

Crocodile

March 8, 2023



Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Saving Throws

Skills Stealth +2

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 10

Languages --

Challenge 44928 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.
Hit: 7 (1d10 + 2) piercing damage, and the target is grappled

(escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.