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[Another Hackmaster creature that doubles as a neat exercise in speculative evolution. A terrestrial lungfish convergent on constrictor snakes? Yes please!]

Lunger

This creature looks something like a fish and something like a snake. Its eyes are large and bulbous, its broad head bears fanged jaws, and mucus oozes from its scaled body.

Lungers are terrestrial descendants of lungfish that become powerful ambush predators. A lunger spends its days lurking by watering holes or trees in order to grab prey in search of shelter or refreshment. Their crushing coils are aided by their thick, sticky mucus, which slows and entangles even those victims that escape a lunger's grasp.

Lungers breathe air and do not need to live in water, but their eggs have no shells and require water to develop safely. Juvenile lungers live underwater until they reach about half of their adult size—five feet or so. Lungers are not social except when mating, and adult lungers will raid nesting pools for food when times are lean.

Variant Lungers

Sawback lungers are more adept underwater than their common lunger cousins. A sawback lunger is a lunger with a land speed of 15 feet, a swim speed of 30 feet, and the hold breath special quality. A sawback lunger is CR 5. Rafter lungers are smaller kin to lungers that have adapted to living in rocks, trees and the attics and roofs of buildings. A rafter lunger has the young simple template and a climb speed of 20 feet. A rafter lunger is CR 4.

Lungers as Animal Companions

Starting Statistics: Size Medium; **Speed** 30 ft. ; **AC** +3 natural armor; **Attack** bite (1d8 plus grab); **Ability Scores** Str 15, Dex 15, Con 16, Int 1, Wis 12, Cha 4; **Special Qualities** low-light vision, scent; **Skill Modifiers** +4 Climb, +4 Swim

7th-Level Advancement: Size Large; **AC** +3 natural armor; **Attack** bite (2d6 plus grab); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** constrict (2d6), entangling slime

Lunger CR 5

XP 1,600

N Large animal

Init +6; **Senses** low-light vision, Perception +6, scent

Defense

AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural)

hp 63 (6d8+36)

Fort +11, **Ref** +7, **Will** +5

Offense

Speed 30 ft. **Melee** bite +9 (2d6+9 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Abilities constrict (2d6+9), entangling slime

Statistics

Str 23, **Dex** 14, **Con** 23, **Int** 1, **Wis** 12, **Cha** 4

Base Atk +4; **CMB** +11 (+15 grappling); **CMD** 23 (cannot be tripped)

Feats Improved Initiative, Iron Will, Lunge (B), Stealthy

Skills Climb +10, Escape Artist +6, Perception +6, Stealth +10, Swim +10; **Racial Modifiers** +4

Climb, +4 Stealth, +4 Swim

Ecology

Environment warm and temperate plains

Organization solitary or pair

Treasure incidental

Special Abilities

Entangling Slime (Ex) A creature that is grappled by a lunger must succeed a DC 19 Reflex save or become entangled in the lunger's slime. This entangled condition lasts as long as the creature is grappled by the lunger and for 1d4+1 rounds thereafter. The slime may be scraped off with a full round action, or washed off with a gallon or more of weak acid or alcohol.