

Treasure standard

Special Abilities

Negative Energy Affinity (Ex) A snallygaster is treated as if it were undead for the purposes of positive and negative energy.

Powerful Tail (Ex) A snallygaster's tail deals 1.5 times its Strength bonus in damage, despite being a secondary natural attack.

Summon Hurricane (Su) As a full-round action, a snallygaster can beat its wings and tail to create hurricane-force winds in a 120 ft. radius centered on the snallygaster. This lasts for as long as the snallygaster concentrates, plus an additional number of rounds equal to its Constitution bonus (7 rounds for the average snallygaster). A snallygaster is immune to the effects of its summoned hurricane.

Unearthly (Su) A snallygaster is always treated as a summoned extraplanar creature for the purposes of *protection from evil* and similar effects. In addition, *dismissal, banishment* or similar effects affect a snallygaster as if it were an extraplanar creature.